

Sing Yin Secondary School

Syllabus of Visual Arts 視 覺 藝 術 課 程 (2016-2017)

S.1

(A) Aims

Students should be able to:

1. develop students' visual cognition, generic skills and meta cognition through art making, appreciation (欣賞) and criticism (批評).
2. apply visual elements (視覺元素) and design principles (設計理論) in their artwork.
3. boarden students' perspectives through exploration of the arts of diverse cultures (多文化).
4. develop values of moral and civic education can be integrated into visual arts learning through art appreciation, criticism and making.

(B) Syllabus contents

Value education, visual arts knowledge, visual arts appreciation and criticism and visual arts making can all be integrated into practical projects.

I) Value education (價值教育)

Visual arts learning helps students develop their personal values and attitudes which can facilitate the cultivation of moral and personal refinement, and a sense of commitment towards life, the nation and country.

II) Visual arts knowledge (視覺藝術知識)

1. Visual elements – line and colour
2. Design principles – balance (平衡), scale and proportion (比例)

III) Visual arts appreciation and criticism (藝術評賞)

1. Appreciation and evaluation of artists' and students' artwork
2. Perception, description, analysis, interpretation and judgement of an artwork.

IV) Visual arts making

1 Drawing 素描

- a Geometric forms and objects
- b Construction line (結構)
- c Scale and proportion
- d Drawing on simple natural and man-made objects.

2. Painting (繪畫)
 - a Integration of drawing and painting
 - b Chinese and western styles of painting
 - c Application of colour theories
 - d Creating images to embrace colours and forms
 - e Expressing personal ideas, emotion, beliefs by visual images

3. Design (設計)
 - a. Problem-solving techniques (解難技巧)
 - b. Aesthetics and function of the design product
 - c. The design processes

4. Sculpture (雕塑)
 - a The special features in sculpture --- different visual effects from different angles.
 - b The development of forms (造形)
 - c Basic techniques on formulating processes for the construction and structure (結構).

5. Crafts (工藝)
 - Chinese or Western craft design (e.g. fibre arts, enameling, Chinese paper cut, papermaking, incense burner figure, papier-mache, kite making and lantern making)

6. Digital Art/ Media Arts (數碼及多媒體藝術)
 - Computer art, video, animation and multimedia arts, web art and sound recording.

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S.2

(A) Aims

Students should be able to:

1. have wide scopes on both Western and Chinese styles of Visual Arts.
2. enable students to express personal feelings and thoughts through artistic presentation.
3. apply visual elements (視覺元素) and design principles (設計理論) in their artwork.
4. cultivate students' emotions, personal refinement, morals and sense of commitment towards the nation and the world.

(B) Syllabus contents

Value education, visual arts knowledge, visual arts appreciation and criticism and visual arts making can all be integrated into practical projects.

I) Value education (價值教育)

Visual arts learning helps students develop their personal values and attitudes which can facilitate the cultivation of moral and personal refinement, and a sense of commitment towards life, the nation and country.

II) Visual arts Knowledge (視覺藝術知識)

1. Visual elements – shape and form (形狀與造形)
2. Design principles – unity and variety (統一與變化)

III) Visual arts appreciation and criticism (藝術評賞)

- a Appreciation and evaluation of artists' and students' artwork.
- b Through observation and direct experience, students describe, feel, analyse, interpret and judge the value of visual arts work, thus developing their personal aesthetic values.

IV) Visual arts making

1 Drawing (素描)

- a Observation (觀察)
- b To draw natural and man-made objects.
- c Tonal drawing (調子素描)

2. Painting (繪畫)
 - a Chinese and western styles of painting
 - b Application of colour theories
 - c Creating images to embrace colours and form
 - d Expressing personal ideas, emotion, beliefs and values by visual images.

3. Design (設計)
 - a. Problem-solving techniques
 - b. Aesthetics and function of the design product
 - c. The design processes
 - d. Values of design in moral, cultural, social context

4. Sculpture (雕塑)
 - a. Visually and practically balance
 - b. The development of forms (造形)
 - c. Basic techniques on formulation processes for the construction and structure (結構)

5. Crafts (工藝)
 - a. Chinese and Western Craft Design
 - b. Production of traditional and non-traditional crafts
 - c. Manipulation of skills to create well-crafted, well-designed, expressive handicrafts

6. Digital Art/ Media Arts (數碼及多媒體藝術)
 - Computer art, video, animation and multimedia arts, web art and sound recording

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S.3

(A) Aims

Students should be able to:

1. develop students' perceptual abilities, with special emphasis on visual, aesthetic and art experience.
2. apply visual elements (視覺元素) and design principles (設計理論) in their artwork.
3. Develop abilities in problem solving and decision-making through the creation of artwork.
4. Develop creativity and promote aesthetic development for the enrichment of life.
5. cultivate students' emotions, personal refinement, morals and sense of commitment towards the nation and the world.

(B) Syllabus contents

Value education, visual arts knowledge, visual arts appreciation and criticism and visual arts making can all be integrated into practical projects.

I) Value education (價值教育)

Visual arts learning helps students develop their personal values and attitudes which can facilitate the cultivation of moral and personal refinement, and a sense of commitment towards life, the nation and country.

II) Visual arts knowledge (視覺藝術知識)

1. Visual elements – Space and texture
2. Design principles – rhythm and movement

III) Visual arts appreciation and criticism (藝術評賞)

1. Appreciation and evaluation of artists' and students' art works.
2. Understandings of the relationship among the visual arts, values, societies and cultures.

(IV) Visual arts making

The art forms are suggested as below:

1. Drawing (素描)
 - a. Tonal drawing

- b. Hatching (排線法) and cross hatching (網狀排線法)
 - c. Composition (構圖)
2. Painting (繪畫)
- a. Arranging images with the consideration of fore, middle and background elements.
 - b. Selecting an appropriate style, colour scheme and effective techniques to express intentions and feelings
 - c. Composition
3. Design (設計)
- a. Developing solutions to design problems.
 - b. Application of design principles
 - c. Appreciate both Oriental and Western Design
 - d. Values of design in a commercial city
4. Sculpture (雕塑)
- a. To visualize an idea through sketching and drafting
 - b. Carving techniques.
5. Crafts (工藝)
- a. To practice thematic exploration.
 - b. To explore new techniques of a chosen craft.
6. Digital art/ Media Arts (數碼及多媒體藝術)
- Computer art, video, animation, and multimedia arts, web art and sound recording.

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S.4

(I) Portfolio

(Developing a theme for the whole portfolio.)

1.1. Project 1- Creative Drawing (素描)

- a. Use of materials and tools
- b. Drawing of
 - i) 3-dimensional forms
 - ii) mechanical forms
 - iii) organic forms
- c. Exploration of visual impacts by:
 - i) using various drawing tools and paper
 - ii) applying various drawing techniques

1.2. Project 2 - Painting (繪畫)

- a. To familiarize painting materials and techniques, including the application of various kinds of paint on different surfaces, the use of brushes; experiments on glazing, over painting, water resist (排水法), and collage.
- b. The development of the sense of composition
- c. Colour theories
- d. To observe and record accurately the colour of an object
- e. The development of the sense of space

(II) Design Appreciation (設計評賞)

- a. Introducing visual elements and design principles.
- b. Criticizing design work by theories.
- c. Developing students' points of view when appreciating artwork.

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S.5

(I) Portfolio

(Developing a theme for the whole portfolio)

1. Project 3 - Graphic Design
 - a. Development of ideas, sketching and data collection
 - b. Practice on solving communication problems.
 - c. Lay-out design
 - d. Colour theories
 - e. Lettering skill
 - f. Marker rendering skill
 - g. Techniques of pastel

2. Project 4 – Students can work on their own interest.
 - a. Students can develop their own interest and write a proposal for this project.
Students may develop their own theme, ideas, and select appropriate media for their artwork.
 - b. Possible options of media:
 - i. Drawing
 - ii. Painting/ Print-making/ Relief
 - iii. Photography/ Mixed media
 - iv. Sculpture/ Ceramics/ 3D Design/ Installation Art
 - v. 2D design
 - vi. Chinese and Western Calligraphy
 - vii. Fashion Design/ Interior Design/ Publishing Design/ Packaging Design
 - viii. Critical Art Study
 - ix. Cartoon/ Comics/ Illustration
 - x. Animation/ Multi Media (e.g. Web-page design)

(II) Design Appreciation (評賞)

- Art elements and design principles
- Design history
- Appreciation of design artwork

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S.6

(I) Portfolio

- a. Improving the quality of the content of the portfolio.
- b. Improving the quality of artwork

(II) Art appreciation and painting

- a. Painting theories and visual elements.
- b. Criticizing artwork by painting theories and visual elements.
- c. Working on the sampling questions from HKEAA.
- d. Learning from different painting styles:
 - Cubism
 - Favism
 - Surrealism
 - Futurism
 - Impressionism

(III) Design appreciation and Graphic Design

- a. Design theories and visual elements.
- b. Criticizing design work by design theories and visual elements.
- c. Working on the sampling questions from HKEAA.
- d. Application of design theories in artwork:
 - Balance
 - Composition
 - Unity and diversity
 - Color theories
 - Rythm
 - Contrast
 - Proportion and scale

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