VISUAL AND PERFORMING ARTS COURSE DESCRIPTIONS

Introduction to Theatre Arts
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Grade Level 9 – 12

This course will introduce students to the fundamentals of acting as an art form. Students will be provided with a common core of knowledge of theatre vocabulary, individual and group pantomime, improvisation, and theatrical organization. This course will also introduce theatre history and its cultural perspective through plays and performances.

Advanced Theatre
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Grade Level 10 – 12; Successful completion of Drama/Introduction to Theatre Arts and/or teacher approval

This course offers students an extensive knowledge of the theatre. This course will also examine theatre history, both contemporary and classical. Advanced Theatre will cultivate problem solving techniques and the ability to synthesize dramatic literature into performable works of art. A wide variety of theatre and drama forms will be explored. This course is aligned with the State of California Visual and Performing Art Standards. Rational for Course - Throughout history, mankind in every culture and every society has created theatre of some kind. The theatre work they created is presented in a wide variety of ways and satisfies many different purposes. Theatre has been used in most cultures and civilizations to communicate ideas, customs, traditions, and beliefs. The value of instruction and exposure to the art of theatre and drama is immeasurable in the humanizing process.

AP Studio Art: 2D Design
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Teacher Approval

In this course, students will be creating a portfolio that focuses on two-dimensional (2-D) design. Design involves purposeful decision making about how to use the elements and principles art in an integrative way. The principle of designs (unity/variety, balance, emphasis, contrast, rhythm, repetition, proportion/scale, figure/ground relationships) can be articulated through the visual elements (line, shape, color, value, texture, space). The principles and elements of art help guide artists in making decisions about how to organize an image on a picture plane in order to communicate content. Effective Design is possible whether one uses representational or abstract approaches to art. The 2-D Design portfolio has a basic, three-section structure, which requires the student to show a fundamental competence and range of understanding in visual concerns (and methods). The portfolio asks the student to demonstrate a depth of investigation and process of discovery through the Sustained Investigation section (Section II). In the Range of Approaches section (Section III), the student is asked to demonstrate a serious grounding in visual principles and material techniques. The Selected Works section (Section I) permits the student to select the works that best exhibit a synthesis of form, technique, and content.

Art Fundamentals
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Grades 9 – 12

This course is designed to give students a broad overview of the visual arts. Students will be provided with a common core of knowledge of art elements, design principles and related vocabulary. Students will develop skills in using various media with a focus on creation of artworks based on these concepts. Emphasis will be placed on relationships to art movements and individual artists.

Throughout history, every culture and society has created art forms of some kind. The works they created come in various sizes and shapes, are made with different materials and processes, and satisfy many different purposes. The visual arts have been used to communicate ideas, customs, traditions, and beliefs. Instruction and exposure to the visual arts gives students the skills and knowledge necessary to allow for personal growth and creative expression.

Band Percussion Ensemble
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Audition or teacher recommendation

The student will have the opportunity to develop performance techniques within a group as they relate to emotional and intellectual growth with music. The student will also have the opportunity to explore his/her individual musical talents through group participation.

Band Wind Ensemble
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Teacher recommendation

The course provides a broad overview of instrumental music. Students will develop advanced instrumental skills, posture, and self-confidence by performing advanced instrumental music of different historical periods and languages. The students will also develop performance techniques within a group as they relate to emotional and intellectual growth with music.

Choir
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Grades 9 – 12

This course provides a broad overview of choral music. Students will develop choral skills, poise and self-confidence by performing secular and sacred repertoire. They will learn basic musical skills and voice production. The student gains greater proficiency in independent part singing, artistic interpretation and musical understanding.

Dance Prop Production
UC/CSU: f
NCAA: not applicable
Placement Guidelines: Audition only; completion of dance and / or teacher approval

The course provides a means to develop an awareness and understanding of the styles, idioms, performance medium and purposes of music and dance that are part of our multicultural heritage and to provide a sound basis of musical and dance experience promoting good judgment of musical and dance value. The course is also designed to develop sensitivity to the qualities of music and to prepare students to participate in all aspects of public performance.

Drawing and Painting 1
UC/CSU: f

NCAA: not applicable
Placement Guidelines: Grades 10-12, 9th with teacher approval; completion of Art Fundamentals

This course is designed to give students a broad overview of two-dimensional drawing and painting. Students will be provided with a common core of knowledge of art elements, concepts, and related vocabulary. Emphasis will be placed on relationships to art movements and individual artists. A wide variety of media will be explored. This course helps students develop more technical competence, art historical awareness and personal, creative expression in a variety of 2D visual art practices. It builds on concepts and skills covered in Art Fundamentals.

Digital Photography
UC/CSU: f
NCAA: not applicable

Placement Guidelines: Grades 9 -12, 9th with teacher recommendation

This course provides a broad overview of the two-dimensional art of digital photography. Students will gain practical experience and learn the technical and historical information essential to master the art of digital photographic representation with computer manipulation.

Digital Video Production
UC/CSU: f
NCAA: not applicable

Placement Guidelines: Grades 9 -12, 9th with teacher recommendation

This course is designed to give students a broad overview of the digital visual arts. Students are provided with a foundational knowledge of art elements and design principles as well as the specialized vocabulary of the film and television industry. Students develop skills using various media with a focus on the creation of video artworks.

<u>Introduction to Design</u>
UC/CSU: f
NCAA: not applicable

Placement Guidelines: Grades 9 – 12; Concurrent enrollment in or completion of Integrated Math 1 or higher

Introduction to Design students are introduced to the Engineering profession and a common approach to the solution of Engineering problems and Engineering Design process. Utilizing the Activity-Project-Problem-Based (APB) teaching and learning pedagogy, students will progress from completing structured activities to solving open-ended projects and problems that require them to develop planning, documentation, communication and other professional skills.

<u>Additional VAPA courses not described above:</u>

3D Game Animation 1 & 2

AP Drawing

Digital Imaging 1 & 2

Drawing and Painting 2

Gaming & Animation 1 & 2

Production and Performance

Advanced Stagecraft

Art Design

Graphic Design