

**Visual and Performing Arts**  
**Digital Art**  
**Unit 1: Art History and Culture**

<b>Essential Understandings</b>	<ul style="list-style-type: none"> <li>Artists reflect and shape time and culture into visual works using traditional art media and digital media.</li> </ul>
<b>Essential Questions</b>	<ul style="list-style-type: none"> <li>How do artists shape history and reflect upon cultural influences during the past and present using digital media?</li> <li>What digital and hybrid processes have been used to make an image and create individual expression?</li> </ul>
<b>Essential Knowledge</b>	<ul style="list-style-type: none"> <li>Artists create works using digital media to express and record experiences, thoughts and feelings, and/or to express social and/or political themes.</li> <li>Artists document culture and time.</li> </ul>
<b>Vocabulary</b>	<ul style="list-style-type: none"> <li>Terms: <ul style="list-style-type: none"> <li>commercial art, traditional and fine art photography, documentary, realism, abstraction, contemporary, surrealism, non- representational, conceptual</li> </ul> </li> </ul>
<b>Essential Skills</b>	<ul style="list-style-type: none"> <li>Compare and contrast the function and meaning of digital art works from contemporary culture art art works from the past</li> <li>Create work inspired by art movements and works of other artists.</li> </ul>
<b>Related Maine Learning Results</b>	<p>Visual and Performing Arts</p> <p>A. Discipline Literacy - Creative Expression  A2. Elements and Principles of Design  A3. Media, Tools Techniques and Processes.</p> <p>C. Creative Problem Solving  C1. Application of Creative Processes  Students apply and analyze creative problem solving and creative-thinking skills to improve or vary their own work and/or the work of others.</p> <p>D. Aesthetics and Criticism  D1. Aesthetics and Criticism - Students analyze and evaluate art  d. Research and explain how art and artists reflect and shape their time and culture.</p> <p>E. Visual and Performing Arts Connections  E1. The Arts and History and World Cultures  Students analyze the characteristics and purposes of products of the visual/performing arts to understand history and/or world cultures.</p>

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<b>Sample Lessons And Activities</b>	Compare and contrast the art from artists working in digital and traditional art media · Learn about artists that are pioneers in digital art and have successfully manipulated technology to express an idea or concept. · Research and create work in the style of a digital artist
<b>Sample Classroom Assessment Methods</b>	Rubric for comparing and contrasting · Rubric for work in the style of an artist
<b>Sample Resources</b>	<ul style="list-style-type: none"><li>○ Digital Art Masters – 3-D Total</li><li>○ Understanding Modern Art – Bohem-Duchen &amp; Cook</li><li>○ Making Art and Commerce Thrive in The Hybrid Economy – Lawrence Lessig</li><li>○ <a href="http://gartelautomotion.com/">http://gartelautomotion.com/</a></li><li>○ <a href="http://www.johnpaulcaponigro.com/">http://www.johnpaulcaponigro.com/</a></li><li>○ <a href="http://www.digitalarti.com">www. digitalarti.com</a>, <a href="http://www.digitalartsonline">www.digitalartsonline</a></li></ul>