

**COURSE TITLE:** Studio Art  
Mr. Raeihle

**TEXTBOOK:** None

**MATERIALS TO BE USED:**

- 9x12 Sketchbooks
- Folder (with pockets) for handouts

*\*Supplies can be purchased from the CHS bookstore,  
due no later than Friday\_\_\_\_\_.*

**METHOD OF CONTACT:**

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- Voice Mail: 912-2099 ext 4715

**PRE-REQUISITE:** None

**I. COURSE DESCRIPTION:**

Art is a language of its own making and as such, a student is educated in visual thinking and creativity through the fundamental process of direct experience. Studio Art A offers diverse approaches in painting, sculpture, printmaking, design, and drawing. Through the core of studio classes, the student is able to realize, with excellence, his or her potential for expression and informed vision. Studio Art A focuses on the elements of art and pre-Renaissance art history and art making.

**II. COURSE OBJECTIVES:**

The student will be able to:

1. Demonstrate basic studio skills with art materials and techniques that exhibit use of strong concepts of design and craftsmanship.
2. Select appropriate art supplies and materials for a variety of activities.
3. Apply theories of art for understanding and criticism to actual works of art produced in the classroom.
4. Develop and use a vocabulary of terms to describe art materials, supplies, techniques, critical stances, and historical contexts in art.
5. Examine historical categories of artworks and set particular artworks in a historical context.
6. Share with the instructor and class their personal perceptions of what art is, how people relate to art, and how art can serve human needs.

**III. INTERNAL ASSIGNMENTS / ASSESSMENT:**

- Class work Assignments
- Portfolio Assessments
- Participation
- Attitude
- Attendance

**IV. SKETCHBOOK ASSIGNMENTS:**

Contour drawing of a house plant (real or artificial)  
Draw tools used in certain professions  
Draw something you might find in a department store display  
Draw hands holding something  
Draw popcorn  
Keyhole: what would you see through a key hole  
Draw an object melting  
Design a school desk  
Draw a mechanical object