STANDARDS & PROCEDURES

Department or Subject: Imagery Art: Media Arts/
Art Tech. Exploration Sec IV

Media Arts/ Imagery Art (Sec IV) are split into semester classes. Students will spend half of the year looking at the Media Arts component in the Art classroom and the other half of their year working in the woodshop on the woodworking and design portion of the courses.

Media Arts				
Term 1 (40%)				
Competencies Targeted	Evaluation Methods (e.g., End-of-term Evaluation Situation, Tests, Projects)	General Timeline (e.g., end of term, midterm, etc.)		
Creates Personal Images & Media Images (70%) Appreciation (30%)	Projects (Ex: Photo-Essay, Photojournalism) Photography Assignments Artist Research Project (s) Effort and Participation	Projects will be assigned throughout the term, related to concepts being explored. Participation will be monitored on an ongoing basis.		
Communication to Students and Parents	Other Pertinent Information (e.g., topics to be covered)			
*Google Classroom Agenda's when necessary End-of-Term Report Card	The evolution and history of photography Rule of Thirds Nature Photography Urban City			

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Film (s)	Durantation and Analysis
Video Production	Presentation and Analysis early in the term
Film Related Projects (storyboard, pitch, trailer etc.)	Feedback provided in class during student work.
Scene Analysis	Storyboards and pitches due mid-term
Digital Posters	Posters/Trailers due toward
Presentation	end of term.
	Film due toward end of term
Other Pertinent Information (e.g., topics to be covered)	
Stop-Motion Animation, PSA Video, Music Video or Commercial Production	
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.	
Same as above	
	Film Related Projects (storyboard, pitch, trailer etc.) Scene Analysis Digital Posters Presentation Other Pertinent Information (e.g. Stop-Motion Animation, PSA VicCommercial Production The In-Class portion of Media A artistic expression with an eye to photography, and graphic design explored.

Woodworking				
Term 2 (60%)				
Competencies Targeted	Evaluation Methods (e.g., End-of-term Evaluation Situation, Tests, Projects)	General Timeline (e.g., end of term, midterm, etc.)		
	Health and Safety Test	Begin with Health and Safety		
	Design of Maze	Design phase		
	Reflection on Safety in the woodshop	Build Projects		
Creates Personal Images & Media Images (70%)	Final Maze evaluation	Make Improvements		
		Test final designs		
Appreciation (30%)	Testing and promoting of mazes	Reflection on process and final outcome/		
Communication to Students and Parents	Other Pertinent Information			
*Google Classroom	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			
Agendas when necessary				
End of year report card	woodworking tools/machines			