

Fast Forward Charter High School

Fine Art Department

Faculty Members: Andy Worrall (Visual Arts), Andy Lorimer (Video), Ryan Conger (Music)



"Teach a person how to fish"

Mixed Media, Andy Worrall, 2007

Vision Statement

Fine Art Education provides enhanced quality of life for the student. This occurs in four main areas:

- 1) **Making:** Providing quality tools, techniques and training necessary for the student to create artwork.
- 2) **Perceiving:** Helping students learn about who they are.
- 3) **Expressing:** Encouraging students to communicate their ideas creatively.
- 4) **Contextualizing:** Enabling students to take in and process visual information and ideas from other artists and their work.

The Fine Art Faculty also promises to provide students who have been identified as being "at risk" with a continuous and challenging curriculum in a safe and nurturing learning environment as well as to prepare them for high school graduation. Using art education, our primary goals are to teach students how to learn, to love learning, and to become responsible citizens and productive members of society.

Fine Art Department Analysis:

Areas of Strengths:

All art courses fulfill the core curriculum standards of the State of Utah.

Class instruction is structured in order to empower students with the freedom to explore and express themselves.

All courses help develop students socially through various group projects.

A variety of assignments are issued in order to assess student achievement and learning in order to accommodate different learning styles.

Students have access to and are trained on various forms of technology.

All faculty members are practicing artists and have a breadth of experience within their field.

Technology is heavily used in the classroom.

Faculty members continue to develop professionally by working toward certifications and higher education degrees.

Recommendations for Growth:

Large projector screen for the gym

Apple T.V. and Mac lab

DSLR and SLR cameras for the Photography 1 and 2 classes

Upright Bass