





Visual Arts - Art

Year 11 at Walford
Her Way

You will visually experiment and respond to work of artists and designers, documenting your ideas, exploring a range of media and techniques. You will experiment and respond to relevant themes and contexts on a chosen topic of interest. You will develop and apply skills in a broad range of media to produce resolved works of art. Examples of art topics could include painting, drawing, sculpture, casting, printmaking, ceramics, digital art and photography.

SACE Stage 1
one or two
semesters

 Engage <i>Skills</i>	 Extend <i>Knowledge</i>	 Enrich <i>Experiences</i>
<ul style="list-style-type: none"> • Think critically and analytically • Think conceptually • Think creatively - develop creative ideas • Communicate • Problem solving • Document process and ideas • Evaluate • Reflect on own practice • Draw inspiration from artworks • Explore and apply concepts • Develop and apply practical skills • Produce a well resolved practical (personal response) 	<ul style="list-style-type: none"> • Art themes and concepts • Connections to Art and Culture • Media and ideas • Non- traditional media such as; digital, temporary art, different surfaces 	<ul style="list-style-type: none"> • Artists talks & workshops • Exhibition visits • UniSA - School of Art/ Design visit • SA Gallery workshops/ work experience • Art & Design competitions • Exhibit and present as an Artist to the wider community • SACE Art Show excursion

 Assessments/Outcomes	 Pathways
<p>Folio, Practical, Visual Study</p>	<p>Subject Pathways: Stage 2 Visual Art, Stage 2 Visual Art Design Career Pathways: Photographer, Potter, Sculptor, Illustrator, Painter, Textile Artist, Urban Planner, Valuer, Web Designer, Architectural Draftsperson, Architect, Leadlighter, Marketing Manager, Graphic Designer, Fashion Designer, Visual Merchandiser, Printer, Textile Designer, Painter & Decorator, Millner, Jeweller, Make-up artist, Florist, Engraver, Interior Decorator, Gallery or Museum Curator, Costume Designer, Arts Manager, Advertising Executive, Industrial Designer, Multimedia Developer, Teacher, Lecturer, Historian</p>