

Contact Information

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Art and Design Learning Target:

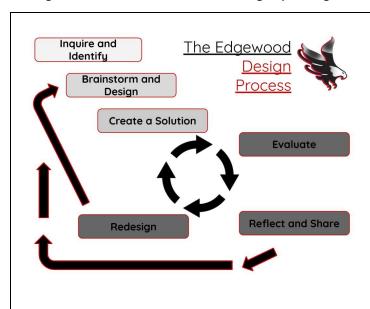
To understand how people use art and technology to visually communicate ideas with others.

Class Objectives:

We will explore the concepts of both Art and Design throughout this semester. Students will be given the choice to explore various Art and Design career topics that they are passionate about. Students will gain art and design skills while exploring how their chosen topic affects the world in which they live, while developing opinions about these complex topics.. Class time will be split between **guided learning**, **research**, **personal reflection**, **and project work time**.

the Design Process:

Throughout our class we will use the Design cycle to guide our explorations.



What is the Design Process?

The Design Cycle is a way of thinking and organizing that will help you accomplish a goal or task.

- 1.) The *investigation* of an issue or topic: what do you want to do? What problem do you want to solve?
- 2.) The *plan:* what will give you the outcome that you are looking for.
- 3.) The *creation* of the product, or the solution to the problem put into action.
- 4.) The *evaluation* of your end product as well as your process.

Art and Design Topics of Choice May Include:

- Animation
- Architecture
- Basic Art
- Board Games
- Digital Music
- Fashion Design
- Graffiti
- Graphic Design
- Illustration & Comics
- Jewelry Design
- Photography
- Product Design

Classroom Materials/Supplies:

Students: All powerpoints, handouts, and a class calendar/schedule can be found in our Google Classroom

Parents: A copy of this syllabus and our class calendar can be found at -

https://mrzartndesign.weebly.com/

Grading Policy

- All assignments will be graded using a scale of 4 1, with an i/ for assignments that do
 not meet the standards listed in our rubric. In Student/Parent VUE, you may see a
 corresponding percentage (100 0), along with the letter grade A D; i/. Standards
 based grading focuses on where students are at, and encourages them to go beyond just
 being right or wrong, to explore and grow as much as they can within an area of study.
 - All assignments will use a rubric which will stay consistent throughout the class.
 - Overall, a 4 = A, a 3 = B, 2 = C, 1 = D, and 0 = Missing.
 - The only reason a student will receive a 1 on an assignment is that the assignment is incomplete.
 - The only reason a student will receive a 0 on an assignment is that the assignment is missing/has not been turned in.
- Missing, incomplete assignments and projects with an unsatisfactory grade can be made up through the end of the quarter for full credit!
- Getting a Good Grade:
 - Any student can get a good grade in this class. <u>The most important thing to do is to turn in all of your assignments.</u> Often the best work is also the work that is turned in on time! Share your ideas with other classmates and me; ask questions, lots of them; and for help when needed.
- **Getting Help**: I will always be available via email if you have any questions. I am also happy to set up appointments if you need 1-1 help before school, after school, potentially during lunch, and digitally during COVID.

Classwork / Homework

- Art and Design will be a flipped classroom this year, meaning everything will be done on your own time at your
 own pace through Google Classroom. It will be expected that you complete 1 topic each quarter. You are
 welcome to complete as many topics as you want.
- Each day's work will be about 45 min's worth of work. It will be expected that you complete 3 hours worth of work a week equaling 4 days of class work. If you are behind then you will need to catch-up/homework.

Absences/Tardiness

If you were absent, it is your responsibility to:

- talk to another student to know what happened.
- check the calendar posted in class and on our website.
- talk to or email Mr. Zimmerman if you know you will be missing class.

I want you to know that I am flexible and I am here to help you be successful!

Classroom Expectations

- Water is acceptable to bring into class if and only if it has a sealable top and must be placed on the floor!
- We will use a variety of different tools and technology in art and design. If at any time you misuse these products, you will lose the privilege of using them, and will be given an alternative yet equal assignment.
- Copyright (which we will go over in class), but you may not steal anyone's intellectual property, or ideas.

Edgewood PRIDE:

Be Prepared Be Respectful Be (i)ngaged Be Determined	Be Prepared	Be Respectful	Be (i)ngaged	Be Determined
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