

READ THIS.

NO, REALLY. READ IT.

SYLLABUS 20-21 :

ADVANCED GRAPHICS II, III, & IV
SCULPTURE I & II
VISUAL ART I & II

SYLLABUS

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MEET THE TEACHER

MS. LOUIS

INFJ // FEBRUARY 6TH // DFA ALUMNUS



A FEW OF MY FAVS//

COLOR: BLACK

FOOD: TACOS/GUMBO

TEAM: LA LAKERS

FLOWER: LILLIES

STORE: ZARA

SNEAKER: JORDAN 1 REBELS

MOVIE: COMING TO AMERICA

BOOK: THE ALCHEMIST

HOBBIES: SEWING

ARTIST: JEAN-MICHEL BASQUIAT

PRODUCT DESIGNER: DIETER RAMS

FASHION DESIGNER: CHRISTAN DIOR

RANDOM FUN FACTS//

BORN IN GERMANY

TRAVELED TO 44 STATES

PUBLISHED ILLUSTRATOR

FUNKO POP! COLLECTOR

GREETING CARD DESIGNER

AMBIDEXTROUS



ART INSTRUCTIONAL PHILOSOPHY

I believe that the visual arts provide a unique and necessary understanding of civilization; develop creativity and problem-solving skills; provide the tools for verbal and nonverbal communication; and develop the capacity to make wise and informed choices among the products of the arts.

I believe that the making of art is of benefit to all students because of the opportunity of unique self-expression and for group participation. Art instruction provides an opportunity for self-directed learning. Students develop the ability to analyze, interpret, and evaluate their own decisions regarding their artwork and the work of others.

My mission as an art educator is to provide students with a meaningful experience through utilization of current technology integration, innovation, and creativity in the creative process, to help reveal the joy of aesthetic expression, the hard work of craftsmanship, and the necessity of art within the complete human experience.

A MANIFESTO FOR VISUAL ART STUDENTS

TRY.

TRY AGAIN.

CHALLENGE YOUR PERCEPTION.

DEVELOP YOUR VOICE.

LEARN FROM THE MASTERS.

GET TO KNOW YOUR PEERS. THERE'S POWER IN COMMUNITY.

GREAT RELATIONSHIPS ARE THE CORE OF GREAT WORK.

BREAK DESIGN RULES. (BUT FOLLOW INSTRUCTIONS)

EMBRACE, EMPOWER, AND APPRECIATE EVERY ONE OF YOUR SUPPORTERS.

ALWAYS BE CREATING.

LEARN. KNOWLEDGE MAKES EVERYTHING SIMPLER.

MAKE IT FUN. BUT DON'T FORGET IT'S WORK.

BE PATIENT.

LEARNING IS THE ONLY PATH TO MEANINGFUL CHANGE.

DON'T BE AFRAID TO FAIL.

DON'T BE AFRAID TO SUCCEED.

DON'T STEAL OTHER PEOPLE'S IDEAS.

YOUR SHORT TERM GOALS IS TO GET BETTER.

YOUR LONG TERM GOAL IS TO GET BETTER.

RECOGNIZE IT'S NOT ENOUGH TO JUST BE GOOD.

DON'T WORRY ABOUT THE PEOPLE THAT DON'T GET YOU.

DEFINE YOUR OWN SUCCESS.

HAVE SOMETHING TO SAY BUT LET YOUR WORK SPEAK FOR ITSELF.

DON'T GET JEALOUS OF OTHER'S SUCCESS. WHAT THEY DO HAS NOTHING TO DO WITH YOU.

CREATE YOUR OWN OPPORTUNITIES.

CREATE THINGS THAT CREATE VALUE FOR OTHERS.

NO MATTER HOW BIG THE WORLD IS, IT'S SMALL. DON'T BURN BRIDGES.

ADAPT.

SIMPLICITY IS ABOUT SUBTRACTING THE OBVIOUS, AND ADDING THE MEANINGFUL.

UNDERSTAND YOUR STRENGTHS AND SEEK OPPORTUNITIES TO EXPLOIT THEM.

BRACE YOURSELF FOR THE INEVITABLE FRUSTRATIONS AND DISAPPOINTMENTS.

WORK.

IMAGINATION IS CREATIVE POWER.

RECOGNIZE YOU COMPETE WITH EVERYONE IN THE WORLD BUT REMEMBER THE ADVANTAGE IS THAT NONE OF THEM ARE YOU.

REMEMBER THE GOLDEN RULE.

BE HONEST.

BE OPEN.

BE REAL.

VISUAL ARTS GEORGIA STANDARDS OF EXCELLENCE

Creating :

VAHSGD.CR.1 - Visualize and generate ideas for creating works of art.

VAHSGD.CR.2 - Choose from a range of materials and methods of traditional and contemporary artistic practices to plan and create works of art.

VAHSGD.CR.3 - Engage in an array of processes, media, techniques, and technology through experimentation, practice and persistence.

VAHSGD.CR.4 - Incorporate formal and informal components to create works of art.

VAHSGD.CR.5 - Reflect on, revise, and refine works of art considering relevant traditional and contemporary practices as well as artistic ideation.

VAHSGD.CR.6 - Keep an ongoing visual and verbal record to explore and develop works of art.

Presenting :

VAHSGD.PR.1 - Plan, prepare, and present works of art for exhibition in school, virtual environment, and/or portfolio presentation.

Responding :

VAHSGD.RE.1 - Reflect on the context of personal works of art in relation to community, culture, and the world.

VAHSGD.RE.2 - Critique personal works of art and the artwork of others, individually and collaboratively, using a variety of approaches.

VAHSGD.RE.3 - Engage in the process of art criticism to make meaning and increase visual literacy.

Connecting :

VAHSGD.CN.1 - Develop personal artistic voice through connecting uses of art within a variety of cultural, historical, and contemporary contexts.

VAHSGD.CN.2 - Develop life skills through the study and production of art (e.g. collaboration, creativity, critical thinking, communication).

VAHSGD.CN.3 - Utilize a variety of resources to understand how artistic learning extends beyond the walls of the classroom.

INSTRUCTION & ASSESSMENT METHODS

“Learning is the act of acquiring new, or modifying and reinforcing existing, knowledge, behaviors, skills, values, or preferences, through instruction, discovery, action, problem-solving, and experience.



PHYSICAL

- Using hands or body
- Sense of touch
- Manipulation & Product Creation



VISUAL

- Seeing & Doing
- Diagrams, maps, charts & lists
- Videos & Demonstrations



AUDITORY

- Using sound or music
- Audio books & Recorded lessons
- Discussions & Presentations



SOCIAL

- Group Learning & Collaboration
- Group activities & Accountability
- Productive Communication



VERBAL

- Speech & Discussion
- Writing
- Presentations



SOLITARY

- Self study
- Personal Reflection
- Work Ethic & Initiative

CLASSWORK & HOMEWORK	SIMULATIONS & DISCUSSIONS	AUTHENTIC TASKS	ASSESSMENTS
Vocabulary Research & Review Read & Write Remediation Practice & Reinforce	Movement Manipulation Collaboration Expression Exploration	Theory of Practice Real World Connections Critical Thinking Problem Solving Product Creation	Bellringers Topic/Standard Formative (<i>Practice Only</i>) Summative Remediation

ADV. GRAPHICS II-IV

COURSE DESCRIPTION

Advanced Graphics II, III, & IV is a Davidson Fine Arts Magnet School art course that combines and enhances level-one, level-two, and level-three skills in graphic design. Students utilize design-thinking methods to solve advanced design problems by applying creative ideas through storyboarding, layouts, and models with the use of design elements and principles, marketing psychology, production techniques, and schedules as both an individual designers and through the exploration of design team concept. Much of this course relies on planning, producing and presenting graphic art products to formulate real world solutions. Career options will be explored in the fields of Marketing, Advertising, Graphic Design, Publication, Film, Fashion, Industrial Design, Multimedia Animation and Entrepreneurship.

COURSE DETAILS

Instructor :

Ms. Latasha Louis (*Ms. Lou*)

Instructor E-Mail :

louisla@richmond.k12.ga.us

Office Location :

Visual Arts Building - 2nd Floor - Room 405 (The Mac Lab)

MATERIALS REQUIRED LIST

Composition Notebook

Sketchbook (8.5" x 11" or 9" x 12"; *Minimum of 70 pages*)

Pencils (*No Mechanical Pencils*)

Pens

Highlighters

2 White Erasers

Black Fine Tip Sharpie

3-Prong Folder with Pockets

Media Storage (*Flash Drive with 65 GB Minimum, hard drive, cloud storage, etc.*)

ADV. GRAPHICS II-IV

COURSE OBJECTIVES

Upon completion of the course, the student should be able to :

- Identify and use the Elements and Principles of Design in a decisive fashion
- Evaluate designs (personal work and the works of others) for audience, meaning and effectiveness
- Distinguish between the types of graphic images used
- Understand and use color to communicate ideas to others
- Understand the principles of graphic placement
- Use typography effectively in a design
- Utilize Adobe Illustrator to create vector images to be used for visual identity, promotional uses or personal work, both in print and digital form
- Utilize Adobe Photoshop to edit photographs and create artistic imagery
- Utilize Adobe InDesign to create publications such as advertisements and brochures
- Identify numerous career paths and/or work disciplines that utilize graphic design foundational skills
- Create an e-portfolio

ADV. GRAPHICS II-IV

COURSE UNITS

This course explores the foundational skills of graphic design in the following work discipline topics :

- Art & Illustration
ex: comic books, picture books, infographics, concept art, graphic novels, t-shirt design, graphic pattern for textiles
- Advertising & Marketing
ex: guerilla tactics, online ads, menus, billboards, vehicle wraps, print ads, posters, social media ads/banners/graphics
- Editorial & Film (Publication)
ex: book covers, magazine layouts, music packaging, film posters
- Interactive Media (User Interface Design)
ex: information architecture, interaction storyboarding, user interface (ui) design, websites, theme design, apps, game interface
- Product Design
ex: technical specification packages, exploded drawings, labelled diagrams, orthographic projection, flat drawings, 3D Models
- Store Design & Wayfinding (Environmental Design)
ex: retail store experiences, tradeshow booths, signage, wall murals, museum exhibits, event/conference spaces
- Type Design
ex: typeface design
- Video & Motion Graphics
ex: hand animation, storyboarding, gifs, banners, tutorial videos, animated logos, presentations, advertising
- Visual Brand Identity
ex: collateral, identity development, logo design, product packaging

SCULPTURE I & II

COURSE DESCRIPTION

Sculptures I & II is a Davidson Fine Arts Magnet School art course that combines and enhances introduction and level-one skills in sculptured art. This course provides a comprehensive study in methods of sculpture, hand-built clay construction. Students explore three-dimensional design while developing both useful and sculptural forms. Creativity and quality craftsmanship are emphasized.

COURSE DETAILS

Instructor :

Ms. Latasha Louis (*Ms. Lou*)

Instructor E-Mail :

louisla@richmond.k12.ga.us

Office Location :

Visual Arts Building - 1st Floor - Ceramics Lab

MATERIALS REQUIRED LIST

Composition Notebook

Sketchbook (8.5" x 11" or 9" x 12"; *Minimum of 70 pages*)

Pencils (*No Mechanical Pencils*)

2 White Erasers

Black Fine Tip Sharpie

3-Prong Folder with Pockets

Safety Gear:

Ear Muffs

Protective Eyewear (Goggles or Glasses)

Quality Dust Mask

Box of 50-100 Disposable Gloves (Nitrile or Latex) Work Gloves Apron

Tools:

Small Hammer (5"-6")

Needle Nose Pliers with A Cutting Blade

Set of 3 Paint Brushes (Various Sizes: 1", 2", 3" Wide)

Toolbox

Fees:

\$30 Lab Fee (Due on/by October 9th)

** Harbor Height (located next to JoAnns on Wrightsboro Road) and WalMart are both great places to purchase your safety gear and tools.

SCULPTURE I & II

COURSE OBJECTIVES

Upon completion of the course, the student should be able to :

- Identify and use the Elements and Principles of Design in a decisive fashion
- Demonstate various techniques with a variety of materials
- Discuss terminology associated with 3-dimensional desing
- Produce functional and non-functional sculptured art
- Understand technical, historical, aesthetic, cultural and contemporary concerns of sculptors
- Develop their own personal and artistic ways of working

SCULPTURE I & II

COURSE UNITS

This course explores the foundational skills of graphic design in the following work discipline topics :

- Clay
ex: sculptural clays, clay additions, sculpture methods, finishing, demonstrations
- Mixed Media
ex: assemblage, construction, environmental, installation, demonstration
- Modeling
ex: form, abstraction, subject, series, materials, methods, portraits
- Molds
ex: castable materials, molds for casting, designing a mold, piece mold waste molds, flexible rubber molds, flexible silicone molds, casting for live molds
- Paper
ex: tools, materials and processes, casting paper, armatured paper
- Plastics
ex: safety precautions, sheet plastics, built-up surfaces, casting
- Preparation for Exhibition
ex: preparing for display, packing sculpture, installing large structures arranging an exhibit, photographing sculpture
- Wood
ex: wood for sculpture, carving with hand tools, sharpening tools, carving with power tools, power tools and safety, wood lamination and fabrication, wood relief, polychromed woods

VISUAL ART I

COURSE DESCRIPTION

Visual Art I is a Davidson Fine Arts Magnet School art course designed so that students will experiment with a variety of media to create visual art. The elements of art (line, shape, space, color, value, texture, and form) are studied in two-dimensional and three-dimensional work. Students will begin to apply the principles of design (rhythm, direction, balance, contrast, dominance, proportion, and harmony/unity) in their art making practices. Art is a form of visual communication; therefore, students will continually reflect their thoughts (both written and verbal) on the work of other artists cultural art traditions, and art history.

COURSE DETAILS

Instructor :

Ms. Latasha Louis (*Ms. Lou*)

Instructor E-Mail :

louisla@richmond.k12.ga.us

Office Location :

Visual Arts Building - 1st Floor

(Period 1, A&B - Ceramics Lab; Period 6, A&B - Classroom)

MATERIALS REQUIRED LIST

Composition Notebook

Sketchbook (8.5" x 11" or 9" x 12"; Minimum of 70 pages)

Pencils (No Mechanical Pencils)

2 White Erasers

Black Fine Tip Sharpie

3-Prong Folder with Pockets

Plastic Supply Storage Box

Virtual Students :

Colored Pencils

Pencil Sharpener

Watercolor Paint

Scissors

Glue Stick

*** If Virtual Students have any issues obtaining these supplies typically provided by the art department, please contact Ms. Louis to arrange pickup of a Materials Kit. E-mail : louisla@boe.richmond.k12.ga.us*

VISUAL ART I

COURSE OBJECTIVES

Upon completion of the course, the student should be able to :

- Identify and use the Elements and Principles of Design in a decisive fashion
- Be introduced to drawing and drawing techniques
- Be able to define vertical, diagonal, horizontal, curved and straight lines
- Distinguish between 2D and 3D art work
- Explore various types of media (art materials)
- Find solutions to various artistic problems
- Use visual vocabulary in class discussion
- Respond to daily questions with thoughtful answers
- Discover art history and different artistic styles
- Critique a work of art

VISUAL ART I

COURSE UNITS

This course explores the foundational skills of graphic design in the following work discipline topics :

- What is Art?
- How Should We Look at Art?
- Elements of Art
(ex: line, shape and form, value and color, space, texture)
- Principles of Design
(ex: unity, variety, emphasis, rhythm and movement, balance, pattern, proportion)
- 2-D Media
(ex: drawing, painting, printmaking, photography and film, video and computer art, mixed media)
- 3-D Media
(ex: sculpture, conceptual and performance art, environmental and site-specific art, installation art, ceramic pottery, jewelry and metal art, fiber art and soft sculpture, glass art)
- Architecture
- Careers in Art
- Art History
(ex: Non-Western Art, Western Art,)

VISUAL ART II

COURSE DESCRIPTION

Visual Art II is the second of seven sequential art courses offered at Davidson Fine Arts. During this two-semester course students will continue their work in the elements of art and principals of design. Additionally, students will be strengthening their ability to create unique and individual artwork. Much of this course relies on combining, learning, and strengthening skills in drawing, watercolor, acrylics, printmaking, and 3D medias. Students will also be firmly grounded in art terminology, techniques, aesthetics, craftsmanship, history, and criticism in preparation for Visual Art III. In order to gain new knowledge efficiently and effectively, we will learn and practice new skills as a class, collaboratively, and individually. We will use the skills that we learn, along with creativity, to produce individualized works of art. For this reason, it is very important to come to class on time and be ready to complete daily goals.

COURSE DETAILS

Instructor :

Ms. Latasha Louis (*Ms. Lou*)

Instructor E-Mail :

louisla@richmond.k12.ga.us

Office Location :

Visual Arts Building - 1st Floor - Classroom

MATERIALS REQUIRED LIST

Composition Notebook

Sketchbook (8.5" x 11" or 9" x 12"; Minimum of 70 pages)

Pencils (No Mechanical Pencils)

2 White Erasers

Black Fine Tip Sharpie

3-Prong Folder with Pockets

Plastic Supply Storage Box

Virtual Students :

Colored Pencils

Pencil Sharpener

Watercolor Paint

Scissors

Glue Stick

*** If Virtual Students have any issues obtaining these supplies typically provided by the art department, please contact Ms. Louis to arrange pickup of a Materials Kit. E-mail : louisla@boe.richmond.k12.ga.us*

VISUAL ART II

COURSE OBJECTIVES

Upon completion of the course, the student should be able to :

- Identify and use the Elements and Principles of Design in a decisive fashion
- Apply conceptual knowledge of the elements and principles while making works of art.
- Express their personal feelings and ideas.
- Produce works of art with their own hands using art techniques such as drawing, painting, sculpting 3 dimensional art, digital art, mixed media and printmaking.
- Make connections between art and their visual culture while expanding their base of culture, knowledge and experience.
- Discuss careers in art related and creative areas.
- Demonstrate performance-based competency in technology.o

VISUAL ART II

COURSE UNITS

This course explores the foundational skills of graphic design in the following work discipline topics :

- Who are We as an Artist?
- Elements of Art
(ex: line, shape and form, value and color, space, texture)
- Principles of Design
(ex: unity, variety, emphasis, rhythm and movement, balance, pattern, proportion)
- 2-D Media
(ex: drawing, painting, printmaking, photography and film, video and computer art, mixed media)
- 3-D Media
(ex: sculpture, conceptual and performance art, environmental and site-specific art, installation art, ceramic pottery, jewelry and metal art, fiber art and soft sculpture, glass art)
- Architecture
- Careers in Art
- Art History
(ex: Non-Western Art, Western Art,)

CLASSROOM STANDARDS

- Be on time to class.
- Arrive to class with all materials needed and be ready to work when class begins.
- Sit in your assigned seat.
- Place your book bags and/or belongs in designated area.
- It is important to hear all instructions given during class. Remain quiet while the teacher is talking.
- Students may ask questions by raising their hand and waiting to be recognized by the teacher and/or by asking the teacher directly after instructions are given to the class.
- Remain in your assigned seat until you are dismissed from class.

NON-NEGOTIABLES

- All students are required to exhibit the highest caliber of behavior and diligence in their work.
- Respect given to teacher, peers, and self is paramount.
- Respect the property of others; handle all class equipment and supplies with care.
- Talking and non art-related discussions shall be kept to a minimum.
- Horseplay, off-task behavior, sleeping, and tardiness are not tolerated.
- Electronic devices for personal communication, music and/or entertainment are not allowed to be used in the classroom at any time without being given permission. If any consistent issues arise, we will follow the RCSS technology policy. All devices will be collected in a clear container at the beginning of the class and will remain in the container at the front of the room for the duration of the class period.
- Students are expected to be in their seats and ready to begin work when class starts. Cleanup will take place during the last 5 minutes of class. Students will not be dismissed from class until all supplies are put away and the classroom is clean. If a student leaves before his/her space is cleaned, he/she will lose participation points for that day.
- Attendance is mandatory due to the nature of a studio class.
- Daily reading and writing is required and will be in the form of creative exercises related to creative process, ideation, art analysis, vocabulary, art history, current events, and/or techniques.
- Food, candy/gum, or drinks (with the exception of water bottles) allowed in the art building at any time. A water bottle must be stored in a student's backpack. All food, candy, gum, or drinks will be thrown away.
- Plagiarism or cheating in any form is prohibited and will result in disciplinary action. Student work that is suspect to cheating or plagiarism will receive a zero (0) for a grade.
- If you have finished an assignment and met your objectives, try to improve the project with the skills we have learned. Creativity, originality and craftsmanship will be rewarded!

CLASSROOM RITUALS & ROUTINES OF THE LEARNING CYCLE

Students will periodically participate in goal setting and management exercises to ensure a targeted plan of assessing, tracking, achieving and/or reestablishing their goals.

Engage :

- Welcome
- Bellringer (Daily Creative Exercises)
- Announcements
- Affirmations

Explore & Explain :

- Instruction
- Discovery
- Development

Elaborate & Practice :

- Unpacking the Standards
- Problem Solving & Collaboration
- Differentiation & Intervention

Review & Evaluate :

- Recap
- Remediation
- Assess
- Reminders

Note: Students will also participate in the RCSS Citizenship/Character Development Initiative.

GRADING POLICY

Each assignment or project will have a specific set of requirements or criteria called a rubric that will be made clear at the introduction of that assignment or project. Each criterion will be worth points. Your grade will be based on your ability to meet those requirements. You will hand in the rubric with your assignment. I will grade your assignments on the rubric sheet and distribute it back to you. Keeping up with these graded rubrics in a designated space for your class will help you know how you are performing in class.

Please keep track of grades through Infinite Campus. Studio Professionalism grades will be posted daily, all other grades upon completion of assignments.

GRADING SCALE

A : 100 -90
B : 89-80
C : 79-75
D : 74-70
F : 69 & Below

GRADING PERCENTAGES

Projects : 35%
Skill Builders : (Notebook, Sketchbook, Current Events, & Career Discovery Assignments) : 25%
Critiques (Self-Reflection, Group, Peer Feedback) : 15%
Studio Professionalism (Starting at 100 Points; Workspace Etiquette, Behavior, Class Discussion) : 25%

LATE WORK POLICY

Students are required to contact the instructor in regards to missed assignments. They will have two school days for each school day missed to make up the work without penalty. Only make up work that is due to an excused absence will be graded.

If student has missed a day while a project is in process, they are expected to catch up in class, at home, or schedule open studio time before or after school.

Late work will not be accepted, unless a student is given permission to continue working by the instructor.

***Instructor reserves the right to give a student extended time on a project without penalty, if the student is working on a large or more complex project.

OPEN STUDIO

Open Studio is designated time for tutoring, extra project or assessment work, and/or missed assignment make up. It is available on Tuesdays and Thursdays after school from 3:30PM - 4:15PM. Please schedule your session 24-hours in advance to avoid any conflicts with meetings and conferences. Schedule your session by submitting a form via the “Open Studio Scheduler” form located on the Davidson Fine Arts Magnet School website and the class website, or by scanning the QRCode below:



Please arrive at 3:30PM for your scheduled session and sign-in. You can stay until 4:15PM, or leave earlier, but you cannot leave the building until your parent or guardian has arrived. Parents/Guardians must arrive before 4:15PM. We do not allow students to wait alone. A confirmation e-mail will be sent to confirm your Open Studio session.

EMERGENCY PROCEDURE

Listen to your instructor or any adult during all emergency procedures. Remain silent at all times and follow the prompts. Walk swiftly, yet safely in a single-file line through the halls. DO NOT congregate or wait for a friend. Take such situations seriously.

VISTOR PROCEDURE

There will be several occasions where our classroom will be visited by parents, college students, guest speakers, RCSS members, DFA Alumni, and our administration. During any visit, please ensure that you are in compliance with all classroom rules, expectations, rituals, and routines.

TECHNOLOGY PROCEDURE

Technology will be utilized for instructional purposes only. Do not use your personal devices unless instructed to do so. You may not photograph, post, or retain any information without your instructor’s permission. When communication with your teacher or classmates, be sure to maintain your professionalism and appropriateness.

CONSEQUENCES

If you have a question about a rule, policy, or procedure, ask the instructor before or after class. Beware that there are consequences for not following the rules, policies, and procedures. The first week of school will serve as a trial period for all classroom rules, policies, and procedures.

- Verbal Warning
- Parent/Guardian Contact
- Detention (Number of hours based on infraction - See Student Handbook)
- Administrative Action - Referral

ACADEMIC HONESTY PLEDGE

I, _____ recognize the importance of personal integrity in all aspects of life and work. I commit myself to truthfulness, honor and responsibility, by which I earn the respect of others. I promise not to plagiarize, to use unauthorized materials, or to give or receive illegitimate help on assignments, papers, and examinations. I strive to preserve the integrity of scholarly work and I support the development of good character and commit myself to uphold the highest standards of academic integrity as an important aspect of personal integrity as a student of Davidson Fine Arts Magnet School.

TIPS FOR SUCCESS

1. Be prepared for class.
2. Be to class on time.
3. Listen to and follow directions - ask questions.
4. Respect the people, equipment and furnishings in the art building.
5. Use all tools...
6. Be honest and accountable for your actions.
7. Use your time wisely - stay on task and work towards project and assignment objectives.
8. Work quietly - use appropriate language and have appropriate conversations.
9. Be responsible for your work area and tools - clean up after yourself.
10. Have a positive attitude and be willing to try new things.

COMMUNICATION

I am available Monday - Friday, between 8:00 AM and 6:30 PM. Please contact me with any questions, comments, or concerns.

Students/Parents/Guardians can e-mail me at louisla@boe.richmond.k12.ga.us for any questions they may have. Please allow up to 24 hours for e-mail responses.

*** Please note that I, Ms. Latasha Louis reserve the right to change or amend the syllabus policies and procedures at any time for any reason.***

**“ EVERY GREAT
DESIGN**

**BEGINS WITH
AN EVEN
BETTER
STORY.**



LORINDA MAMO, DESIGNER