



Art & Design Foundation Program 2024/2025 Information Package

The **Foundation Program** is a twice-weekly year-long program for students who are ready for a more in-depth and focused approach to their art practice where they can build important skills, discover their creative interests, and form a community of like-minded artistic peers. Students are grouped in cohorts by age – 7-8 years, 9-10 years, and 11-12 years – and will benefit from expanded learning opportunities including formal exhibitions, group critique practice, and optional field trips.

The Foundation Program is designed to provide a well-rounded multidisciplinary learning experience. They will learn key concepts of craft and technique and develop a strong base of visual literacy, communication and design. Students have a choice to enroll in one of three distinct packages, each with a structured curriculum that combines a CORE discipline with a rotation of EXPLORE courses.

EXPANDED LEARNING OPPORTUNITIES

The Foundation Program also involves expanded learning opportunities to further curricular learning goals and intended outcomes. These opportunities include: optional field trips, group critique practice, writing artist statements, and formal exhibitions.

Last year, students had the opportunity to participate in a field trip to the Bill Reid Gallery where they explored the extraordinary world of contemporary Indigenous Northwest Coast Art and gained a deeper understanding and appreciate of Indigenous cultures and values from their expert educator.

HOW DO I REGISTER?

Email us at registration@artsumbrella.com or call the Student Services team during business hours at:

604-681-5268 | Granville Island

For more information, email jwardell@artsumbrella.com

Registration Dates

- Returning students: May 15, 2024
- New students: June 1, 2024



BURSARY & PAYMENT PLAN OPPORTUNITIES

The **Arts Umbrella Bursary Fund** allows hundreds of children to register in tuition-based programs at a reduced rate, based on your family's financial need. Applications for bursary funding are open to everyone. To view eligibility and submission details, download the application package at artsumbrella.com/scholarships-bursaries/

If you have questions, please contact:

bursaries@artsumbrella.com | 604-681-5268

CLASS SCHEDULE & INFORMATION

	Cohort	Class Type	Day	Time	Duration	Price
Fine Art	7-8 years	Core	Mon	16:00 - 17:30	1.5 hrs	\$ 2,289
		Explore	Wed	16:00 - 17:30	1.5 hrs	
	9-10 years	Core	Fri	16:00 - 18:00	2 hrs	
		Explore	Wed	16:00 - 17:30	1.5 hrs	
	11-12 years	Core	Mon	16:00 - 18:00	2 hrs	
		Explore	Wed	16:00 - 17:30	1.5 hrs	
Applied Art	7-8 years	Core	Fri	17:45 - 19:15	1.5 hrs	\$ 2,289
		Explore	Wed	17:45 - 19:15	1.5 hrs	
	9-10 years	Core	Mon	17:45 - 19:45	2 hrs	
		Explore	Wed	17:45 - 19:15	1.5 hrs	
	11-12 years	Core	Fri	18:15 - 20:15	2 hrs	
		Explore	Wed	17:45 - 19:15	1.5 hrs	
Media & Technology	7-8 years	Core	Fri	16:00 - 17:30	1.5 hrs	\$ 2,289
		Explore	Wed	16:00 - 17:30	1.5 hrs	
	9-10 years	Core	Fri	17:45 - 19:45	2 hrs	
		Explore	Wed	16:00 - 17:30	1.5 hrs	
	11-12 years	Core	Mon	16:00 - 18:00	2 hrs	
		Explore	Wed	16:00 - 17:30	1.5 hrs	



FINE ART PACKAGE

The Fine Art package is designed for students who wish to explore the critical and aesthetic potential of image-making, and expand beyond a traditional visual arts practice to experiment with different tools, materials, and processes to develop a multidisciplinary, tactile and material-based foundation in Art & Design.

CORE

Drawing & Painting

Students will hone their technical skills and explore new modes of representation using traditional and non-traditional methods. Students will use the basic elements and principles of Art & Design to engage in a variety of creative and experimental approaches to art-making. They will produce work from a variety of perspectives including reference, observation, or imagination to discover the transformative potential of marks on a surface.

EXPLORE

Printmaking

Students explore various printmaking techniques including block printing, monoprinting, digital, engraving, stencils and more. Students will learn the entire printmaking process from sketching to plate creation and printing to collage. This course encourages students to consider design elements such as space, texture, design and pattern as well as working with multiples or in a series.

Sculpture

Students create 3D works (or bring 2D pieces to life with added 3D elements) by transforming and combining different materials including wood, textiles, paper, paint, thread, and more. Students are taught and encouraged to use fundamental design elements such as space, texture, and line and develop building skills such as cutting, sculpting, and gluing.

Digital Media

Students build media and computer literacy through expressive creative projects, working with various software in our Mac Lab, as well as other creative technologies such as digital cameras and sound recorders. Students learn to edit, manipulate, and create digital artwork using their own drawings and photographs as well as downloaded media, practicing internet safety. Students build a foundation on programs such as Kid Pix, Photoshop, GDevelop, Illustrator, and Premiere Rush, and GarageBand.



APPLIED ART PACKAGE

The Applied Art package is designed for students who wish to explore their potential to transform the form and function of things we encounter every day through the power of design and decoration. They will develop a versatile, hands-on, and design-based foundation in Art & Design.

CORE

Drawing & Painting

Students will hone their technical skills and explore new modes of representation using traditional and non-traditional methods. Students will use the basic elements and principles of Art & Design to engage in a variety of creative and experimental approaches to art-making. They will produce work from a variety of perspectives including reference, observation, or imagination to discover the transformative potential of marks on a surface.

EXPLORE

Architecture

Students learn the fundamentals of architectural design, from sketching to model making, developing their creative problem-solving skills as they lay out floor plans and build 3D structures using cardboard and mixed media. Classes for older students focus on developing more conceptually rigorous designs, through projects based on real-life urban design and architecture case studies.

Ceramics

Students delve into the world of pottery and ceramic design as they bring concept sketches to life and explore contemporary approaches to an age-old practice. This class focuses on the technique of wheel-throwing alongside fundamental hand-building techniques such as pinch pot, coil, and slab work to create thrown or manipulated fired-ceramic objects and will also include the use of mixed glazes to finish.

Digital Media

Students build media and computer literacy through expressive creative projects, working with various software in our Mac Lab, as well as other creative technologies such as digital cameras and sound recorders. Students learn to edit, manipulate, and create digital artwork using their own drawings and photographs as well as downloaded media, practicing internet safety. Students build a foundation on programs such as Kid Pix, Photoshop, GDevelop, Illustrator, and Premiere Rush, and GarageBand.



MEDIA & TECHNOLOGY PACKAGE

The Media & Technology package is designed for students who wish to explore both established and new technologies, and connect those digital creative practices to the essential elements of storytelling, world-building, and character design to develop a digital and media-literate foundation in Art & Design.

CORE

Digital Media & Technology

Students build media and computer literacy through expressive creative projects, working with various software in our Mac Lab, as well as other creative technologies such as digital cameras and sound recorders. Students learn to edit, manipulate, and create digital artwork using their own drawings and photographs as well as downloaded media, practicing internet safety. Students build a foundation on programs such as Kid Pix, Photoshop, GDevelop, Illustrator, and Premiere Rush, and GarageBand.

EXPLORE

Animation

Students explore both traditional and stop-motion methods of animation as they consider all aspects of the creative process from narrative structures and storytelling to character design and world-building. They will use professional animation software including Dragon Frame to delve deep into the unique mechanics of time, motion, sound, and special effects.

Cartooning

In this class, students create text and image based narratives through the creative conventions of cartooning. Fundamental Art & Design elements such as composition, visual balance, movement, and scale are considered in close detail. Through pen and ink or pencil and marker, the fine motor skills of breathing life into the combination of character, story and illustration are central to the art of cartooning.

Illustration

Students will hone their technical skills and explore new modes of representation using traditional and non-traditional methods. Students will use the basic elements and principles of Art & Design to engage in a variety creative and experimental approaches to art-making. They will produce work from a variety of perspectives including reference, observation, or imagination to discover the transformative potential of marks on a surface.