

Sketchbook Grading Rubric

Grade	A	B	C	D	F
	2 pts. per page	1.75 pts. per page	1.5 pts. per page	1 pt. per page	0 pts. per page
	Mastery	Approaching Mastery	Proficient	Working Toward Proficient	Basic
Effort	Time was consistently spent on sketchbook and is of high artistic quality.	Sketchbook was worked on and most drawings are very good.	Drawings are finished. Looks like it was completed at the last min.	Drawings are not finished. Lack of effort. Last min. effort.	Almost no drawings have been completed. Little or no effort.
Skill	Demonstrates advanced artistic skills.	Demonstrates the skill learning targets and some advanced artistic skills.	Demonstrates the skill learning target consistently.	Demonstrates Basic skills at times but not consistently. Little to no experimentation.	Unable to demonstrate basic skills at this time no attempt to experiment.
Experimentation & exploration	Thoughtful experimentation and exploration of ideas / concepts. Shows a clear progression and commitment towards finding your own voice.	Some experimentation and exploration of ideas.	Little to no experimentation. Student is limited to skill learning targets.	Little or no experimentation.	No experimentation.
Variety/ Sections	All 5 sections of the sketchbook have been completed.	All 5 sections of the sketchbook have mostly been completed.	All 5 sections of the sketchbook have been attempted.	One or more sections of the sketchbook are missing.	Very few of any of the drawings have been completed.

Sketchbook Sections ~ complete each quarter

Students must use Reference material and demonstrate the following 5 Sections...

1. 4 sketches from real life
2. 4 copies of another "fine artist" style/ technique and or subject ~ use art exploration handout
3. 4 copies from a photo or combined photos
4. 4 copies of an experimental "how to" technique / mediums
5. 4 "free" pages. Please review the LIST of "what to do in your sketchbook" ~ rules still apply

- Sketchbook is graded twice a quarter.
- 20 sketchbook pages are due each quarter.
- Each 10 page grading period is worth a maximum of 20 points totaling 40 points per quarter. A maximum score will demonstrate "Mastery" in all sections.

RULES for working in your sketchbook...

- Do not make "perfect" drawings. Make imperfect drawings; make mistakes; make false starts. Let your hand follow your feelings not what your brain is telling you to do.
- Always fill the page you are working on. Go off the edges whenever possible. Do not make dinky little drawings in the center of the page. Make every square inch count for something.
- Do not start something and abandon it. Go back later, change it, and make it into something else. Being able to rescue bad beginnings is the sign of a truly creative mind.
- Always finish what you start no matter how much you don't like it.
- Put the date on every page you finish.
- **AP STUDENTS...** DO NOT DRAW FROM PHOTOGRAPHS, magazines, etc. without changing the composition... copying published photographs or the work of other artists for duplication is plagiarism. Starting now, this will matter, for the rest of your art career ... get used to it. Take your own photos, change the composition, Draw from observation - things you see in the world. Learn to translate the dynamic 3D world into a 2D format.
- Your sketch book should be twice as thick as it was when you got it.
- No cute, pretty, precious, adorable, or trite images. This is a college level art class, not a recreation program to make pretty picture to hang in your house. Expect your ideas about what makes good art to be challenged.
- Don't be boring with your work. Challenge us! Challenge yourself!
- Avoid showing your work to other unless you know they are going to understand what you are trying to do in your sketchbook. You don't need negative feedback when you are trying out new ideas or experimenting. This is a place for risk taking. Don't invite criticism unless you are confident that it won't derail your free spirit.

What to do in your sketchbook...

- Draw, draw, draw, paint, paint, paint, paint, draw, collage...
- Use pencils, pens, crayons, sticks, charcoal, burnt matches, pastel, watercolor, acrylic, fingers, markers, coffee... basically anything that will make a mark. You have the power to make the mark.
- Draw what you SEE in the world. No copying compositions from published images. You need to learn to draw without crutch of someone else's composition or flattening of space.
- Use gesture, line, and value in your drawings. Try to create a sense of light and depth in your images.
- Use the principles and elements.
- Glue stuff into your sketchbook... ticket stubs, gum wrappers, tin foil, lace, lists, receipts, sand, leaves, twigs, pebbles, shells, earrings, shoe laces, whatever. Make a collage with the stuff. Add these things to pages that you started but don't like. Let your imagination go wild.
- Build the pages up by layering things, paint on top of collage, newspaper, and drawing, and attach pieces of fabric and photographs and paint over parts of them.
- Express yourself! Work to develop mastery in concept, composition, and execution of your ideas.
- Make decisions about what you do based on how things look. Go for the tough look, not the easy solution. Say something important about the word you live in.
- Take a news story and interpret it visually, use abstraction to express an idea. Play around with geometric and organic forms, interlocking and overlapping to create an interesting composition. Use color to finish the work.
- Make at least 100 gesture drawings from observation of the figure.
- Make at least 25 contour drawings from observation of anything around you. Remember to use the whole page! Fill the space behind the objects you draw. Make it count
- Make a simple contour drawing of an arrangement of objects. Repeat the drawing four times. Explore different color schemes in each of the four drawings. Write about how the color changes the feeling in each image.
- Write about your work. Write about what you like about a drawing, what you don't like about it. Write about your hopes for your artwork. Write about why you like to make art.
- Write about how your artwork could impact another's thinking or feeling. Write about what you want to say with your artwork. And what it means to you in the larger sense.
- Create a self-portrait using distortion, or cubism, or impressionism or minimalism or pop.
- Create a drawing of the interior of your room but add collage elements for the lamps, and furniture.
- Research to understand the stylistic tendencies of other artists and movements. Record, paste in pictures of what you find. Write about it. Why do you like it / choose it?
- Do a drawing of an unusual interior... like looking inside a closet, cabinet, refrigerator, inside your car...
- Combine photocopied body parts with anatomical drawings.
- Work with analogous or monochromatic or complementary color schemes.
- Define art vocabulary visually or with words.
- Select an artist that appeals to you. Create a shoe that is drawn using the style of your chosen artist. I should be able to tell what artist you choose, just by looking at your drawing. Begin drawing from life and then go wild. Use your creativity. Example: Picasso, bright colors, wacky laces or Van Gogh, Subtle colors, pattern in swirls. Create an interesting composition.
- Create a drawing that utilizes mixed media. Do not overwhelm the drawing. Be graceful with your media and allow it to direct you to the drawing.
- Create a drawing that utilizes strong contrast. Use media of choice.
- Draw how you feel today.
- Lastly, this experience should be for your growth as an art student, as a person who values art as a means of expression. Keep it for yourself so that you will feel free to work without judgment. Remember this is an ongoing process that uses informed and critical decision making to develop ideas.
- Just simply draw from observation... sit in a park, take a walk in the woods, people watch...