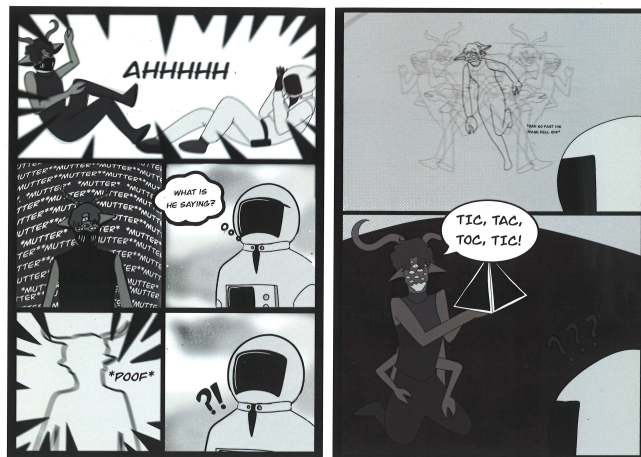


Programme of Learning

# Year 10

## Toi Matihiko – Digital Art 2025



Indiana Inwood- Price 2024

**KOHARA – to be enthusiastic about, to be passionate about...** Using drawing, photography, and design to produce a graphic novel, zine or publication that delves into your interests of storytelling

Maori have a long and proud history of storytelling and this has been an integral part of their cultural heritage for centuries. From creation myths to legends of gods and goddesses, Māori stories serve as a way of preserving cultural values and beliefs, passing them down from one generation to the next. These tales are a source of inspiration and entertainment, as well as a way of connecting to their spiritual beliefs and the world around them. Based on your own interests, culture, passions and personal history's, Akonga will explore, develop and create a visual publication.

### **Nau te rourou, naku te rourou, ka ora te manuhiri**

*With your food basket and my food basket, the people will thrive*

This whakatauki is about the opportunity to come together, share ideas and form meaningful relationships with others to enable all to flourish. It acknowledges that thinking is not a solo act and speaks of manaakitanga - generosity of spirit and collaboration. In this course we consider our own interests and passions and brings these to life through digital imagery.

### **BE YOUR BEST!**

**Whāia te iti kahurangi ki te tūohu koe me he maunga teitei**

*Seek the treasure you value most dearly: if you bow your head, let it be to a lofty mountain*

This whakatauki is about aiming high or for what is truly valuable, and about being persistent and not allowing obstacles stop you from reaching your goals. As a faculty we have high expectations and will encourage you to stand up for your values and to have belief in your own ability.

### **BE YOU! Ākongā will develop confidence and skills to:**

- Think deeply, self-reflect make and make informed decisions independently
- Interpret, research, talk and write about art and ideas
- Develop curiosity, questioning and an inquiring mind
- Observe and record accurately using a range of drawing media and art making techniques
- Research and seek information relating to context, values, beliefs and traditions when viewing artworks



**WHO IS THE BOSS?**

**Kei a koe te tikanga! You're the boss!**

### **BELONG - Our Art Department Whānau and Culture**

The Visual Art Faculty support you to be yourself, to follow your own interests and to develop your thinking and questioning skills alongside practical skills in art making. Our goal is for you to become a well-rounded, reflective, independent learner, confident in your own decision making and with a strong sense of self-belief. In this course we help you develop your own individual strengths by establishing habits where you regularly reflect on your learning, plan your next steps, and develop goals. We create an environment where you learn from others through discussion, class critiques, peer feedback and working collaboratively. Staff will facilitate your learning through in-depth questioning to support you to reach your full potential. We focus on challenging and extending your cognitive skills and technical ability. You will be encouraged to take risks in your artmaking, to embrace failures and see them as opportunities to problem solve. You will develop strong selfmanagement skills. In the Visual Art Faculty, we provide learning opportunities based on your ideas and stylistic interests. You will be inspired, challenged, and empowered! As kiako, we mentor collaborative learning behaviours and create a strong sense of belonging. The Art Department is a hive of activity. It is a fun and friendly place with high expectations where students are encouraged

to maximise every moment in class. We establish a sense of whānau, with a culture where students support each other to deepen understanding as a community of learners. It is important to Visual Arts staff, that your strengths and challenges are known and that successes are celebrated. If you have a particular area of expertise, we encourage you to show leadership and pass on your knowledge to others. In the Art rooms you will feel a strong sense of whakautu – respect, aroha, ngaana - enthusiasm and care towards each other.

## **BE THE CHANGE! Caring for the Environment**

We show respect, aroha, and care for Papatūānuku - Mother Earth through the separation and reduction of waste, reusing gear and choosing eco-friendly products in the studio.

## **MAHI: Students will Understand, Know and Do the following:**

### *Tūhura – To discover*

*Research ideas, methods, media, processes, and technique*

*Classify design and artworks, identifying methods, processes and techniques*

*Explore ideas by contemporary photographers and designers Analyse artists' work from Aotearoa to inform own practice Contribute to class discussion and critiques/peer feedback*

*Ask complex questions to unpick art and design contexts* **Drawing**

### **(Figurative)**

*Explore markmaking towards Design outcomes*

*Use sensitive line to produce contour drawings from 2D images in a range of media*

*Use texture to record light and shadow and record spatial relationships between forms*

*Consider stylistic approaches to design drawing and the language used to describe these*

### **Photography (Photogram)**

*Produce a montaged photogram in the darkroom showing understanding of the processes*

*Make photographs using analogue and digital processes*

*Create a range of photographic outcomes using principles of composition*

### **Design a Graphic Novel**

*Learn about illustrators in Aotearoa that produce graphic novels*

*Produce original writing for a graphic novel*

*Investigate stylistic, composition, spatial devices for a graphic novel*

*Apply understanding of conventions to produce a graphic novel*

### **Packaging (3D elements)**

*Learn about design packaging and associated conventions*

*Plan, generate and execute packaging design concepts and final packaging for graphic novel*

### **Moving Image**

*Apply static drawing to computer programmes to produce a moving image*

## **NCEA Level 1 standard AS90917 (4 credits)**

**Produce a finished work that demonstrates skills appropriate to cultural conventions**

Learning in Year 10 Digital Art will be assessed towards NCEA Level 1. You may submit your graphic novel or animation for this standard.

## Staff

Our Visual Art faculty are a passionate and positive team who work collaboratively to support you. We are committed to continuous improvement and regularly seek feedback from ākonga. We establish an environment of listening, voicing, and respecting each other's opinions based on respect, aroha and care. The Visual Art Department operates in a learning environment that is open, therefore you may have input from anyone of the other Visual Art teachers and you will learn alongside, and from, ākonga in different year levels. We foster collaboration between areas and believe in life-long learning. All Visual Art staff are working on their own inquiry-based learning/artmaking. Staff mentor sustainable practices, for wellbeing and the environment.

## Health and Safety

You are required to read and sign our Health and Safety document, and watch demonstrations, to ensure you are familiar with, and agree to, our systems and policies in Visual Arts. As the rooms are workshop studios, headphones/earphones/earbuds/earpods are not permitted.

## Materials and Charges

A kit of art materials required for the year is ordered for you and charged to your account. By ordering in bulk, we obtain a reduced price, less packaging, and no courier fees. Having all goods delivered directly to the Art Department also helps keep down our Rangi carbon footprint. We encourage you to reuse gear from previous years.

## Completing mahi outside of class

You are welcome to complete independent learning in the rooms during the lunch hour providing you tidy up after yourself! Make sure you do not work alone and inform whānau if you are staying at school for Art Club on Thursdays. Year 13 Art Club tutors are available to help teach lessons missed due to absence. Rooms are open 8.00am-5.00pm.

## Device Use

In keeping with the school policy and to help focus on output in this subject, phones are not permitted, however if you need to use your phone camera or headphones to watch an online tutorial during class, please seek permission from your teacher.

## Critiques

These are crucial to learning in this subject. Discussing your learning and that of others, communicating clearly, being kind, open-minded and resilient and, sharing ideas is an integral component of learning in Visual Arts. Rikarika – endeavour helps in being reflective and understanding strengths and areas for growth.

## Trips

Learning opportunities outside of the classroom may include a trip to the Te Puna o Waiwhetu - Christchurch Art Gallery or a dealer gallery. Viewing exhibitions helps you become inquisitive and develop curiosity.

## Exhibition

Your graphic novel and its packaging will be exhibited at the end of the semester in the Baird Gallery at Rangi Ruru. Whānau and friends are invited to celebrate your achievements.

*'Creativity takes Courage'*

Henri Matisse