Proficiency Levels*	Key Assignments	Student Learning Outcomes/SLOs Students will be able to:
*I - Initial, E- Emer	ging, D - Developed, HD - Highly Developed	
I	Elements & Principles of Design Notebook	Create basic designs that demonstrate how the manipulation of the elements and principles of design affect the overall success of a design.  Recognize standards of craftsmanship concerning the presentation of their finished design.  Develop basic skills in a variety of media such as drawing, ink, paint, photography, and collage.
E/D	Color Field Painting	Students will be able to demonstrate the ability to evaluate the application of color within a work of art based on a knowledge of color theory.  Students will be able to articulate the role of media in the overall message of an artwork.  Students will articulate how each of the elements and principle of design are being used within their painting.
D	Logo Design	Students will create a logo based on a set of constraints they generate themselves that illustrate an advanced understanding of color theory and design principles.  • Students will demonstrate the ability to design for the purpose of clear and concise communication.
D	Linoleum Block & Print	Demonstrate the ability to judge from several similar variations of a design and determine what they think is the strongest based on the design principles.  Consider the roles of both mastery of a medium and the "happy accident."

D/HD	Final Design Project	Create a design based on their own interests and choice of constraints that demonstrates the ability to interpret and use the design principles for the purpose of effective visual communication.  • Articulate motivations, conceptual intent, and feelings about their own art piece they present in the final critique, as well as offer constructive criticism about their classmates' work.
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