Introduction to Visual Arts

Course Overview

This course is intended for you to familiarize yourself with different types of visual arts. This course has 16 lessons and 5 Course Activities. Each lesson contains one or more Lesson Activities.

In Introduction to Visual Arts, you will trace the history of art and describe various art forms. You will identify the elements of art and examine the principles of design. You will analyze the parameters in evaluating and critiquing art. You will examine copyright laws and discuss the ethical use of art.

Your teacher will grade your work on the Course Activities, and you will grade your work on the Lesson Activities by comparing them with the given sample responses. The Course Activities (submitted to the teacher) and the Lesson Activities (self-checked) are major components of this course. There are other assessment components, namely the mastery test questions that feature along with the lesson and an end-of-semester test. These tests are a combination of simple multiple-choice questions and technology-enhanced (TE) questions.

Course Goals

By the end of this course, you will be able to do the following:

- List the functions of art and explain the different stages of the creative process.

- Identify and describe the elements of art.

- Describe and apply the principles of design.

- Identify and describe the artistic trends during the major periods of African and European art.

- Identify and describe the art linked to the cultures of the major world religions.

- Identify and describe modern and postmodern art.

- Describe various drawing techniques and demonstrate effective use of the tools and materials.

- Describe various painting techniques and demonstrate effective use of the tools and materials.

- Describe various printmaking techniques and demonstrate effective use of the tools and materials.

- Describe various crafting techniques and demonstrate effective use of the tools and materials.

- Describe various techniques used in photography and cinematography.

- Describe various concepts and techniques used in graphic design and illustration.

- Identify and describe the elements and principles of multimedia and animation.

- Explain digital image concepts and demonstrate effective use of the basic tools of graphic design software.

- Describe various methods of evaluating and critiquing art and explain the process of art criticism.

- Explain various copyright laws and list the ethical issues related to the usage of art images.

General Skills

To participate in this course, you should be able to do the following:

- complete basic operations with word-processing software, such as Microsoft Word or Google Docs

- understand the basics of spreadsheet software, such as Microsoft Excel or Google Spreadsheets, but having prior computing experience is not necessary

- perform online research using various search engines and library databases

- communicate through email and participate in discussion boards

For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

Introduction to Visual Arts is a 0.5-credit course.

Course Materials

- notebook

- computer with Internet connection and speakers or headphones

- Microsoft Word or equivalent

- Microsoft Excel or equivalent

- camera

- drawing, painting, crafting, and printmaking tools and materials

- graphic design software

Course Pacing Guide

This course description and pacing guide is intended to help you keep on schedule with your work. Note that your course instructor may modify the schedule to meet the specific needs of your class.

Some Course Activities require creation of artwork. Course Activity 2 requires you to create a drawing, Course Activity 3 requires you to create a functional art object, and Course Activity 4 requires you to create a graphic design.

Day	Activity /Objective	Type
1 day: 1	**Course Orientation** *Review the Plato Student Orientation and Course Syllabus at the beginning of this course.*	Course Orientation
4 days: 2–5	**Creativity and Expression in Art** *List the functions of art and explain the different stages of the creative process.*	Lesson
4 days: 6–9	**Elements of Art** *Identify and describe the elements of art.*	Lesson
1 day: 10	**Course Discussion 1**	Course Discussion
1 day: 11	**Space Jumble**	Game
4 days: 12–15	**Principles of Design** *Describe and apply the principles of design.*	Lesson
3 days: 16–18	**Course Activity 1**	Course Activity

Day	Activity /Objective	Type
4 days: 19–22	**History of Art** *Identify and describe the artistic trends during the major periods of African and European art.*	Lesson
4 days: 23–26	**Cultural Heritage of Art** *Identify and describe the art linked to the cultures of the major world religions.*	Lesson
4 days: 27–30	**Modern Art** *Identify and describe modern and postmodern art.*	Lesson
1 day: 31	**Course Discussion 2**	Course Discussion
1 day: 32	**Para Jumble**	Game
4 days: 33–36	**Drawing** *Describe various drawing techniques and demonstrate effective use of the tools and materials.*	Lesson
3 days: 37–39	**Course Activity 2**	Course Activity
4 days: 40–43	**Painting** *Describe various painting techniques and demonstrate effective use of the tools and materials.*	Lesson
4 days: 44–47	**Printmaking** *Describe various printmaking techniques and demonstrate effective use of the tools and materials.*	Lesson
1 day: 48	**Thwack-A-Mole**	Game
4 days: 49–52	**Crafting** *Describe various crafting techniques and demonstrate effective use of the tools and materials.*	Lesson
1 day: 53	**Course Discussion 3**	Course Discussion
3 days: 54–56	**Course Activity 3**	Course Activity

Day	Activity /Objective	Type
4 days: 57–60	**Photography and Cinematography** *Describe various concepts and techniques used in photography and cinematography.*	Lesson
4 days: 61–64	**Graphic Design and Illustration** *Describe various concepts and techniques used in graphic design and illustration.*	Lesson
1 day: 65	**Course Discussion 4**	Course Discussion
1 day: 66	**Space Jumble**	Game
4 days: 67–70	**Multimedia and Animation** *Identify and describe the elements and principles of multimedia and animation.*	Lesson
4 days: 71–74	**Digital Image Concepts and Tools** *Explain digital image concepts and demonstrate effective use of the basic tools of graphic design software.*	Lesson
3 days: 75–77	**Course Activity 4**	Course Activity
3 days: 78–80	**Art Evaluation and Criticism** *Describe various methods of evaluating and critiquing art and explain the process of art criticism.*	Lesson
1 day: 81	**Course Discussion 5**	Course Discussion
3 days: 82–84	**Copyright Laws and Ethics** *Explain various copyright laws and list the ethical issues related to the usage of art images.*	Lesson
3 days: 85–87	**Course Activity 5**	Course Activity
1 day: 88	**Para Jumble**	Game
1 day: 89	**Course Review**	

Day	Activity /Objective	Type
1 day: 90	**End-of-Course Test**	Assessment