



# ARTSwork Pathway

SHELDON HIGH SCHOOL

The mission of the ARTSwork Academy is to empower students to meet the standards of excellence that foster creative exploration of the visual and performing arts within the school and community:

- To prepare students to be creative, critical-thinking, productive citizens who articulate ideas in various forms of communication.
- To cultivate a lifelong appreciation of the role the arts play in a culturally diverse society.
- To provide students with project-based curriculum that focuses on a team approach found in many professional work environments.

The ARTSwork Academy provides a rigorous four-year plan designed to give students real world experience using problem-solving skills that are required to successfully pursue a career or post-secondary educational opportunities in a variety of arts, media and entertainment fields.



## ACADEMY BENEFITS

- Opportunity for student work to be viewed by representatives of animation studios and art colleges.
- ARTSwork Career Technical Education coursework provides a strong foundation in academic, employability and technical skills for our students.
- To provide students with guest speaker/artist experiences that reflect real-world experiences and career opportunities.

“Not only has it been a wonderful experience to be involved in both the ARTSwork classes here at Sheldon, but it has and forever will be home.”

K.S., (ARTSwork student)



## FUTURE CAREER OPTIONS

### High School Diploma

- Visual Artist
- Photographers Assistant
- Lighting Technician
- Model
- Makeup Artist
- Electronic Equipment Operator
- Camera Technician
- Broadcast Technician
- Sound Technician
- Stagehand
- Disc or Video Jockey
- Actor
- Announcer
- Voice-Over Artist
- Stunt Person
- Dolly Grip
- Focus Puller

### AA, AS Degree or Certificate

- Stage Manager
- Recording Studio Assistant
- Special Effects Coordinator
- Web Designer
- Prop Maker
- Photographer
- Graphic Designer/Artist
- Film Maker
- Camera Operator
- Screen Writer
- Photojournalist
- Courtroom Artist
- Radio/Television Broadcaster
- Gaffer
- Negative Cutter
- Key Production Grip

### BS, BA or Post-Graduate Degree

- Choreographer
- Industrial Designer
- Foreign Language Interpreter
- Publisher
- Theatre Teacher
- Technical Writer
- Fashion Designer
- Sound Engineer
- Medical Scientific Illustrator
- Media and Design Arts Instructor
- Game Designer
- Museum Curator
- Special Effects Designer
- Sound Design Editor
- Visual Effects Coordinator

## OUR BUSINESS PARTNERS

- Crocker Art Museum
- Disney Family Museum
- ABC10
- Wacom
- Sacramento State, Department of Art
- Sacramento State, Department of Theatre and Dance
- Sacramento City College
- Cosumnes River College, Photography
- Sacramento County Office of Education
- Garibaldi
- Sacramento Theatre Company
- California Musical Theatre / Music Circus and Broadway Sacramento
- Green Valley Theatre Company
- Fired Alpha Arts
- Academy of Art University
- SARTA, Sacramento Area Regional Theatre Alliance
- Sacramento Master Singers
- Oregon Shakespeare Festival
- Sacramento Artists Council

## ARTSwork Pathway

Industry Sector: Arts, Media and Entertainment | Pathway: Design, Visual, and Media Arts

Industry Sector: Arts, Media and Entertainment | Pathway: Performing Arts

## SAMPLE CAREER-THEMED COURSES\*

\* The sample programs of study outlined below lists academy-specific courses and does not include the full list of graduation requirements in writing, math, VAPA, WL, etc. These courses are subject to change based upon industry trends.

\*\* This course meets the graduation requirement and UC and CSU Visual and Performing Arts requirements

### Animation

9th Grade	<b>Animation 1:</b> This course introduces students to the fundamentals of animation and computer graphics. Students will learn basic concepts, methods and techniques through hands-on experiences and projects directly related to multimedia art.
10th Grade	<b>Animation 2:</b> This course introduces students to the fundamentals of animation and motion graphics. The curriculum is geared toward individuals who wish to use and develop their creative expression skills, in conjunction with professional-level computer software techniques, to create multimedia art.
11th Grade	<b>Advanced Animation:</b> This course is the capstone course in a high school course series of Animation I and Animation II to complete an introduction to a comprehensive animation and multimedia design training. This is a Project-Based course focusing on the use of current industry software in digital animation.
12th Grade	<b>Entertainment Art and Design (Game Design):</b> This course will offer participation, discussion, guest presentations and projects on the developing culture and technology of computer and video game design as well as an introduction to virtual reality systems.

### Theatre

9th Grade	<b>Theatre 1**:</b> This course is designed to give students experience with the stage, pantomime, movement, improvisation, dramatic literature and scene presentation.
10th Grade	<b>Theatre II and/or Theatre III:</b> This course is designed to continue developing and refining student experiences with the stage, presentation of scenes and working with one-act plays.
11th Grade	<b>Advanced Theatre:</b> This course is designed for the dedicated student who wants a total performing class, with student selection and direction of performances.
12th Grade	<b>Advanced Theatre Performance:</b> This course is designed to give students increased rigor in the areas of stage performance, stage management, technical work and direction.

### Visual Communications

9th-10th Grade	<b>Art 1**:</b> This course introduces students to the fundamentals of drawing, painting, art history, art appreciation and aesthetic judgment.
10th-11th Grade	<b>Commercial Art:</b> This course provides students the opportunity to learn airbrush, painting drawing and digital techniques suitable for an intermediate design and illustration portfolio.
12th Grade	<b>Advanced Graphic Communications:</b> This course allows students to prepare a portfolio of original artwork using traditional hand-drawn as well as digital media.



## CONTACT INFORMATION



Sheldon High School

ARTSwork Pathway

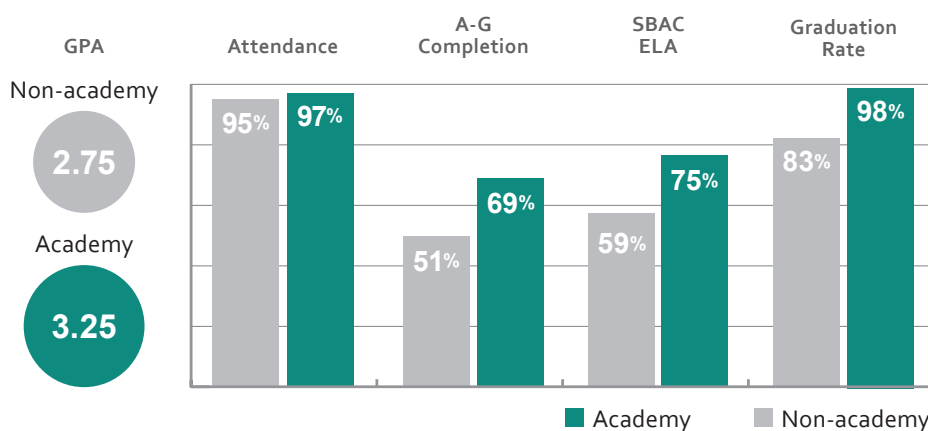
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## ACADEMY VS. NON-ACADEMY DATA (DISTRICT-WIDE)



www.EGUSDexplore.com