

Art 20 - Assignment Booklet #10:

Assignment I: 40 Marks – See Assignment Booklet Information

- ❑ **Step 1:** See Pablo Picasso's creation on Page 201 of your Course Booklet, to view how he employed unusual sources in his artwork.
- ❑ **Step 2:** Locate some old magazines, catalogues, or hardware/agricultural flyers, or you may use images printed from the Internet.
- ❑ **Step 3:** From these resources, cut **several shapes** you find intriguing. Assemble the cut outs in a unique way to **create a new gadget** on art white paper.
- ❑ **Step 3:** You may need to add some of your **own drawing** to the cut-out shapes to clarify its purpose.
- ❑ Remember: A gadget is usually a mechanical object with an unusual function.

Assignment I Student Visual Exemplar



Assignment II: 10 Marks – See Assignment Booklet Information

- ❑ **Step 1:** Create a **name** for your gadget.
- ❑ **Step 2:** List all the **function(s)** of your gadget.
- ❑ **Step 3:** In paragraph form (at least two paragraphs), provide a **brief reflection** about your gadget (e.g. novelty, plausibility, practical or fantasy, amount of image sources used, etc.)
- ❑ **Step 4:** Compose this as a word-processed document.

Assignment II Student Visual Exemplar

The Chocomaker 3000

Shoddy novelty technology at it's finest!

I believe my gadget preforms its function. Its function is, of course producing small chocolate bars quickly and efficiently. My images were indeed combined in a novel way, since there's only two phrases that describe the combination of a tire, clippers, books, toothbrush, watch, dishwasher component and chocolate. Those two phrases are "new, unusual, and interesting" and "The Chocomaker 3000". Considering the large demand of in-kitchen, personal chocolate creation, a patent for this device would be easily obtained; especially with the carefully contrived design it embodies. My gadget is able to blur the lines between practicality and fantasy, reality and imagination! (Nearly) Free chocolate for everyone!

Assignment III: 50 Marks - See Assignment Booklet Information

- ❑ **Step 1:** Find or draw an **image of a large object** and paste it on white art paper.
- ❑ **Step 2:** Assemble some **“found” materials** such as simulated animal textures, printed fabric, felt, wrapping paper, wallpaper, etc.
- ❑ **Step 3:** Draw and cut out human or animal legs, arms, bodies and heads from your “found” materials. Assemble and then glue the chosen portions to your initial large object, to **change your inanimate object into an animate form**. Be creative and novel!
- ❑ Label the back of your assignments with your name, course name, assignment #.

Assignment II Student Visual Exemplar



Assignment Booklet #10 - Assessment Rubric – Assignment I

Evaluation Scale: Exemplary (demonstrates complete mastery & effort) Accomplished (demonstrates above average knowledge & effort) Developing (meets expectations) Needs Improvement (demonstrates some knowledge - displays inconsistencies) Beginning (displays little or no knowledge and/or effort)						
EVALUATION CRITERION ASSIGNMENT I	EXEMPLARY	ACCOMPLISHED	DEVELOPING	NEEDS IMPROVEMENT	BEGINNING	EVALUATION COMMENTS
INTERPRETATION & CRITERIA (Completeness/Effort) • How well did the student understand the assignment's objectives? Did the artwork meet the minimum goals/expectations, or go beyond them? How well does the artwork solve the problems outlined in the assignment? Are variations made for a valid reason?	5	4	3	2	1	
COMPOSITION & DESIGN (Organization/Structure) • Are the elements and principles of design/composition applied effectively to elements and materials to affect desired expression of form/subject/content?	10	8	6	4	2	
INVENTIVENESS (Creativity & Originality) • How original, innovative and daring is the artwork? Did the student try to find a new or unique way of working with the subject and/or technique? Did the student try to explore new ideas and creative, unique solutions?	5	4	3	2	1	
VISUAL VOICE (Expressiveness - conveys story, idea, emotion, mood, point of view and tone) • Does the artwork show feeling and expressiveness? Is there the development of imagery, which may evoke a strong or sensitive response to experience, a personal statement or vision, subtlety or depth of feeling?	5	4	3	2	1	
TECHNIQUE (Craft/Conventions) • Is the medium employed inventively to underscore ideas, and demonstrates clear understanding and application of specific medium qualities? Is there evidence of experimentation with techniques and materials, going beyond conventional skills and techniques?	5	4	3	2	1	
VISUAL IMPACT (Overall Pursuit - Presentation & Craftsmanship) • Is there the unique organization of art elements, content, & craft, to create a striking & memorable artwork? Has the entire surface been considered and completed? Has the artwork has been composed neatly and respectfully.	10	8	6	4	2	
Additional Comments:						
Assignment I Total	Total: /40 Marks					

Assignment Booklet #10 - Assessment Rubric – Assignment II

Assignment II: Name & Description of Gadget		COMMENTS:
Name of Gadget:	/2 Marks	
Functions of Gadget:	/3 Marks	
Description of Gadget:	/5 Marks	
Assignment II Total	/10 Marks	

Assignment Booklet #10 - Assessment Rubric – Assignment III

Assignment III: Inanimate object transformed into animate form						
Evaluation Scale: 5 - Exemplary (demonstrates complete mastery & effort) 4 - Accomplished (demonstrates above average knowledge & effort) 3 - Developing (meets expectations) 2 - Needs Improvement (demonstrates some knowledge - displays inconsistencies) 1 - Beginning (displays little or no knowledge and/or effort)						
EVALUATION CRITERION ASSIGNMENT III	EXEMPLARY	ACCOMPLISHED	DEVELOPING	NEEDS IMPROVEMENT	BEGINNING	EVALUATION COMMENTS
Image illustrated use of “found” material	10	8	6	4	2	
Repetition of media shown	10	8	6	4	2	
Care used in image assembly	10	8	6	4	2	
Creativity shown in the image idea	10	8	6	4	2	
Novel and animate image effect achieved	10	8	6	4	2	
Assignment III Total	Total: /50 Marks					
Assignment Booklet #10 - TOTAL (Assignment I + Assignment II + Assignment III)	Total: /100 Marks					_____ %