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STEAM I: Introduction to Studio Art
Grade 9

This course provides a strong foundation in the fundamentals of art across many disciplines and mediums. While the basic elements and principles of art and design are a major focus of this class, the primary aim is to empower critical thinking. In this way, students can begin to explore their own identity and pursue ideas and creations that are unique to them. Working in both 2D and 3D forms of art, students afforded multiple perspectives to develop and innovate through. Drawing techniques also form a critical portion of this course and a sketchbook is provided to allow multiple drafts and studies of various subjects. Finally, this course will expose students to the idea of working in a series as well as developing a portfolio, laying the groundwork for the upper class art courses.

STEAM I: Introduction to Graphic Design
Grade 9

This semester-long course introduces the interaction of text and image and the fundamental components of graphic communication. Students will develop and hone skills in working with text and image as they create solutions to a series of design problems. Visual literacy will be increased through exposure to contemporary design issues and graphic design history. Students will be expected to expand their proficiency in all aspects of the design process, including the use of formal design principles, type as image, creative brainstorming, conceptualizing, critical thinking, collaboration, and presentation. Utilizing a digital platform, students will explore the principles, elements, and theories of design, as they create a wide range of design-based projects.

STEAM I: Introduction to CAD (Computer Aided Design):
Grade 9

This course provides freshman with an opportunity to learn about the real world application of technology software. Using AUTOCAD, students will gain experience using state of the art CAD software. Students will also become adept at using drafting equipment (engineering & architecture rulers, compasses, protractors, french curves, T-squares, etc.). The students will learn how to draw to scale, both on the computer and on a drafting table. Giving students experience with this software, technology and equipment allows them to become more familiar with the type of work done by engineers and architects. In addition, two other programs will be introduced (REVIT and MAYA). REVIT is a program that has revolutionized the architectural industry. MAYA is an animation program that is used worldwide for special effects in movies, commercials, advertising, and video games. All assignments for this course are project based.

Note: While we use the latest software and computers for this course, it's important to know that students will not need to download any software at home. All work associated with this course will be completed during school hours.