

AP Studio Art

Qualities of a Successful Sustained Investigation and Synectic Series



Goal Concept:

Understand and be able to cultivate creativity strategies and improve time management.

Access Prior Knowledge:

"It's not where you take things from—it's where you take them to." ~ Jean-Luc Godard

Instructional Strategy

- Identify similarities and differences

Learning Activity

Watch > One Brick at a Time > <http://goo.gl/XjNHNh>



Qualities of a Successful Sustained Investigation:

Challenging but Attainable

An easy goal will provide no sense of accomplishment. Too ambitious a goal will reduce, not increase, motivation. No one wants to fight a losing battle! Knowing your strengths and weaknesses will help you set realistic goals.

Compatible

Make it personal. Doing a series on Japanese woodcuts with no interest in Japan or woodcuts makes no sense. Using Italian architecture, because you're studying the Roman Empire in history and you're part Italian will work.

Self-Directed

Avoid interests and opinions that are primarily someone else's. Focus improving on and building off of your strengths and interests. This will increase your receptivity to learn and your ability to focus attention on actions you have an inherent or intrinsic motivation to follow through with.

Clearly Defined

We all have 'too much on our mind.' Identifying specifics and establishing priorities help focus attention, increase productivity, and reduce stress. Know your concentration and intent.

1. Identify your target. Specificity is important. It is nearly impossible to hit a target you cannot see.
2. Focus. Reduce distractions. Re-read your concentration statement every now and then.
3. Shoot for and hit your target. Work with necessary force and energy.

Temporary

Set clear target dates, get the job done, and move on to your next piece. Each completed work increases your self-confidence and adds momentum. By contrast, unfinished work can drain energy and bog you down. If necessary, delete and be 'efficient' so that you can complete your primary goal.

Concentration Resources:

Read > Aesthetics and the Concentration [Aesthetics in the concentration](#)

Read > Concentration SMART Goal [Revisit your concentration statement](#)

Read > Designing a Long-term Series [Designing a long term series](#)

Read > Qualities of a Successful Concentration [Successful concentrations](#)

Read > Topics: A Visual Exploration [Topic Development](#)

View > New AP Studio Art Portfolio Examples

2D: [2D Concentration](#)

Drawing [Drawing Concentration](#)

[College Board Course Content](#)

[Apply Knowledge and Skills:](#)



Create > Synectic Concentration Series

Instructional Strategy

● Nonlinguistic representation

Goal Concept:

Conceptualize known visual information, patterns and ideas into something new by altering it
with a Synectic Trigger Mechanism >

Studio Activity: Synectic Concentration Series

Step 1:

Choose what type of art theme will you use:

-still-life	-portrait	-figure	-object	-historical
-landscape	-seascape	-narrative	-mythical	-self-portrait

A landscape can be an inspiring & awesome narrative. [Mondrain](#)

A still-life may evoke dramatic story telling qualities. [Peppers](#)

A portrait could be an intense emotional narrative. [Creative portraits](#)

Step 2:

Choose what type of media you will use:

-pencil -colored pencil -pastel

Step 3:

Day 1 & 2 - Complete Board 1 - **Observational Theme Drawing**

Step 4:

Day 3 & 4 - Complete Board 2 -

Altered with a Synectic Trigger Mechanism [23 Triggers](#)

Step 6:

Day 5 & 6 - Complete Board 3 -

Altered with a Synectic Trigger Mechanism [use a different trigger](#)

Step 7:

Day 7 & 8 - Complete Board 4 -

Altered with a Synectic Trigger Mechanism [and another](#)

[College Board Portfolio Expectations](#)

BIG IDEA 1. INVESTIGATE MATERIALS, PROCESSES, AND IDEAS

You'll learn: how artists decide what to make and why and how to make it.

You'll practice:

Reflecting on and documenting experiences to inform your art and design work

Exploring materials, processes, and ideas to use in your work

Connecting your work to art and design traditions

Evaluating works of art and design

BIG IDEA 2. INVESTIGATE MATERIALS, PROCESSES, AND IDEAS

You'll study the processes and techniques that artists and designers use when they create work.

You'll practice: Coming up with questions to guide you in creating works

Using practice, experimentation, and revision

Choosing and combining materials, processes, and ideas

Using the elements and principles of 2-D art and design

BIG IDEA 2. INVESTIGATE MATERIALS, PROCESSES, AND IDEAS

You'll explore why and how artists and designers present their work to viewers.

You'll practice:

Explaining how you used materials, processes, and ideas in your work

Describing how the work shows your skills

Identifying the questions that guided you in creating your work

Pointing out how your work shows experimentation, practice, and revision



Generalize, Publish and Reflect:

Instructional Strategy

- **Evaluate the results**

Learning Activity

Reflect > Should I go back and rework anything?

- How did you combine art elements (line, color, shape, texture, value) to develop art principles? (Unity/variety, balance, emphasis contrast, rhythm, proportion/scale, figure/ground relationship)
- Where are the dominant shapes, forms, colors, or textures that carry expressive significance?
- Why Is the work ordered and balanced or chaotic and disturbing?
- What gives the work its uniqueness?

- Is symbolism used in the work to convey meaning other than what one sees?
- Does the work evoke any feelings?

Instructional Strategy

- **Providing Recognition**

Learning Activity

Publish > On your blog

Instructional Strategy

- **Providing Feedback**

Critique: Add an “I like” and an “I wonder if...”

Self-assess

- Evaluate Rubric Scoring [Rubric to Evaluate Art](#)



“Hokusai wrings a cry from you, but he does it by his line. The waves are claws and the ship is caught in them. You feel it! If you make the color exact or the drawing exact, it won’t give you sensations like that.” ~ Vincent Van Gogh

View > Thirty-six Views of Mount Fuji - Hokusai [36 Views](#)