

# DrawPaint

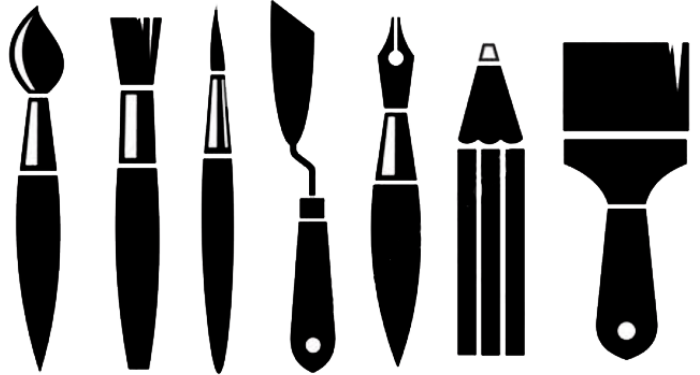
drawing & painting three

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Mrs. Carissa Roche  
JFK HS Art Dept.  
Room 205  
croche@bmchsd.org  
<http://RocheArt.weebly.com>

welcome

to drawing & painting



In this course you will learn how to creatively problem solve and tackle artistic challenges, while learning lifelong skills such as responsibility, persistence, observation, and self reflection. You may elect to take this course for college credit through LIU Post's High School Scholars program. The only required supplies are pencils, erasers, and a sketchbook at least 9x12" in size. All other materials will be artist's choice, i.e. charcoal, acrylic paint, colored pencils...



## expectations



be on time, be prepared



be in control of your impulses, stay in your seat, keep your hands to yourself



help with clean up daily  
(sanitize, spray, wipe, wash)



wear your mask, wash your hands, maintain social distance, wait your turn



take responsibility for your own learning, join our class platforms, stay on task, don't be afraid to ask for help

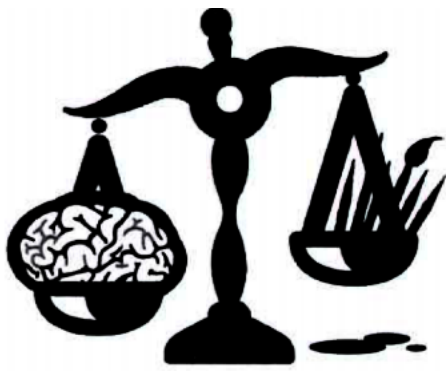
Non-school related phone calls, texting, game playing, videography, or photography is prohibited during class.

You are invited to enjoy your personal music selections (with air-pods or headphones) during student work time.

Please refrain from headphone use during presentations, demos, or group instruction.

Misuse of cellphones, tablets, or laptops will result in loss of privilege and points from the "participation grade." Devices may be confiscated.

cell phone policy



# grades

and how you'll earn them

## PARTICIPATION

# 2X

BAE or behavior, **attitude**, & effort make up the "participation grade." You will receive two grades each quarter reflecting your level of participation. For maximum credit, simply follow the course expectations and cell phone policy. Effort, not talent, is the single most important quality of a successful artist.

## EXERCISES

# 1X

Exercise grades typically consist of worksheets or introductory exercises completed in preparation for the major project. These grades count one time in the average and grades given correspond to a check system.

## PROJECTS

# 2X

CREATIVITY

HARD WORK

REFLECTION

ALWAYS COMPLETE YOUR WORK & SUBMIT FOR GRADING

ATTITUDE AND EFFORT ACCOUNT FOR AT LEAST 40% OF EACH PROJECT GRADE

ALWAYS TRY YOUR BEST EVEN IF IT'S OUT OF YOUR COMFORT ZONE

EVERY PROJECT IS EVALUATED VIA RUBRIC BASED ON THE FOLLOWING:



- effort and focus
- technique
- craftsmanship
- specific criteria for the project
- completion
- handing in work on time

## commonly asked questions

*I know I can do better...  
can I resubmit work?*

We learn more from our mistakes than we do from our successes, and a willingness to admit we have room to grow is the hallmark of any great artist. If you get a grade back you're not happy with, don't stress out - simply consider its critique or ask for help, then resubmit! Even a failing grade can jump up to the 90's if you're willing to give it the time and effort it demands!

*Do I lose points for  
late work?*

Yes, and late work CANNOT be resubmitted for full or even more credit. If, however, you are working hard yet have only a partially completed project, submit it anyway! You may get a low grade, BUT, if you submit a project, even an unfinished one on the due date, you can get it critiqued & have the option to still resubmit for full credit. In other words, it's ALWAYS better to submit something rather than nothing at all.

*I'm not the best artist...  
will I struggle?*

The question is a common one. Artistic skill is learned, not inherited (& science will back me up). No one enters a math class expecting to receive a grade for what they already know & an 'F' if they don't understand the material they haven't been taught yet. In art class, one is graded on the application of techniques and concepts covered in class, as well as their work ethic, NOT personal style or skill level.