

INTRODUCTION TO VISUAL ARTS





WELCOME TO ART CLASS

And what to expect...

WHAT DOES **THE DRAGON WAY** LOOK LIKE IN ART?

BE RESPECTFUL

Not talking when I am talking, being kind, cleaning up after yourself!

BE PREPARED

Bring a good attitude and effort! I will do my best to supply the rest (:

BE SAFE

Don't do anything you wouldn't do with your parents around!



CLASSROOM EXPECTATIONS



What I expect of YOU:

- To be human, you don't have to be perfect!
- To always TRY.

Respect the room and your classmates.



What you can expect from ME:

- I am human, I am not perfect.
- I will always try!
- I will respect YOU.

WHY ARE YOU HERE?

01

LEARNING NEW SKILLS

02

TRIAL AND ERROR

03

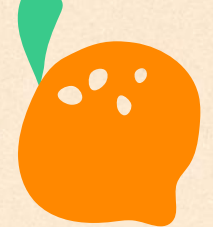
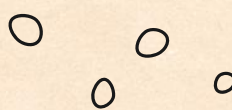
PROBLEM SOLVING

04

BRAINSTORMING



WHAT ARE WE DOING IN ART THIS YEAR?





FOUR UNITS

INTROS

Syllabus

Sketchbook: "Studio Expectations"

Sketchbook: "Elements of Art"

Project: BOOKMARKS -

PRINTMAKING

Sketchbook: Texture

Sketchbook: Printmaking

Project: Linocut Printmaking



NOTAN/ZENTANGLE

Sketchbook: Line

Sketchbook: Space

Project: Notan Design

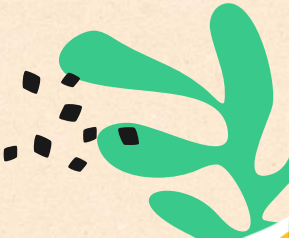
MEXICAN FOLK ART

Sketchbook: Care of the Paintbrush

Sketchbook: Shape

Sketchbook: Color

Project: Mexican Folk Art

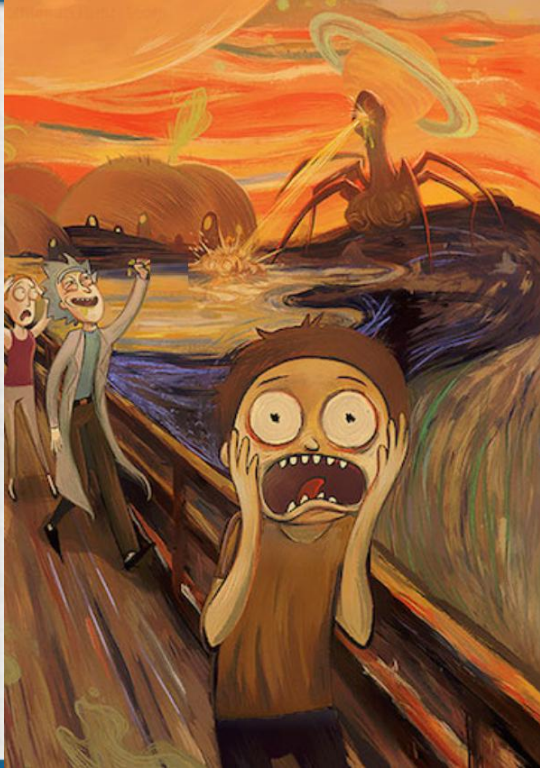


WARM UPS (QUIZ GRADE)

You will do a warm-up each day on Canvas
Each day has a different art image.
Each day has 4 questions:

- What do you see?
- How do you think it was made?
- What might it mean?
- What would you change? (If nothing, why?)





Important:

Warm Up:

Check List:



Account



Dashboard



Courses



Calendar



Inbox



History



Studio



Help

Art - 88100s - Fairchild - 16

2026/2027 - DeSana Middle S...



Home

Syllabus

Assignments

Notebook



1

2

3

4

Return

Next

Week 1 Warm-Ups

In your daily warm-ups you will analyze a different art piece each week, displayed on the front board upon entry! Each question is inspired by the Feldman Method of Art Criticism.

You only need to answer ONE question per day and will submit all warmups on Friday.

When you finish your warmup, close your laptop so I know you are finished.

1 Essay 25 points

Describe what you see in the image? What is the subject? What is in the background?

Edit View Insert Format Tools Table

12pt Paragraph B I U A T² Link Unlink Table

In the image of the art piece that is on the screen there is art of an image which is on the screen currently now

p

25 min (word limit)

25 words </> ↗ ⋮



DAILY ROUTINE IN ART

STEP 1

Enter the art room

STEP 2

Check off your name

STEP 3

Grab your sketchbook

STEP 4

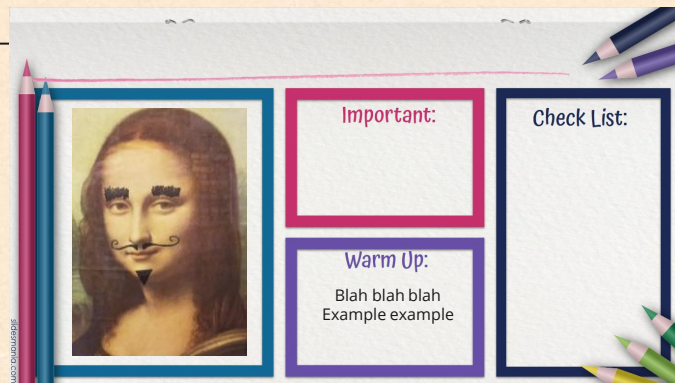
Find your table

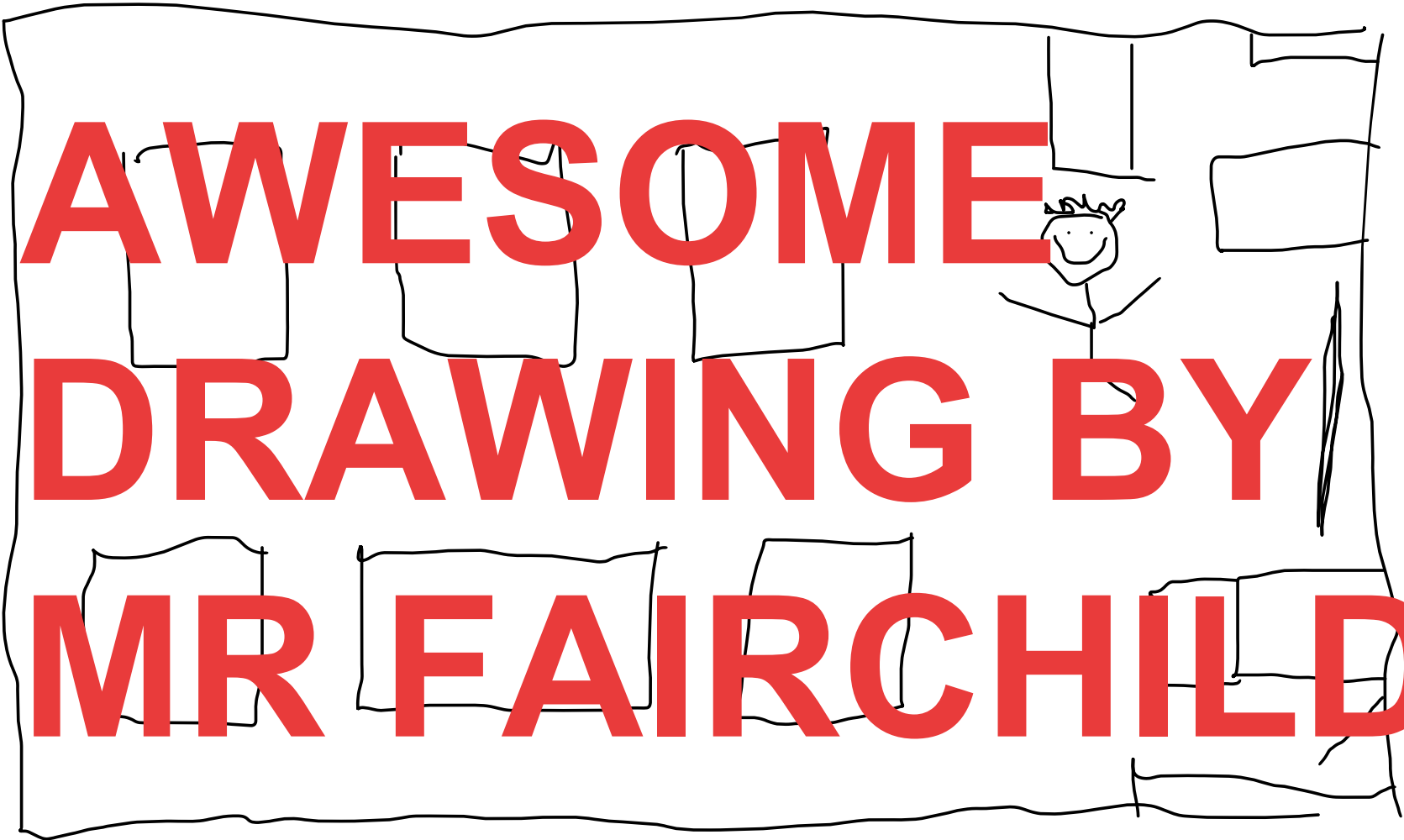
STEP 5

Check the board

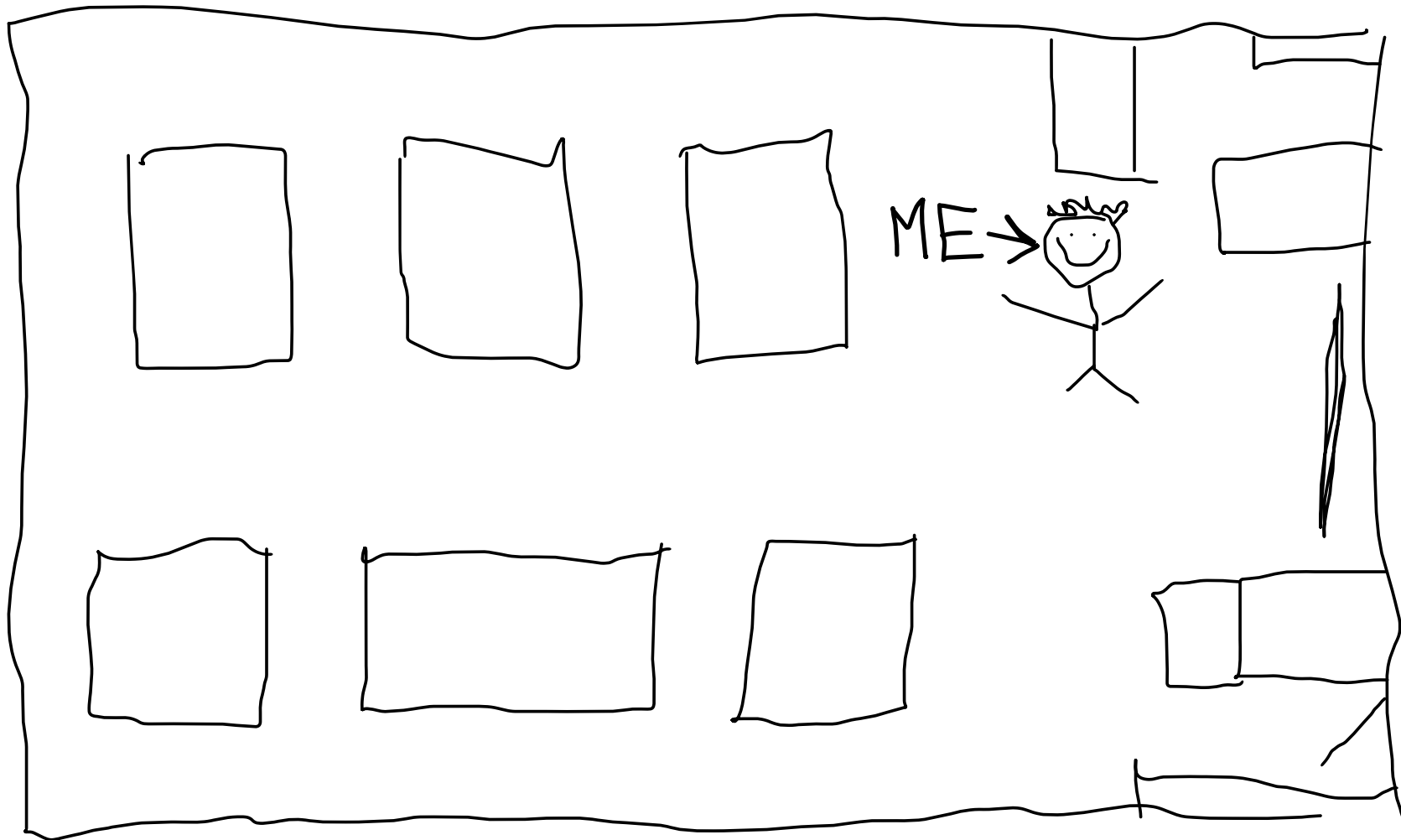
STEP 6

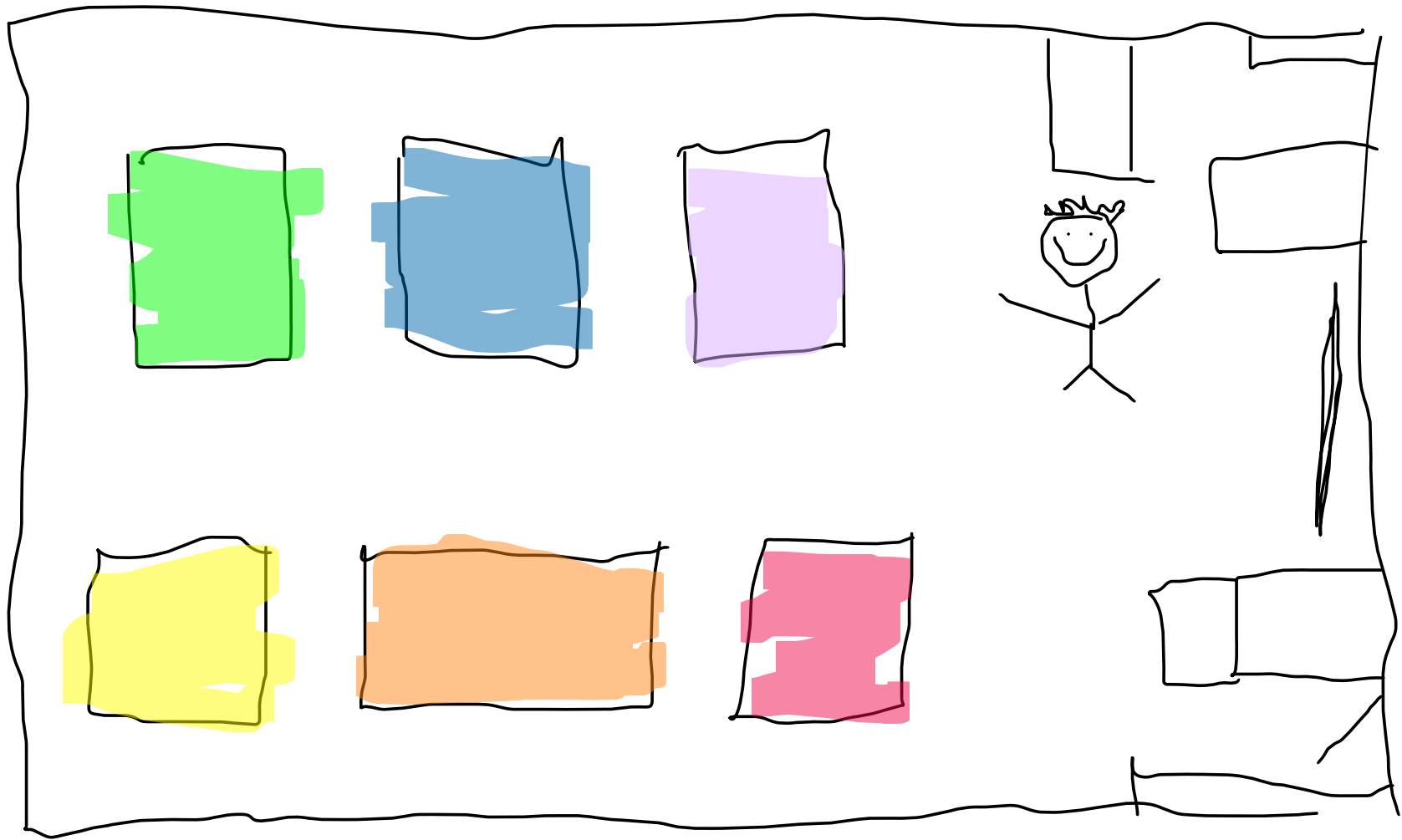
Start your warmup

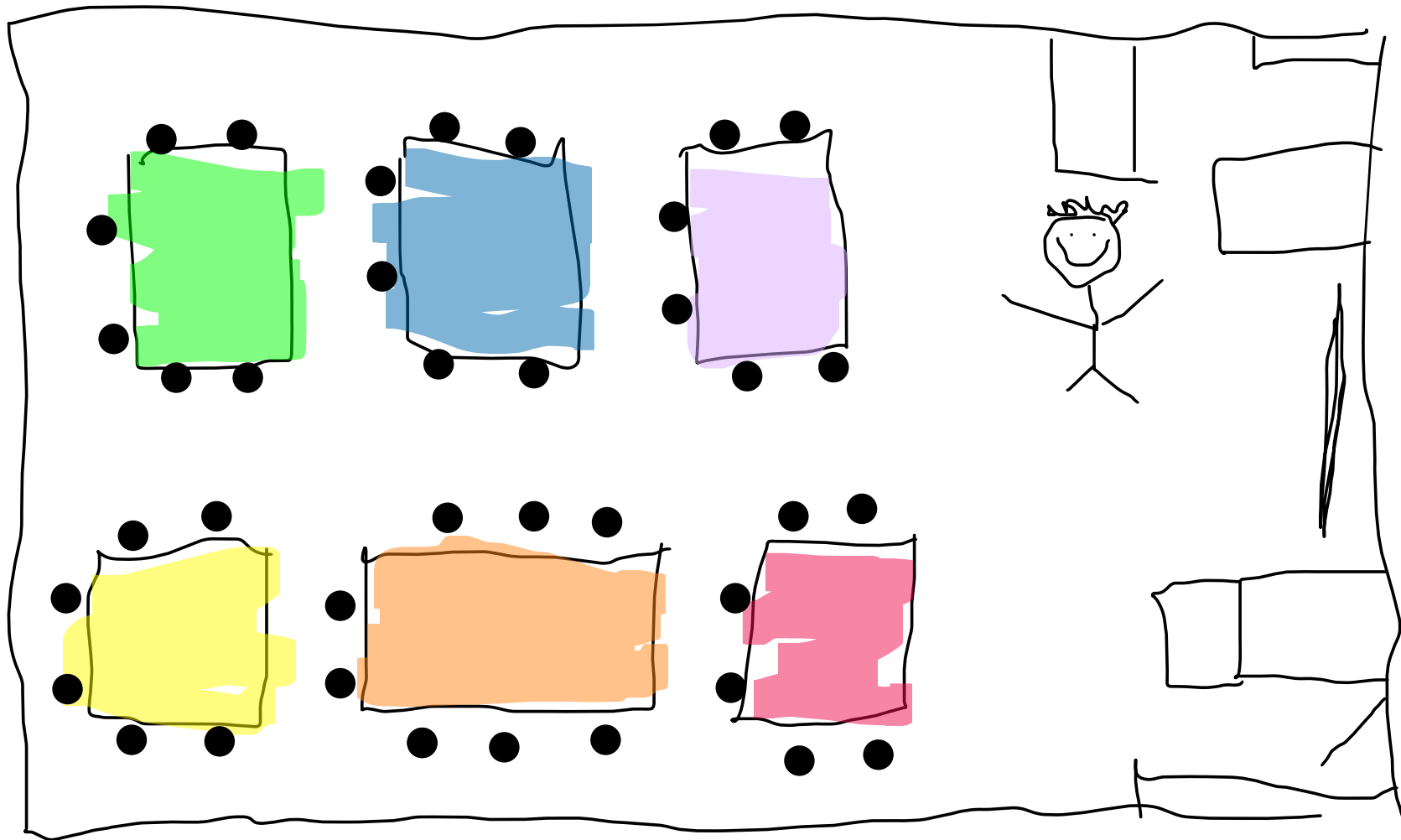


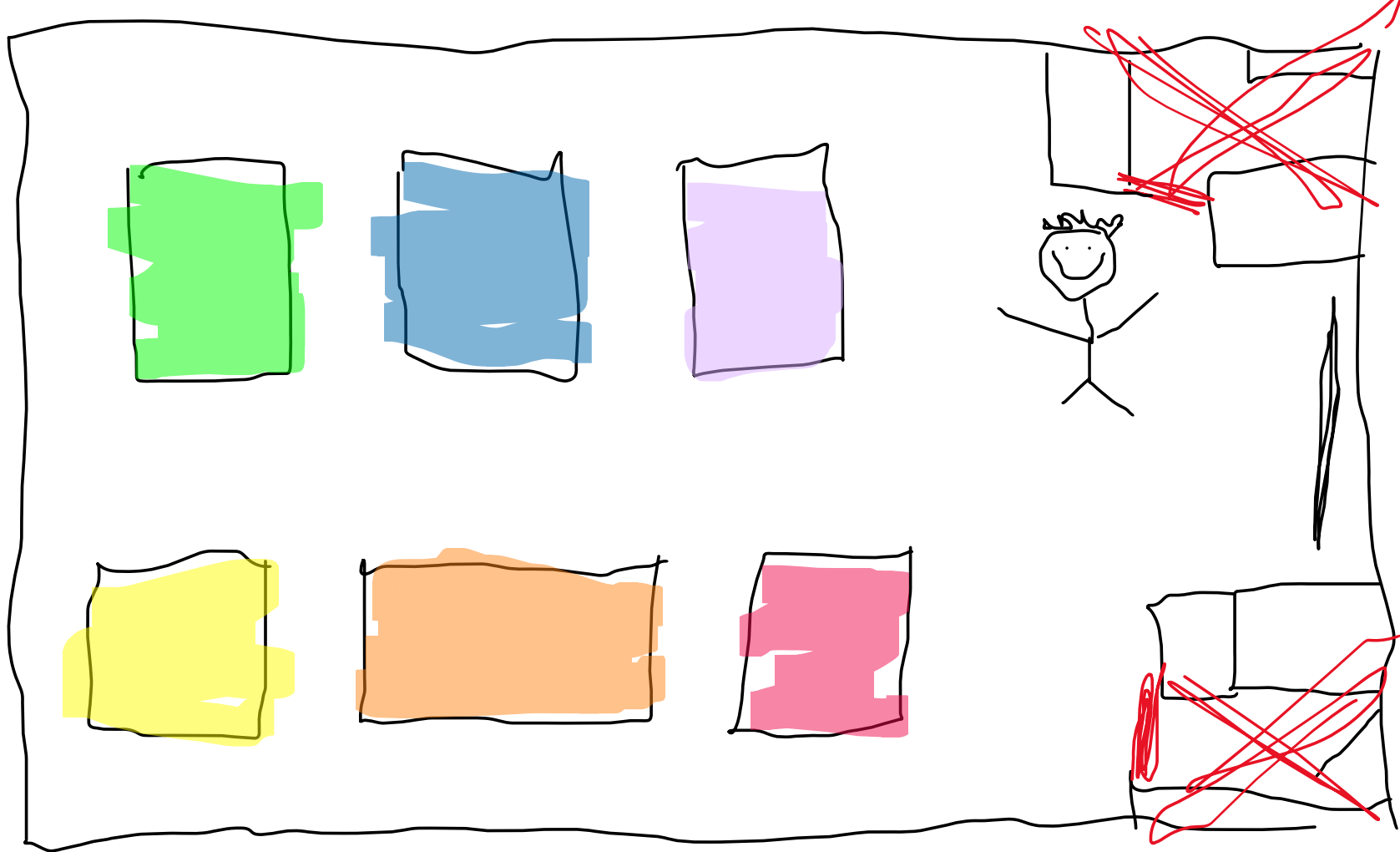
A hand-drawn sketch of a room, possibly a living area, with a stick figure person standing in the upper right. The room contains several rectangular shapes representing furniture or architectural elements. The text 'AWESOME DRAWING BY MR FAIRCHILD' is overlaid in large red letters.

**AWESOME
DRAWING BY
MR FAIRCHILD**



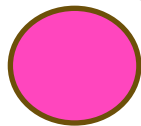




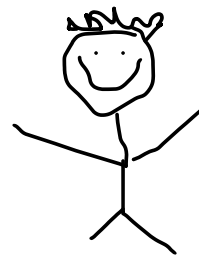
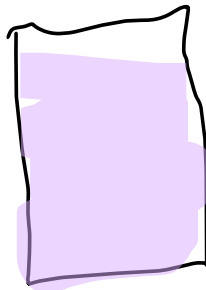
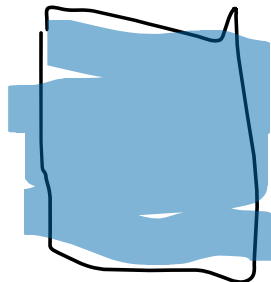
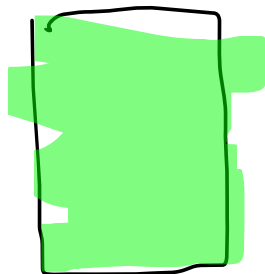


SINK

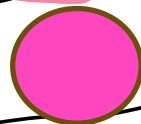
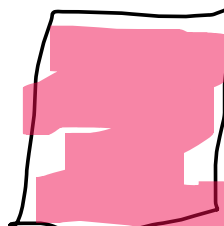
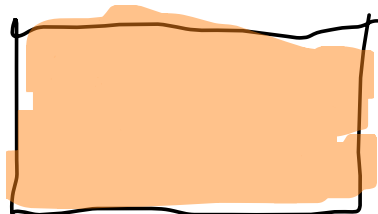
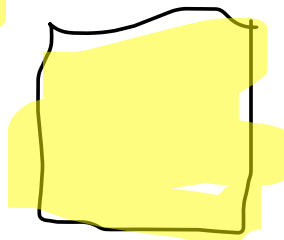
SINK



TRASH



SUPPLIES



PENCIL SHARPENER

RUBRIC AND GRADING

25%

TECHNICAL SKILLS

- This includes a grasp of the elements of art and principles of design that are essential for creating artwork and involves both technical proficiency and a knowledge of the materials used in the creative process.

25%

EXECUTION OF IDEAS

- Good execution of ideas in art involves a clear and thoughtful concept paired with technical proficiency, where the artist skillfully uses their medium to express a strong, intentional idea.

25%

RISK TAKING

- This is the willingness of artists to explore new ideas, techniques, and concepts that challenge conventional boundaries.

25%

CRAFTSMANSHIP

- Craftsmanship in art refers to the attention to detail. It means proper use of materials and emphasizes quality and precision.

WHAT IF I FINISH **EARLY?**

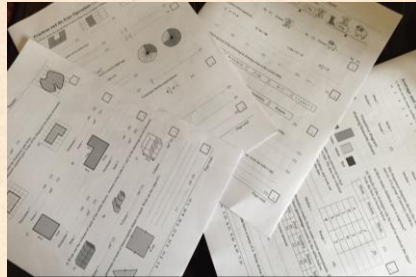
ADD MORE

Ask a friend for advice on what could be changed to improve the piece OR come to me for project extensions. (Extra credit options)



MISSING WORK

ONLY after asking for permission from me, you can work on something missing from my class, or another class.



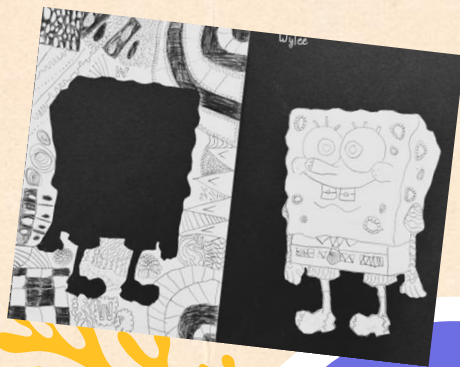
COLORING

Ask me if I'm not helping another student and I can print out coloring pages for you. (:



School policy has changed on games!

COPYRIGHT/ TRACING/ ACADEMIC INTEGRITY



It is the expectation of Forsyth County Schools that students exhibit academic integrity when submitting evidence of learning. When students submit evidence that does not authentically represent what they know and can do, the evidence is rendered invalid. Examples of academic dishonesty are outlined in both the Family Engagement Guide & Student Handbook and The Forsyth County Schools Code of Conduct. Depending on the severity of the situation, academic dishonesty/cheating may result in the loss of credit, completing an alternative assignment and/or disciplinary consequences up to a tribunal referral.

Copyright and Original Artwork for Competitions Students may use copyrighted images, characters, logos, or artwork for classroom practice and learning activities when permitted by the teacher. However, artwork submitted to school, district, state, or national competitions **must be original** and may not include copyrighted or trademarked material owned by another person or company (such as Disney, Marvel, Pokémon, anime characters, video game characters, logos, or artwork copied from the internet). Many art competitions require students to certify that their work is their own original creation, and submitting copyrighted material may result in disqualification or legal copyright concerns. Students are encouraged to develop their own ideas, designs, and compositions to demonstrate their creativity and artistic growth.

THINGS THAT GIVE MR. FAIRCHILD THE ICK

CELL PHONES

School policy: no warnings, admin will be called.



PROFANITY

First time is warning, second time is minor referral and parent contact, third time is **lunch detention**, fourth is office referral.

THIS DOES NOT RESET AT ANY POINT.

SKIPPING CLASS

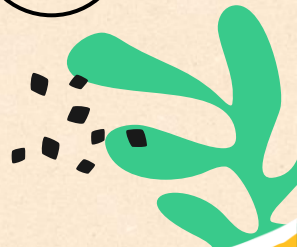
Being missing from class for more than 10 minutes is automatically a parent contact/major office referral.



CHEATING

Academic Integrity Policy updates: 3 strikes. Across all classes. Includes Tracing!

THIS DOES NOT RESET AT ANY POINT.

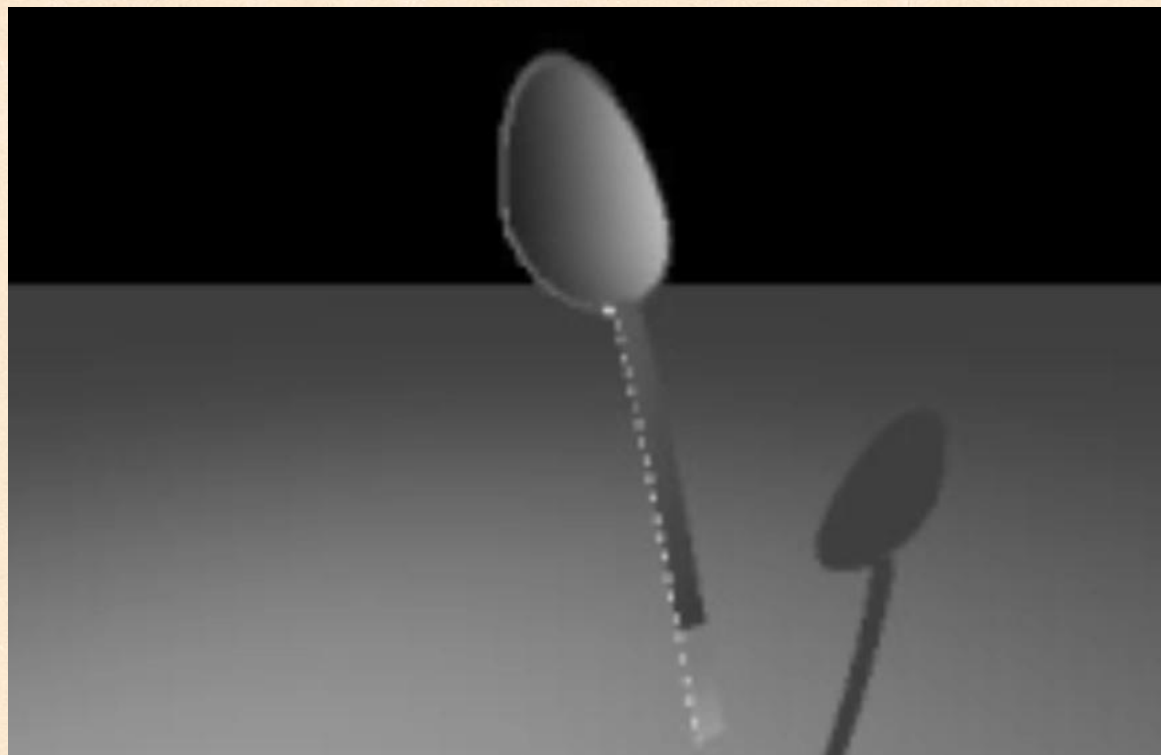


LEARN PRO TRIA
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NEW M AND
SKILL SOL ERR
LS VING OR















**How do
I stir
my
coffee?**

Sketchbook:
Studio Expectations

Vocab

Risk-Taking: Experimenting with new art techniques and mediums.

Process: The thinking, building, making and creating.

Product: The result of the process; the finished piece.

Execution: The way things plans are carried out and communicated with art.

Medium: The type of art (collage, marker, oils, acrylics, etc.)

Classroom Rules:

Use ALL of your class time

Respect the room and supplies

Respect one another

Each Sketchbook should contain:

1. Artwork
2. Notes (1 page)
3. Non-spoon stirred coffee. (Creativity)



PINK ↑ YELLOW ORANGE ↓



Love how light shines through the petals!

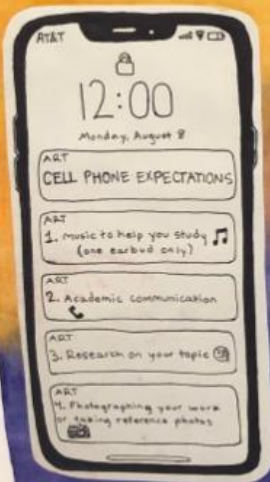


Blue-ish-violet lowlights



EXPECTATIONS OF STUDIO TIME 2)

- 1) Understand that we complete BEFORE a portfolio project can be started.
- 2) Make use of ALL your time in studio (no finishing early because you can always improve your work at the another version).

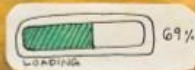


CELL PHONE EXPECTATIONS

- ART
- 1. Music to help you study (one earbud only)
- ART
- 2. Academic communication
- ART
- 3. Research on your topic
- ART
- 4. Photographing your work or taking reference photos

All other uses need approval by your teacher! (ASK)

STUDIO EXPECTATIONS



VOCAB:

- 1) **RISK-TAKING:** Trying skills and ideas that you might not feel comfortable doing because you fear failing it.
- 2) **PROCESS:** All the things you do in order to create = think, plan, experiment, problem solve, etc.
- 3) **PRODUCT:** The final completed piece of art.
- 4) **EXECUTION:** How you carried out your plan (you can have a cool idea, but can you make it look good?)

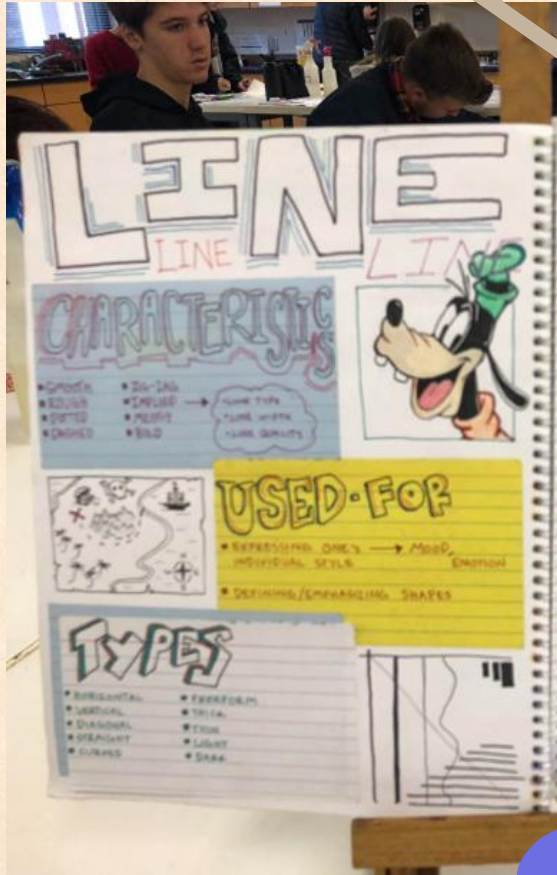
STUDIO NOTES:

- 1) Studio work is for **LEARNING**, how to:
 - be confident, problem solve, experiment,
 - overcome fear of failure, train your hand,
 - listen and plan.
- 2) Studio is about:
 - trying new things, taking ideas to higher levels.
- 3) Studio work is done in your **SKETCHBOOK**.
- 4) Studio work is about **PROCESS**, not **PRODUCT** (that is an expectation of perfection).



SKETCHBOOK

EXPECTATIONS

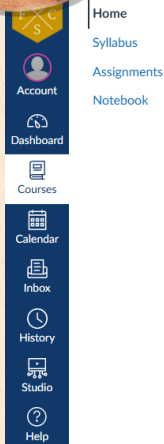


EACH SKETCHBOOK NEEDS TO...

- Include all provided notes.
- Include drawings, doodles, painting, or collage.
- EXCLUDE spoon stirred coffee ideas.

Sketchbooks are graded as art, NOT notes.

WHERE TO FIND: CANVAS



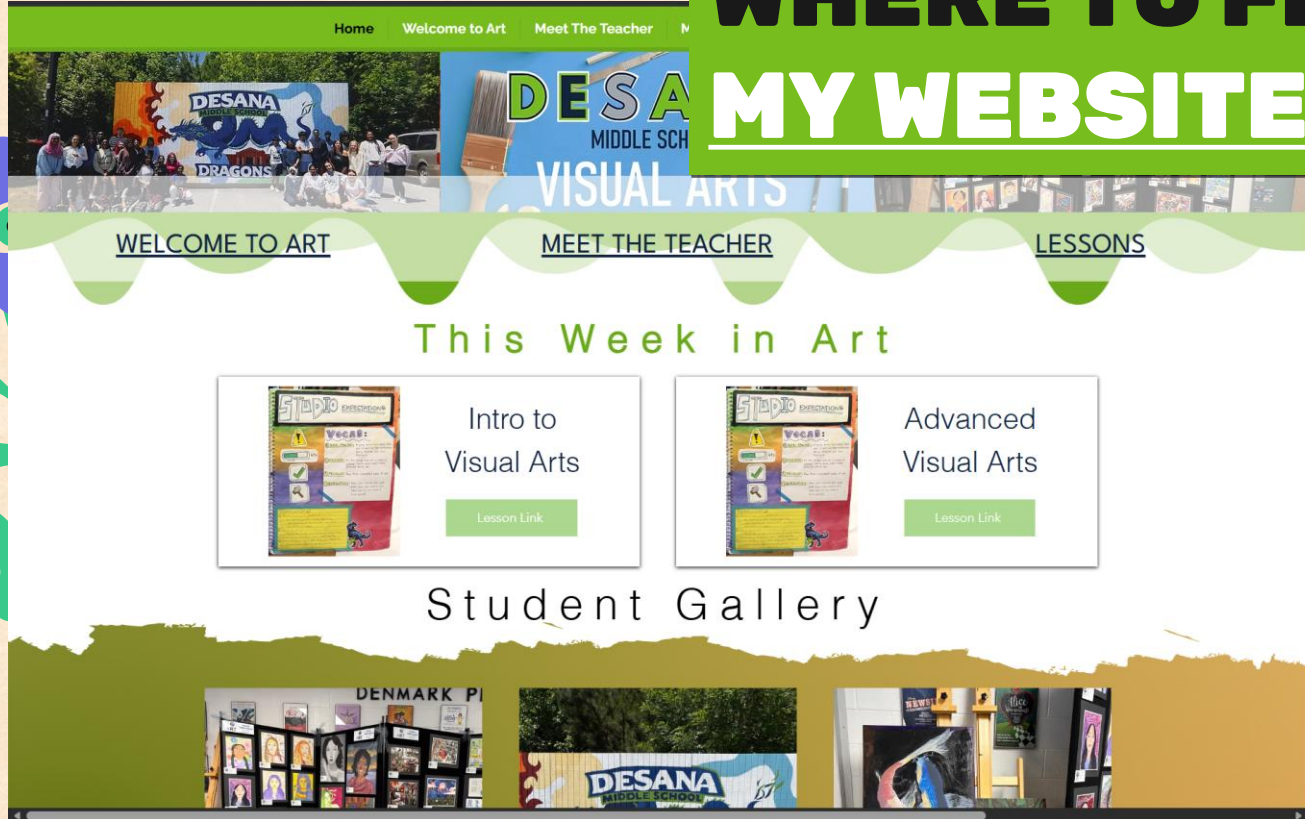
SCHOOL
Visual Arts

How to submit your assignments:

- 1.) Click on the **Assignments** tab on the left side of the screen.
- 2.) Find the assignment you need to turn in — look for one marked **Missing** if you haven't submitted yet.
- 3.) Scroll to the bottom of the page, upload your photo, and hit save.
- 4.) Finally, click **Submit** again to finish.

Week	Agenda	Resources/Homework
Week 1 :	Introductions/Syllabus Studio Expectations	Syllabus Sketchbook: "Studio Expectations"

WHERE TO FIND: MY WEBSITE



**BOOKMARK
COMPETITION
OUR ROOTS,
OUR STORIES**

