



# Westmount High School

## STANDARDS & PROCEDURES

<b>Department or Subject:</b>	<b>Imagery Art: Media Arts/ Art Tech. Exploration Sec. 4</b>
<b>School Year:</b>	<b>2020-2021</b>

Media Arts/ Imagery Art (Sec IV) are split into semester classes. Students will spend half of the year (for example, Terms 1 & 2) looking at the Media Arts component in the Art classroom with Ms. Mapp, and the second half of their year (Term 3) working with Mr. Drever in the woodshop room on the woodworking and design portion of the courses.

<b>Term 1 (20%)</b>		
<b>Competencies Targeted</b>	<b>Evaluation Methods (e.g., End-of-term Evaluation Situation, Tests, Projects)</b>	<b>General Timeline (e.g., end of term, midterm, etc.)</b>
<p>Creates Personal Images &amp; Media Images (70%)</p> <p>Appreciation (30%)</p>	<p>Projects (Ex: Photo-Essay, Photojournalism)</p> <p>Photography Assignments</p> <p>Artist Research Project (s)</p> <p>Effort and Participation</p>	<p>Projects will be assigned throughout the term, related to concepts being explored.</p> <p>Participation will be monitored on an ongoing basis.</p>
<b>Communication to Students and Parents</b>	<b>Other Pertinent Information (e.g., topics to be covered)</b>	
<p><b>*Google Classroom</b></p> <p><i>Agenda's when necessary</i></p> <p><i>End-of-Term Report Card</i></p>	<p>The evolution and history of photography</p> <p>Rule of Thirds</p> <p>Nature Photography</p> <p>Urban City</p>	

<b>Term 2 (20%)</b>		
<b>Competencies Targeted</b>	<b>Evaluation Methods (e.g., End-of-term Evaluation Situation, Tests, Projects)</b>	<b>General Timeline (e.g., end of term, midterm, etc.)</b>
<p>Creates Personal Images &amp; Media Images (70%)</p> <p>Appreciation (30%)</p>	<p>Film (s)</p> <p>Video Production</p> <p>Film Related Projects (storyboard, pitch, trailer etc.)</p> <p>Scene Analysis</p> <p>Effort and Participation</p> <p>Presentation</p>	<p>Presentation and Analysis early in the term</p> <p>Feedback provided in class during student work.</p> <p>Storyboards and pitches due mid-term</p> <p>Posters/Trailers due toward end of term.</p> <p>Film due toward end of term</p>
<p><b>Communication to Students and Parents</b></p> <p><b>*Google Classroom</b></p> <p>Progress Reports mid-term</p> <p>Agendas when necessary</p> <p>End-Of-Term Report Card</p>	<p><i>Other Pertinent Information (e.g., topics to be covered)</i></p> <p><i>Stop-Motion Animation</i></p> <p><i>PSA Video, Music Video or Commercial Production</i></p> <p>The In-Class portion of Media Arts is designed to develop artistic expression with an eye to media arts – to film, photography, and graphic design. Other mediums may be explored.</p>	

<b>Term 3 (60%)</b>		
<b>Competencies Targeted</b>	<b>Evaluation Methods</b> (e.g., End-of-term Evaluation Situation, Tests, Projects)	<b>General Timeline</b> (e.g., end of term, midterm, etc.)
<p>Creates Personal Images &amp; Media Images (70%)</p> <p>Appreciation (30%)</p>	<p>Health and Safety Test</p> <p>Design of Maze</p> <p>3D modelling</p> <p>Final Maze evaluation</p> <p>Testing and promoting of mazes</p>	<p>Begin with Health and Safety</p> <p>Design phase</p> <p>Build Projects</p> <p>Make Improvements</p> <p>Test final designs</p> <p>Reflection on process and final outcome/</p>
<b>Communication to Students and Parents</b>	<b>Other Pertinent Information</b>	
<p><b>*Google Classroom</b></p> <p>Agendas when necessary</p> <p>End of year report card</p>	<p>Students will gain knowledge and skills in working safely and efficiently with a variety of hand and power tools. Students will learn safety procedures, organization, planning of short term and long term projects, cooperation with others, and knowledge of woodworking tools/machines</p>	