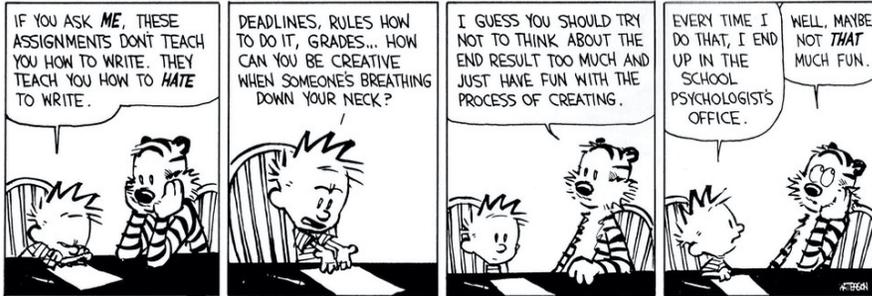


Welcome to Ms. Schmit's Wonderful World of Art & Design



NWSA Rm. F100 elizabeth.schmit@cms.k12.nc.us CreativeSchmit.com



Visual Art Class Fees

\$20 for each visual arts class you are taking.

Pay here: www.nwsavab.com

Students will always have access to the materials they need to be successful; However, these fees managed by our Visual Arts Boosters (VAB) help support our program with the extraordinary opportunities unique to NWSA. If you can't afford them or would like to help others pay theirs, just email Ms. Schmit for more information.

Mrs. Schmit's Class Schedule

- | | |
|-------------------------|-------------------------|
| A1 - Ceramics Beginning | B1 - Metal & Fibers IPA |
| A2 - Ceramics Beginning | B2 - 8th Grade Art |
| A3 - Sculpture IPA | B3 - Planning |
| A4 - Planning | B4 - Ceramics IPA |

Please contact me with any questions or concerns as they come up. Email is the best way to reach me frequently have meetings during my planning. I do my best to check it at least once a day and will reply as soon as I read it.

Class Rules

1. **Mutual Respect**, includes everyone and everything
2. **Show Up!** both mentally and physically
3. **Do YOUR best!** It's all about *your* personal progress
Break or follow, your actions choose the results...

Positive: when class rules are followed and general class expectations met, we do more stuff, more independence by building trust, and less nagging from parents/guardians and Ms. S.

Negative: Breaking Rules or failing to meet expectations, means more nagging, less cool stuff, less trust resulting in less independence.

1st warning: given verbally in class and/or in classwork comments.

2nd warning: parents/guardians notified

3rd Warning: office referral and parents/guardian notified usually resulting in either a parent meeting, ISS, or OSS.

Depending on severity, may skip to Office Referral or immediate ISS.

Stuff Needed Everyday

Chromebook, Pencil, Pen, Sketch book (9x12), Note Paper, Folder/Binder. There will be classroom sets of supplies for students who forget their supplies or can't afford their supplies.

Grades: Check CANVAS

Scores are updated once a week. If you have questions read assignment descriptions and check CreativeSchmit.com first, you'll probably answer them on your own. Email Ms. Schmit if you still have questions after that. Late/regrade work will be entered with next round of grading.

Late Work:

As long as the assignment is unlocked you can turn it in for full credit. No points off for late work.

Prepare Assign. lock the Friday following the due date
Rehearse/Perform Assign. lock 3 Days before end of QT.

Class PED Policy

*No PED's Yes, this is your warning.
This is CMS policy. Use your Chromebook!*



Your Grade

What do Grades Mean?

A+97%-100% } Exceptional; above expectations

A93%-96% } Overall great!
A-90%-92% } Meeting Expectations

B+88%-89% } Mastery a little low but good;
B83%-88% } missing some requirements; &
B-80%-82% } or room for improvements;
Overall meeting expectations.

C+78%-79% } Overall Mastery a low but ok;
C73%-78% } missing some important
C-70%-72% } requirements; Look for
comments for how to improve!

D+68%-69% } Turned something in but too
D63%-68% } incomplete to properly
D-60%-62% } evaluate; look for Comments
so you know what to fix to
improve!

F51%-59% } Turned-in incomplete or wrong
image; look for Comments!

F 0%-50% } Missing/Never turned in

Rehearse

30% Overall Grade
Planning & Critiques

These assignments are all about building your visual language, art making and preparation skills. Learning vocabulary, practicing skills, and building background knowledge are essential for developing strong dynamic artwork. Assignments are made up of a series of tasks spread out over several days designed to help prepare for larger projects.

Perform

50% Overall Grade
Projects & Exams

After planning for a project, it's time to make one! Every project will have a set of requirements that usually incorporate things like media (materials), skill focus, size, time and content focus (what it's about). Requirements might be more specific for some projects than others. You are welcome, and expected, to apply your creativity as much as you want if you're still meeting the requirements.

Prepare

20% Overall Grade
Daily Work/Progress

These assignments help track your progress with Rehearse and Perform assignments. Task lists are posted on CreativeSchmit.com weekly and the Daily Announcements Presentation in class every day. Just need to turn in images of whatever was expected to be done in class that day. If you're absent for these assignments, just need to make up the tasks missed. For example, if you missed time working on a project, you'll need to make up that time missed outside of class time before the assignments lock the following week.

Absent/Late/Regrade Work

Simply put if the assignment is unlocked you can submit it. Rehearse and Perform work stay unlocked until 3 Days before the end of quarters. Prepare work will lock the following Friday of when it was assigned. That gives you at least 5 days to make them up before they lock. All assignments can be reworked and/or finished then resubmitted for grading until they lock. For example, if you earned an 85 on a project mainly because the craftsmanship was a bit messy and looked a little incomplete. Read and apply the feedback given (teacher comments and/or rubric) for ideas on how to clean up the craftsmanship, finish the project, and resubmit it for regrading before it locks.

General Grading Rubric

Depending on the assignment, different emphasis might be put on one Key more than another. For Example: if we're focusing on learning a skill, effort is more important than creativity.

Keys to Success	Excellent	Proficient	Progressing	Needs Improvement
These concepts are used to evaluate your work. Going above and beyond what is "required" is the path to success.	A / 90-100% √+	B / 80-89% √	C / 70-79% √-	D / 60-69% √--
Skill <i>A task.</i> There are different levels for all skills. Just because you do it once doesn't necessarily mean you've "mastered" it. Everyone <i>always</i> has room to grow.	high level of understanding; you get it	moderate level of understanding; you mostly get it	low level of understand; you're close to getting it	Skill missing or not demonstrated enough; can't tell if you get it or not
Craftsmanship <i>How well something is generally made and/or put together.</i> Always protect work from anything that may damage your work and apply appropriate finishing skills	High Quality Well made excellent finishing techniques	Good Quality some minor problems mainly just need practices for improvement	Needs Improvement a little messy Slowing down and taking your time will help improve fastest	Needs lots of improvement very messy Need to put more effort into taking your time.
Creativity <i>How unique /original your idea is compared to others</i>	Unique personal approach to requirements	Blended examples or similar to other work in the class, but tried to make it your own new idea	Similar to Examples but did a little something to make it your own	Copied little, if any, attempt at an new idea.
Effort <i>Evidence of time, energy, and focus put into your work.</i>	Exceeds Expectations lots of evidence and is reflected in all keys	Adequate need minor adjustments to work habits; ex., slow-down/speed-up	Below Expectations Need to tweak habits a lot- fixing this this will help improve all keys.	Needs Improvement Very Little evidence. Major changes need to work habits