

# SIMON FRASER UNIVERSITY

## Education 477-4

### Designs for Learning: Art

Intersession, 1991  
(May 6 - June 14)  
Tuesday & Thursday, 5:30 - 9:20 p.m.  
Location: MPX 7500B

Instructor: Margaret Scarr

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**PREREQUISITE:** Educ. 401/402 or equivalent

#### OBJECTIVES

- to become familiar with the requirements of the B.C. elementary and /or secondary curriculum
- to build a portfolio through hands-on art making experiences with a variety of media and personal imagery development
- to develop an understanding of the elements and principles of design
- to examine issues in art education
- to develop an art unit for a chosen grouping of students based on curriculum requirements

#### OUTLINE OF TOPICS

Goals of art education, the B.C. curriculum, development of a balanced art program addressing the making of and responding to art, art history, the gallery visit and art critique, hands-on experience with a variety of media and techniques, strategies for imagery development, multiculturalism, global issues, integration, developing art units, evaluation

#### COURSE REQUIREMENTS

\*attendance at all classes is compulsory

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|---|-----|
| 1. Art Portfolio (studio projects)                      | 45% |
| 2. Reasoned criticism (related to gallery visit)        | 15% |
| 3. Development of an art unit                           | 35% |
| 4. Participation in issues in art education discussions | 5%  |

#### REQUIRED TEXTS

*Emphasis Art*, Frank Wachowiak (elementary)  
*Art from Many Hands*, Jo Miles Schuman  
*B.C. Elementary Fine Arts Curriculum Guide* OR *B.C. Secondary Art Curriculum Guides*  
*Art Synectics*, Nicholas Rourke

#### RECOMMENDED TEXTS

*Art, Design and Topic Work 8-13*, Rob Barnes OR  
*Teaching Art to Young Children 4-9*, Rob Barnes  
*Drawing from the Right Side of the Brain*, Betty Edwards

#### SUPPLIES

Journal – verbal/visual notebook – (hardcover preferred) in which you may keep notes, responses, visual/verbal ideas, drawings, photos, etc., etc.  
Disk – if you are interested in experiencing computer generated imagery  
Portfolio – to keep completed art work, drawings, exercises  
Camera – to take slides/photos of work for examples (optional)  
Etcetera – miscellaneous odds and ends to complete art projects