



National College of Art and Design
A Recognised College of University College Dublin

PME1-7 Visual Arts for the Classroom (VACs a, b, c, d, e)

Credits	15	Course	PME
Level (NQAI Framework)	9	School	Education
Stage	1	Module Leader	F.King
Semester	1 & 2	Module Coordinator	F. King/T. Murphy
<p>a. <i>Visual Arts for the Classroom - 3D Studies (VAC) Print / Construction</i> b. <i>Visual Arts for the Classroom - 3D Studies (VAC) Ceramics</i> c. <i>Visual Arts for the Classroom – 2D Studies (VAC) Drawing and Painting</i> The framework for these VAC units is determined by the learning outcomes below. Each VAC will have its own specific guidelines and brief, which reflects the materials and relevant skills of that VAC. The orientation of each is to develop appropriate levels of understanding of processes and application of skills in the 2d and 3d domains, such as will provide a platform of learning for second-level pupils.</p> <p>d. <i>Visual Arts for the Classroom - Digital Media VAC</i> This unit will provide students with an appropriate level of competence in the use of a variety of digital media resources, both software and hardware, with a view to equipping students with both technical knowledge and confidence to implement lessons that exploit digital technology in the classroom</p> <p>e. <i>Visual Arts for the Classroom - Development Education and Citizenship</i> This unit enable the student to address issues of citizenship , equality, justice and similar themes derived from development education, within the specific context of the art room. <i>In each unit, students will develop strategies for enhancing the literacy and numeracy capacities of learners through art and design.</i></p>			
What will I learn?			
<p>On successful completion of Units a, b and c, students will be able to: -</p> <ul style="list-style-type: none"> • Explore fully the VAC at a level appropriate to their development as artists/designers • Demonstrate an application of the key art and design elements in two and three dimensions, as determined by the unit. • Demonstrate their understanding of the VAC content from the level of artist designer to its practical application within the classroom setting. • Apply art and design teaching to the development of learners’ literacy and numeracy capabilities. <p>On completion of Unit d, students will be able to -</p> <ul style="list-style-type: none"> • Produce visually stimulating PowerPoint Presentations for use in the classroom with special regard for the delivery of Art History lessons. • Combine the use of digital photography and Adobe Photoshop in the production of digitally manipulated imagery. 			

- Demonstrate an understanding of the basic principles of animation through the production of a stop motion film.
- Demonstrate an understanding of the principles and basic techniques in the filming, editing and production of a short film using a digital camera and editing programme.

On completion of Unit e, students will be able to

- Identify appropriate issues of social justice for treatment in art classes of various ages and levels;
- Choose models of art teaching applicable to school curriculum context within which selected issues can be addressed and explored;
- Design and implement lesson schemes within which issues of social justice can be explored meaningfully by learners through the medium of art and design
- Facilitate learners in the evaluation of their own learning

How will I learn?

Studio-based projects	
Tutorials	
Group Critiques	
Seminars	
Lectures	
Site visits	
Other learning methods specific to module...	HRS/ Semesters
Contact hours	60
Autonomous Student Learning /self-directed study	240
Total Workload	300

How will I be assessed?

	% of Final Grade	Timing
Project Work & Group work throughout module	100	Duration of module
Total	100	