

Thomas More College

arts

STAGE 1

2022 TMC Art/Design

Masterchef Ben Trobbiani
Life FM - LIVE BROADCAST
23 Amsterdam Crescent, Salisbury Downs

Celebrate
MORE
FESTIVAL

1st November 2019
4pm - 8pm

COLOUR BURST FINALE
FOOD - DISPLAYS - GAMES

1079 Life



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VISUAL ARTS

YEAR 10 (1 or 2 Semesters)		
VISUAL ARTS	VISUAL ARTS DESIGN	PHOTOGRAPHY AND FILM

STAGE 1 (1 or 2 Semesters)		
VISUAL ARTS ART	VISUAL ARTS DESIGN	PHOTOGRAPHY (CREATIVE ARTS)

STAGE 2 (Full Year)			
VISUAL ARTS ART	VISUAL ARTS DESIGN	PHOTOGRAPHY (CREATIVE ARTS)	PHOTOGRAPHY COMMUNITY CONNECTIONS

VISUAL ARTS: ART

STATUS: Semester or Full Year

CONTACT TEACHER: Paul Kralj

SKILL SET

Successful completion of Year 10 Visual Art, Design or Photography and Film would be an advantage.

COURSE DESCRIPTION

This course is designed to develop skills in visual literacy to the stage where students feel confident in working independently. It is a feature of the course that students plan and execute an individual body of work. Students are required to display evidence of the process used in developing their ideas and concepts, through research, analysis and exploration of media and technique, to resolve production of practical work. Further emphasis is placed on student's ability to be able to justify their decisions towards aesthetic outcomes.

CONTENT

The following three areas of study are covered:

- Visual Thinking
- Practical Resolution
- Visual Study

ASSESSMENT

Folio:

Students produce one Folio that documents their visual learning, in support of their two or three resolved artworks. The processes of creation in both art and design include the initiation and development of ideas, research, analysis, and exploration and experimentation with media and technique, resolution (i.e. the realisation of an artwork), and production.

Practical:

Students produce one to two resolved artworks.

Visual Study:

Students produce a Visual Study Folio experimenting with styles, genres, processes, media, materials, methods, techniques, and/or technologies, to further develop visual thinking and technical skills.

COMPULSORY REQUIREMENTS

Students will need to purchase any special materials required for their resolved artworks and provide travel expense for any excursions.

Students will need to ensure that they have Adobe applications, InDesign, Photoshop and Illustrator installed on their device as a basic requirement for this course.

VISUAL ARTS: DESIGN

STATUS: Semester or Full Year

CONTACT TEACHER: Paul Kralj

SKILL SET

Successful completion of Year 10 Visual Art, Design or Photography and Film would be an advantage.

COURSE DESCRIPTION

This course is intended to develop skills in creating and working from a design brief to the stage where students feel confident in working independently. Students plan and execute an individual body of work. Students are required to display evidence of the process used in developing their ideas and concepts, through research, analysis and exploration of media and technique to resolve production of practical work. Further emphasis is placed on students' ability to be able to justify their decisions towards aesthetic outcomes. Students develop an understanding of contemporary design in the context of communication and the environment. Students will develop an awareness of design in response to human need and cultural context.

CONTENT

The following three areas of study are covered:

- Visual Thinking
- Practical Resolution
- Visual Study

ASSESSMENT

The following assessment types enable students to demonstrate their learning:

Folio:

Students produce one Folio that documents their visual learning, in support of their two or three resolved artworks. The processes of creation in both art and design include the initiation and development of ideas, research, analysis, and exploration and experimentation with media and technique, resolution (i.e. the realisation of an artwork), and production.

Practical:

Students produce one to two resolved artworks.

Visual Study:

Students produce a Visual Study Folio experimenting with styles, genres, processes, media, materials, methods, techniques, and/or technologies, to further develop visual thinking and technical skills.

COMPULSORY REQUIREMENTS

Students will need to purchase any special materials required for their resolved artworks and provide travel expense for any excursions.

Students will need to ensure that they have Adobe applications, InDesign, Photoshop and Illustrator installed on their device as a basic requirement for this course.

PHOTOGRAPHY: CREATIVE ARTS

STATUS: Semester or Full Year

CONTACT TEACHER: Paul Kralj

SKILL SET

Successful completion of Year 10 Visual Art, Design or Photography and Film would be an advantage.

COURSE DESCRIPTION

Students actively participate in the development and presentation of a photographic product, focusing on studio photography skills. Students are required to display evidence of the process used in developing their ideas. This process comprises of four interrelated elements common to all creative arts programs: investigation, development, production and reflection.

Students can work both individually and collaboratively to develop practical skills and products. It is highly recommended that students who undertake this course have successfully completed Year 10 Photography and Film.

CONTENT

- Creative Arts Process
- Development and Production
- Concepts in Creative Arts Disciplines
- Creative Arts in Practice

ASSESSMENT

Assessment Type 1: **Photographic Product – Studio Flash Photography**

Students are to develop a Photographic product with an associated record of materials that supports this process.

Assessment Type 2: **Inquiry**

- Investigation and Skills
Students need to undertake an inquiry of a Photographic Practitioner that is of interest to them or that is closely related to their product.
- Skills Assessment
Students are to conduct one focused exploration and evaluation of a skill and techniques appropriate to Photography.

COMPULSORY REQUIREMENTS

Students will need to purchase any special materials required for their resolved artworks and provide travel expense for any excursions.

Students will need to ensure that they have Adobe applications, InDesign, Photoshop and Illustrator installed on their device as a basic requirement for this course.