Course Title: Creat Course Number: 01	ive Photography 1 <mark>(edits)</mark> .08310		
NGSSS Benchmark	Content Focus	Number of Questions	Suggested Cognitive Complexity (per CPALMS)
	Reporting Category 1: Critical Thinking and Reflec	tion	01112110)
VA.912.C.1.1	Integrate curiosity, range of interests, attentiveness, complexity, and artistic intention in the art-making process to demonstrate self-expression.	1	1 Level 3
VA.912.C.1.4	Apply art knowledge and contextual information to analyze how content and ideas are used in works of art.	2	1 Level 2 1 Level 3
VA.912.C.2.1	Examine and revise artwork throughout the art- making process to refine work and achieve artistic objective. *No multiple choice items available	2	1 Level 1 1 Level 2
VA.912.C.2.7	Assess the challenges and outcomes associated with the media used in a variety of one's own works.	2	1 Level 1 1 Level 2
VA.912.C.3.1	Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork.	3	2 Level 1 1 Level 2
VA.912.C.3.5	Make connections between timelines in other content areas and timelines in the visual arts.	2	1 Level 1 1 Level 2
	Reporting Category Total		10
I.	Reporting Category 2: Skills, Techniques and Proce	essing	
VA.912.S.1.2	Investigate the use of technology and other resources to inspire art-making decisions.	4	2 Level 1 1 Level 2 1 Level 1
VA.912.S.1.4	Demonstrate effective and accurate use of art vocabulary throughout the art-making process.	4	3 Level 1 1 Level 2
<del>VA.912.S.1.6</del>	Describe processes and techniques used to record visual imagery. *No multiple choice items available	2	1 Level 1 1 Level 2
VA.912.S.2.2	Focus on visual information and processes to complete the artistic concept.	2	1 Level 1 1 Level 2
VA.912.S.3.4	Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art.	1	1 Level 1
VA.912.S.3.7	Use and maintain tools and equipment to facilitate the creative process.	1	1 Level 1
	Reporting Category Total		12
	Reporting Category 3: Organizational Structur	re	
VA.912.0.1.1	Use the structural elements of art and the organizational principles of design in works of art to establish an interpretive and technical foundation for visual coherence.	4	2 Level 1 2 Level 2
VA.912.0.3.1	Create works of art that include symbolism,	2	1 Level 1

	personal experiences, or philosophical view to		1 Level 2
	communicate with an audience. *No multiple		
	choice items available		
	Reporting Category Total		4
	Reporting Category 4: Historical and Global Conne	ection	<b>T</b>
VA.912.H.1.4	Apply background knowledge and personal	1	1 Level 2
VA.712.11.1.4	interpretation to discuss cross-cultural	1	I Level 2
	connections among various artworks and the		
	individuals, groups, cultures, events, and/or		
	traditions they reflect.		
VA.912.H.1.9	Describe the significance of major artists,	1	1 Level 2
VA.912.11.1.9	architects, or masterworks to understand their	1	1 Level 2
	historical influences.		
VA.912.H.2.1		4	2 Level 1
VA.912.Π.2.1	Identify transitions in art media, technique, and	4	1 Level 2
	focus to explain how technology has changed art		1 Level 3
VA 012 U 2 1	throughout history.	2	
VA.912.H.3.1	Synthesize knowledge and skills learned from	<del>Z</del>	1 Level 1 1 Level 2
	non-art content areas to support the processes of		1 Level 2
	creation, interpretation, and analysis. *No		
	multiple choice items available		
	Departing Category Total		
	Reporting Category Total	a Francisco	6
n -			
	porting Category 5: Innovation, Technology and th		2 Level 1
VA.912.F.1.4	Use technological tools to create art with varying	<u>e ruture</u> 4	2 Level 1
			2 Level 1 2 Level 2
	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available		
VA.912.F.1.4	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts	4	2 Level 2
VA.912.F.1.4	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts to determine requisite skills, qualifications,	4	2 Level 2 1 Level 1
VA.912.F.1.4	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts	4	2 Level 2 1 Level 1
VA.912.F.1.4	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and	4	2 Level 2 1 Level 1
VA.912.F.1.4 VA.912.F.2.1	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.  Follow directions and use effective time-	2	2 Level 2  1 Level 1 1 Level 3
VA.912.F.1.4 VA.912.F.2.1	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.  Follow directions and use effective timemanagement skills to complete the art-making	2	2 Level 2  1 Level 1 1 Level 3  1 Level 1
VA.912.F.1.4 VA.912.F.2.1	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.  Follow directions and use effective timemanagement skills to complete the art-making process and show development of 21st-century	2	2 Level 2  1 Level 1 1 Level 3  1 Level 1
VA.912.F.1.4 VA.912.F.2.1	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.  Follow directions and use effective timemanagement skills to complete the art-making process and show development of 21st-century skills. *No multiple choice items available	2	2 Level 2  1 Level 1 1 Level 3  1 Level 1
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VA.912.F.1.4  VA.912.F.2.1  VA.912.F.3.4	Use technological tools to create art with varying effects and outcomes. *No multiple choice items available  Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.  Follow directions and use effective timemanagement skills to complete the art-making process and show development of 21st-century skills. *No multiple choice items available  Apply rules of convention to create purposeful	2 2	2 Level 2  1 Level 1 1 Level 3  1 Level 1 1 Level 1 1 Level 2

Overall Percentage for Written Test: 30% Overall Percentage for Performance Tasks: 70% Course Name: Creative Photography 1 Course Number: 0108310

Overall Percentage for Performance Tasks: 70%

D. C	
Performance	<b>Final Exam Project Performance Task:</b> From a selection of 3
Task #1	Project Theme options (i.e, Cloning, Mosaic or Movement),
	students will select only one subject Theme and by fully utilizing
	all of the student's knowledge and skills acquired and during the
	school year, they will use their creativity and imagination to create
	and submit a digital piece of art (created, within the virtual
	environment of the classroom Silver Mac computers and utilizing
	the Ps CS6 Creative Cloud Suite of software), and by using
	photographs taken by the student using a classroom available
	DLSR camera and/or their own SLR or DSLR camera (minimum of
	8MP capability), and/or iPhone (minimum of 5MP capability)
	and/or another photo capable Android phone (minimum of 5MP
	capability), that meets or exceeds all of the Project requirements.
Weighting	70%
Percent for	7 0 70
this Task	
Standard	A combination and completely of the Critical Thinking and
Standard	A combination and synthesis of the Critical Thinking and
	Reflection, Skills, Techniques and Processing, Organizational
	Structure, Historical and Global Connection & Innovation,
	Technology and the Future.
Exemplar	The student will execute a high quality, fully competed digital
(If applicable)	piece of art digital art (in jpeg, psd and pdf formats) that not only
	exceeds all the Project Theme requirements, but also
	demonstrates a high degree and level of creativity, imagination,
	and Ps CS6 CC knowledge, to include associated hand skills.
Additional	Due to the limitations we have on available budget dollars and the
Information	high costs associated with color printing, it may be necessary to
	exclusively view the student's digital artwork within a virtual
	environment (on a Mac computer).
Suggested	A "Core" teacher (i.e, English, Math, Science or History)
Assessment	
Team	

Rubric: (See document below on page 4 for details.)

School Year: 2014-15

Course: Creative Digital Photography / Instructor: Favale

Rubric: Assessment Rubric for Class Final Exam Project Assessment Task Final Exam Grade Weighting: Project Assessment Task: 70% Written Asse

Written Assessment – State EOC: 30%

o in ordina			Grade Point Value		
Culteria	F (0-59)	D (60-69)	C (70-79)	B (80-89)	A (90-100)
Meets Project Requirements (MP)	Project shows no evidence of following requirements, concepts not demonstrated and/or no project submitted.	Project shows minimal evidence of following requirements, concepts and/or techniques covered.	Shows evidence of some requirements, techniques/concepts1-2 missing components.	Project mostly meets requirements and demonstrates quality concepts/techniques. 1 missing component.	Project fully meets or exceeds requirements, fully demonstrates concepts/techniques covered.
Technique/ Quality (TQ)	Poor use of tools, photo quality, selection and/or editing. No composition techniques, and/or poorly composed.	Fair quality. Photos blurred or distorted, halos, discoloration, text or other errors.	Good quality. 2 or more errors in technique/text/ composition.	Very good quality. No more than 1-2 minor errors in text, technique, and/or composition.	Exceptional quality, no evidence of errors or distortion. Seamless, professional looking.
Creativity (CR)	Poor use of imagination. Low appeal, unoriginal, poor use of Google images and/or artwork. Not creative.	Fair. Very plain, meets minimum requirements - not particularly creative and/or lacks originality.	Good creativity, average appearance, some lack in aesthetics and/or creativity.	Very good presentation, mostly original photos and artwork. Very creative and pleasing to view.	Exceptional creativity, looks professional, original, really catches your eye, uses original photos and artwork.
Met Deadline (MD)	Project submitted after due date. No legitimate explanation given. Poor use of class time.	5 points deducted for every day late.	5 points deducted for every day late.	Project submitted on time and good productive use of allotted time.	Project submitted before and/or on time. Very productive and excellent use of allotted time.
Student Evaluation: MR: Teacher Evaluation: MR: Core Teacher Evaluation: MP:		/25; TQ:/25; CR: /25; TQ:/25; CR: /25;JQ:/25; CR:	/ 25; MD: /25. / 25; MD: /25. / 25; MD: /25.	Total:/ 25 Grade (%): Total:/ 25 Grade (%):/ 2	(%):