



K-12
TEXAS TECH

Art, MS I – Visual Arts – Semester B v8.0 – Syllabus

Course Name

AMS1-B

Art, MS I – Visual Arts v8.0 – Semester B

Course Information

AMS1-B is the second semester in this two-semester course.

Ready to continue your artistic journey? You will explore artistic themes as you continue to plan, create, and reflect on your own art. You'll work to grow your artistic skills and will experiment with mediums and techniques you've already experienced while learning to use even more! You'll need to purchase supplies for this class. But don't worry, you have choices in what you can use!

Course Delivery Method

Online

Contacting Your Instructor

You may contact your instructor using your Canvas Inbox. Technical support is available 24/7 at [TTU K-12](#).

Course Topics

After completing this course, the students should have increased knowledge of

Identity

In this module, students are introduced to the principles of art and how to express their creative self. They will explore creating a self-portrait in a medium of their choice using the principles of proportion and balance.

- Why is art created?
- Where and when can people experience art?
- What are the principles of design?
- How do artists use proportion and balance to convey ideas?
- How do artists generate ideas for creating art?
- How do we analyze art?
- How do artists create unique self-portraits?
- What mediums can I use to create a self-portrait?

Earth Art

In this module, students learn about earth art. They will explore the idea that art can be created from objects all around, can be temporary, and can be large in scale. The module focuses on the principle of movement.

- What is movement, and how do artists use it to convey ideas?
- How can I use my art analysis skills to interpret and discuss a work of art?
- What is earth art?
- How can studying art help me develop goals for art I create?
- How will I create earth art that has natural materials and movement?
- How does my earth art convey my art process and goal?

Design Art

In this module, students will learn all about design and paper art. They will explore the difference between the principles of pattern and repetition.

- What is pattern, and how do artists use it to convey ideas?
- What is repetition, and how do artists use it to convey ideas?
- How can I use my art analysis skills to interpret and discuss a work of art?
- What is paper art?
- How will I create art with flexible materials and pattern or repetition?
- How does my design art convey my art process and goal?

Pop Art

In this module, students will learn about pop art and how to create digital art. They can use a digital art software of their choice, and there are many opportunities to practice. This module focuses on the principles of rhythm and emphasis.

- What is rhythm, and how do artists use it to convey ideas?
- What is emphasis, and how do artists use it to convey ideas?
- How can I use my art analysis skills to interpret and discuss a work of art?
- What is digital art?

- How can studying art help me develop goals for art I create?
- How will I create art with digital art techniques and rhythm or emphasis?
- How does my pop art convey my art process and goal?

Global Inspiration

In this module, students will learn about utilitarian objects and art inspiration from around the world. They will learn how about how every artist has their own path. Students will explore the principles of variety and unity and how to use it in their artwork.

- How do we interpret and talk about art?
- How do artists use variety to convey ideas?
- How do artists use unity to convey ideas?
- How do artists incorporate cultural elements in their art?
- How are utilitarian objects and artworks similar and different?
- How can I present my global inspiration art to make it gallery ready?

Textbook and Materials

No textbooks required. All content is within Canvas.

Materials

- Pencil
- Sketchbook
- Mirror
- Camera or device to take photographs of artwork
- Natural materials, like leaves, sticks, or rocks
- Charcoal, pastels, watercolor, or acrylic paint
- Ruler or straightedge
- Black and white paper
- Scissors or art knife
- Glue or tape
- Cutting mat or cardboard
- Flexible material like paper or fabric
- Digital art software
- Sticks, toothpicks, straws, or another building object
- Shells, seeds, or another small object
- String, glue, or another adhesive

Additional Materials – Optional

- Charcoal or pastels
- Paint and paintbrushes

- Clay or other sculpting materials
- Collage or assemblage materials
- Ruler
- Digital art software
- Sand
- Glue
- Toothpick
- Food coloring
- Plastic bag or container
- Colored pencils or markers
- Charcoal or pastels
- Compass or protractor
- Pastels
- Stylus

Technical Requirements

- Internet access – preferably high speed (for accessing Canvas)
- browser (we recommend Chrome)
- supported browser plugins and settings
 - The following plugins and settings may be required to use our courses.
 - JavaScript enabled
 - Cookies enabled
 - Java installed
- Email
- Printing capabilities
- Adobe Reader (download from [Adobe](#))
- Audio and video capabilities (for watching/listening to course content)
- PDF app (free options available)

Technical Skill Requirements

Be comfortable with the following:

- accessing online learning materials via Canvas
- Internet search engines and browsers (we recommend Chrome)
- uploading assignments into Canvas (there will be instructions for uploading assignments)

Course Pacing

This course is designed to be completed in 18 weeks.

- Print this guide and use a calendar to fill in your goal dates for completing each Module.
- Note that you must have a grade of 70 or above on a Discussion-Based Assessment (DBA) in order to continue moving forward in the course. DBAs occur every other lesson.
- To achieve success, students are expected to submit work in each course weekly.
- Students can learn at their own pace; however, "any pace" still means that students must make progress in the course every week.
- Post the pace guide in a place where you and your Parent or Guardian will see it every day (on the refrigerator or next to the computer). Give yourself a check every time you complete a task, and celebrate your efforts!

Weeks	Lessons	Due Date (you write this in)
1	Checkpoint 1 (non-graded) 01.00 Introduction to Identity Pretest 01.01 Art in the Real World	
2	01.02 The Principles of Proportion and Balance	
3	01.03 Explore Your Creative Self	
4	*01.04 Identity Project	
5	02.00 Introduction to Earth Art 02.01 The Principle of Movement	
6	02.02 Earth Art	
7	*02.03 Earth Art Project	
8	03.00 Introduction to Design Art 03.01 The Principles of Pattern and Repetition	
9	03.02 Paper Art	
10	Checkpoint 2 (non-graded) *03.03 Design Art Project	
11	04.00 Introduction to Pop Art 04.01 The Principles of Rhythm and Emphasis	
12	04.02 Digital Art	
13	04.03 Pop Art Project	

Weeks	Lessons	Due Date (you write this in)
14	05.00 Introduction to Global Inspiration 05.01 The Principles of Variety and Unity	
15	05.02 Global Inspiration Checkpoint 3 (non-graded)	
16	*Final Exam: Part 1 & 2	
17	Floating Vacation Week	
18	Floating Vacation Week	

Course Credit

Your grade will be calculated as follows:

- formative assessments (50%)
- summative assessments (20%)
- summative final exam (30%)

Assignments are labeled as “summative” or “formative” under Grades in Canvas.

Course Completion and Extensions

- Students may not complete the course in less than 30 days.
- All courses expire 180 days after the enrollment date.

Academic Integrity

It is the aim of the faculty of Texas Tech University to foster a spirit of complete honesty and high standard of integrity. The attempt of students to present as their own any work not honestly performed is regarded by the faculty and administration as a most serious offense and renders the offenders liable to serious consequences, possibly suspension.

“Scholastic dishonesty” includes, but is not limited to, cheating, plagiarism, collusion, falsifying academic records, misrepresenting facts, and any act designed to give unfair academic advantage to the student (such as, but not limited to, submission of essentially the same written assignment for two courses without the prior permission of the instructor) or the attempt to commit such an act.

Artificial Intelligence (AI) Use Policy

This policy covers any generative AI tool, such as ChatGTP, Elicit, Photo Math, etc. This includes text and artwork/graphics/video/audio, etc.

All work submitted in this course must be your own. You may not use artificial intelligence tools to complete your assignments in this course.

If an instructor suspects that an assignment is not the work of the student, it will receive a score of zero. The instructor will message the student or provide feedback on the assignment indicating the need to schedule a one-on-one video conference, during which the student will be required to demonstrate their skills or knowledge through an alternative or mutually agreed-upon assignment. The grade of the alternate or agreed upon assignment will be determined at the instructor's discretion with the highest possible score being 70%.

If it is determined that a student has violated final exam directions on Final Exam A or CBE Set 1, the exam will be scored as zero. The student may take Final Exam B or CBE Set 2 with the highest possible score being 70%.

The incident will be reported to Texas Tech K-12 Administration and documented in the student's file. Continued violations of Texas Tech University's Academic Integrity Policy will result in the removal of the student from the program.

Student/Parent Expectations

You will be expected to log into the Canvas course regularly to be aware of possible announcements/reminders and to pace your student's progress in the course.

The following are prohibited while using the Canvas interface:

- spamming;
- hacking; and
- using TTU or Canvas email for commercial purposes;

Inappropriate behavior shall result in consequences ranging from a request to correct the problem, to removal from the course or even the university, depending on the severity of the behavior. Disciplinary actions will be taken according to the TTU K-12 Student Handbook.

Communication

- You can expect a reply from your instructor within 2 business days.
- Use the Canvas Inbox for sending messages to your instructor.

Submitting Assignments

You will submit all assignments through Canvas, rather than by mail or email.

Technical Difficulties

Getting Help

For student assistance with Canvas, visit [TTU K-12 Support](#).

Computer Problems

A working computer is necessary for online coursework. Computer problems will not be accepted as a valid reason for failure to complete course activities within the allotted time frame. Identify a second computer, before the course begins, that you can use if you experience computer problems.

Server Problems

When the Canvas server needs to be taken down for maintenance, the Canvas administrator will post an announcement in your course informing you of the time and date. If the server experiences unforeseen problems, your course instructor will notify you.

Lost or Corrupted Files

You must keep/save a copy of every project/assignment on an external disk or personal computer. In the event of any kind of technology failure (e.g., Canvas server crash or virus infection, students' own computer problems, loss of files in cyberspace, etc.) or any disputes, the instructor may request or require you to resubmit the files. In some instances, the instructor may need to open another attempt within Canvas, so communication with your instructor is critical in these circumstances.