

**Curriculum
For
Certificate in Fine Arts(Painting)
(One year)
Code:VC21S001
(2013)**

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Introduction of course

This course is aimed at introducing and developing the basic skills and craft of painting and its periphery. The trainee is introduced in a step by step manner to the various elements of the discipline and their implications. Ranging from the knowledge and skills required for the preparation of various surfaces, the mixing, preparation and application of color and color theory, selection of visual subject matter, drawing and image transference on the relative surface, execution to the final very integral stage of presentation. The students are encouraged to experiment with a focus on acquiring a wide range of new skills. They are also exposed to the commercial market and taught how to deal with clients and their demands.

Overall objective of course

The primary objective of this one year certificate in Fine Arts (Painting) is to provide the trainees with a comprehensive introduction to the study of fine arts. It develops trainee's abilities and interests and offers an outstanding opportunity for an intense engagement with various stages of fine art practice. It encourages individual creativity while giving a solid grounding in terms of aesthetic and appropriate technology. Part of the task is to help the trainees realize their commercial viability as an independent artist or an employee in a commercial setup. They are also made aware of the ever changing and evolving demands and challenges of market trends. This course is open to students of all levels and experiences.

Competencies gained after completion of course

The study of Fine Arts enables students to develop a range of competencies including: creative thinking, visual research skills, project management, presentation skills, communication and negotiation skills and technical competence related to their art practice. Such competencies acquired and enhanced during the course of study results in highly employable pass outs. In addition, the learner will be able to acquire the following competencies after completing this course:

- ❖ Demonstrate, and apply basic terms and concepts in Fine Arts.
- ❖ To enable trainee for better professionalism.
- ❖ Develop creative thinking skills and perceptual awareness necessary for understanding and producing art.
- ❖ Develop skills necessary for understanding and applying media, techniques, and processes.

- ❖ Explore and discuss unique properties and potential of art materials.
- ❖ Demonstrate techniques and processes for working with each art material.
- ❖ Communicate and express ideas through a variety of materials and techniques.
- ❖ Evaluate and select materials, techniques, and processes to facilitate the creation of art.
- ❖ Demonstrate the safe and responsible use of tools and materials.
- ❖ Ability to work in a commercial or apprenticeship setup.

Job opportunities available immediately and in the future

- ❖ Painter
- ❖ Commercial Artist
- ❖ Work as an artist's assistant or studio assistant
- ❖ Most craft and fine artists are self-employed.
- ❖ Part-time and variable work schedules are common for artists.

Trainee entry level

- ❖ Matric

Minimum qualification of trainer

- ❖ 2 years of teaching/ professional experience after Diploma/Bachelors.
- ❖ 1 year of teaching/ professional experience after Masters.
- ❖ Trainers or technical staff should have the ability to communicate and impart technical and conceptual skills
- ❖ Academic qualification should be BFA / /MFA / MA Fine Arts

Medium of Instruction i.e. language of instruction

- ❖ English/ Urdu

Sequence of Modules:

1. Module A: Take Requirements from Resource Person
2. Module B: Perform Planning
3. Module C: Ensure Safety and Health
4. Module D: Draw Sketches
5. Module E: Apply Color and Medium
6. Module F: Print Making/ Graphic Arts
7. Module G: Learn New Skills

Timeframe of Assessment (recommended)

- ❖ Assessments should be scheduled during modules and at the completion of modules; depending on the exercises assigned
- ❖ Informal critiques which does not entail grading should be conducted frequently so that students can learn from each other's mistakes.

SCHEME OF STUDIES (Fine Arts 1 - Year Course)

Sr. No.	Module	Theory Hours	Practical Hours	Total Hours
1	Module: A Take Requirements from Client	20	20	40
2	Module: B Perform Planning	55	75	130
3	Module: C Ensure Safety and Health	20	10	30
4	Module: D Draw Sketches	50	350	400
5	Module: E Apply Color and Medium	100	400	500
6	Module: F Printmaking/Graphics Arts	30	125	155
7	Module: G Learn New Skills	45	300	345
		320	1280	1600

Curriculum for Fine Arts(Painting) (Overview about the program)

Module Title and Aims	Learning Units	Theory ¹ Days/hours	Workplace ² Days/hours	Timeframe of modules
<p>Module: A Take Requirements from Client</p> <p>Aim: This module will specify and improve the competencies required to take project based requirements from a resource person in a commercial setup</p>	<p>LUA1 Interact with client. LUA2 Conduct negotiation. LUA3 Undertake agreement. LUA4 Prepare estimate Work.</p>	20	20	40
<p>Module: B Perform Planning</p> <p>Aim: This module will specify and improve the competencies required to plan and perform a task for a client in a commercial setup.</p>	<p>LUB1 Conduct research LUB2 Develop idea LUB3 Decide media and material LUB4 Prepare work place</p>	55	75	130

¹ Learning hours in training provider premises

<p>Module: C Ensure Safety and Health</p> <p>Aim: This module will focus on the safe and correct usage of tools and materials used in the discipline.</p>	<p>LUC1 Avoid fire LUC2 Wear proper clothing LUC3 Ensure ventilation LUC4 Arrange lighting LUC5 Handle tools properly LUC6 Maintain workplace</p>	<p>20</p>	<p>10</p>	<p>30</p>
<p>Modules: D Draw Sketches</p> <p>Aim: This module will focus on the competencies required for surface preparation, drawing skills and image transferring.</p>	<p>LUD1 Prepare surface for drawing. LUD2 Learn visual Language. LUD3 Take measurements. LUD4 Draw still life drawing. LUD5 Draw human figure. LUD6 Draw landscape drawing</p>	<p>50</p>	<p>350</p>	<p>400</p>
<p>Module: E Apply Color and medium</p> <p>Aim: This module will focus on the preparation, usage and application of color in various mediums. Color theory is also introduced.</p>	<p>LUE1 Transfer drawing LUE2 Mix colors LUF3 Select colors LUE4 Select tools LUE5 Apply colors/medium LUE6 Ensure finishing/fixing/ mounting/Framing</p>	<p>100</p>	<p>400</p>	<p>500</p>

<p>Module: F Print Making / Graphics Arts</p> <p>Aim: This module will introduce the basic skills and concept of print making/ graphic art in relation to painting.</p>	<p>LUF1 Select surface LUF2 Make drawing LUF3 Perform Calligraphy LUF4 Perform Stenciling/ Screen printing LUF5 Perform Linocut</p>	30	125	155
<p>Module: G Learn New Skills</p> <p>Aim: This module will focus on the competencies required to acquire related computer design skills. The module also specifies an internship for on-job training.</p>	<p>LUG1 Learn computer design skills LUG2 Develop portfolio LUG3 Attend internship training</p>	45	300	345

Curriculum Contents – Teaching & Learning Guide

Module A:Take Requirements from Client

Objective of the Module:This module will specify and improve the competencies required to take project based requirements from a resource person in a commercial setup.

Duration: **40hours**Theory: **20hours** Practice **20hours**

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LUA 1. Interact with client.	To meet client/customer requirements and discuss entire project with the identified client.	<p>Knowledge of :</p> <ul style="list-style-type: none"> • a welcoming attitude • The 5 w’s(what, when, why,who,where) of client’s requirements • building credibility with client • maintaining a professional image • customer service skills • client briefing • <p>Ability to:</p> <ul style="list-style-type: none"> • handle client with welcoming attitude • make client brief • maintain personal appearance 	4hrs Theory 6hrs Practical	Black board Chalk Pencil pen Multimedia	Class room (theory room)

<p>LUA 2. Conduct negotiation</p>	<p>Collect information in order to reach a desired outcome and participate in negotiations</p>	<p>Knowledge of :</p> <ul style="list-style-type: none"> • presenting personal ideas according to clients need • appropriate language • questioning techniques • decision making and conflict resolution procedures • problem solving <p>Ability to:</p> <ul style="list-style-type: none"> • express ideas and concepts clearly • propose creative propositions in discussion with the client • resolve differences of opinion regarding approach to work and finalizing design brief • deal with unexpected questions and attitudes during negotiation 	<p>4hrs theory 3hrsPractical</p>	<p>Black board Chalk Pencil Pen Multimedia</p>	<p>Class room (theory room)</p>
<p>LUA3. Undertake agreement</p>	<p>Develop an agreement for the client and agree on a final decision</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • deadlines and maintaining an overall budget of the project • time management • payment schedule • copyrights • right of refusal • terms and conditions of the 	<p>6 hrs. theory 5hrs.practical</p>	<p>Black board Chalk Pencil pen Contract forms Multimedia</p>	<p>Class room (theory room)</p>

		<p>agreement</p> <p>Ability to:</p> <ul style="list-style-type: none"> • make agreements • demonstrate professional working practice when making an agreement in response to a brief • discuss any changes to the final agreement 			
<p>LUA4</p> <p>Prepare estimates of works</p>	<p>Evaluate the whole cost in order to maintain the budget and carry out an estimation according to budget and requirement.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • calculate the requirements • consumption of the material and preparing cost estimates • market awareness and raw material price • price fluctuations to control the project cost <p>Ability to:</p> <ul style="list-style-type: none"> • make cost effective estimates • use techniques to minimize wastage; thereby ensuring better price • plan and develop budget 	<p>6hrs. Practical 6 hrs. Theory</p>	<p>Multimedia Paper Pen White board Marker</p>	

ModuleB: Module: Perform Planning

Objective of the Module:This module will specify and improve the competencies required to plan and perform a task for a client in a commercial setup. Also, the management skill of the trainee is challenged to make them better prepared for later employment.

Duration:**130 hours** Theory:**55hours** Practice:**75 hours**

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LUB 1. Conduct research	Undertake research on given task and explore research sources and methods to generate ideas	<p>Knowledge of:</p> <ul style="list-style-type: none"> • brain storming to generate ideas • Primary research(direct experience e.g. drawings etc.) • Secondary research (artworks, library trade, magazines, internet etc.) <p>Ability to:</p> <ul style="list-style-type: none"> • brain storm to generate ideas • Conduct research using various techniques (Primary research, secondary research etc.) • analyze the data • conduct comparative analysis of market trends • layout the trends in the form of a narrative (drawings, illustrations, photographs, internet browsing) 	15 hrs. Theory 20hrs. Practical	White board Markers Paper Note books Internet Computer Printer Multimedia Photo copier	Class room

<p>LUB 2. Develop Idea</p>	<p>Translate the concept into visuals and learn how ideas can be generated for paintings</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • concept development • formal elements and principles of art • color palette for a specified project • visual communication • basic drawing tools and equipment <p>Ability to:</p> <ul style="list-style-type: none"> • perceive a setting for a painting • conceive an inspiration according to the client's demands • translate the concept into a painting • apply formal elements of visual language to express specific personal observations, feelings or ideas 	<p>30hrs Theory 40hrs Practical</p>	<p>Paper Note books Internet Computer Printer Multimedia Photo copier Card boards Sketch book</p>	<p>Workshop</p>
<p>LUB 3. Decide Media and Material</p>	<p>To explore, decide and manipulate different media and materials to achieve desired project</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • identifying materials and tools applicable to a specific brief • tools and equipment suited for different method of paint application • a variety of traditional and experimental techniques and processes • a variety of painting media and material 	<p>5 hrs Theory 10 hrs Practical</p>	<p>Different art materials according to specified requirements</p>	<p>Workshop</p>

		<p>Ability to:</p> <ul style="list-style-type: none"> • understand the effect of specific materials and processes on the form of work produced • Experiment with alternative painting appliances such as sponges, cloths, hands, airbrushes... • apply and alter the techniques learned 			
<p>LUB 4. Prepare workplace</p>	<p>To be able to prepare the workplace for producing art work</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • plan interpretation • materials storage • paint problems, causes and solutions according to various mediums • proper handling of painting tools • safety and health procedure of the work environment (light, ventilation) <p>Ability to:</p> <ul style="list-style-type: none"> • identify required tools and equipment for work • follow the occupational safety procedures of the work environment • manage the work space 	<p>5hrs. Theory</p> <p>5hrs. Practical</p>	<p>Art materials Table Chair Easel Stool etc.</p>	<p>Studio/lab workshop</p>

Module C: Ensure Safety and Health

Objective of the Module: This module will focus on the safe and correct usage of tools and materials used in the discipline.

Duration: 30 hours Theory: 20 hours Practical: 10 hour.

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LUC1. Avoid fire	Identify and evaluate fire hazards for safe work practice and learn rules and regulations of health and safety in work space.	<p>Knowledge of:</p> <ul style="list-style-type: none"> causes of fire e.g. prohibited components in work area fire extinguishers safe work techniques fire hazards associated with chemicals used in the painting process process and respond in case of emergency first aid <p>Ability to:</p> <ul style="list-style-type: none"> use extinguishers, fire blanket, water, sand etc. avoid smoking, open flames, welding, grounding of spray equipment, chipping, and other spark-producing operations when art work is in process store all flammables in the cabinet 	3 hrs. Theory. 1hrs. Practical.	White board Multimedia Video recourses Exercise sheets. Work sheets Fire blanket Water bucket Sand buckets. First aid box Appropriate personal protective equipment	Lecturer room Lab/ studio

		<ul style="list-style-type: none"> • use fire extinguishers, follow safe work techniques and motivate peers in emergency situations to deal with hazardous or emergency situations • take precautionary measures 			
LUC2. Wear proper clothing	Identify and evaluate clothing hazards for safe work practice. Also, learn rules and regulations of health and safety in work space.	Knowledge of: <ul style="list-style-type: none"> • appropriate clothing • personal protective equipment • gloves and respirators • safety eyeglasses • aprons Ability to: <ul style="list-style-type: none"> • use gloves ,masks, eyeglasses and clothing • identify the work environment and selecting proper clothing 	5 hrs. Theory. 3hrs. Practical.	Personal protective equipment Chemical splash safety Glasses/goggles Face shields Coat/apron Gloves (selected based on the material being handled and the particular hazard involved) First aid box	Lecturer room Lab/ studio
LUC3. Ensure ventilation	To be able to understand ventilation system in work space in order to plan,	Knowledge of: <ul style="list-style-type: none"> • complete ventilation system of work space (exhaust fans, 	2 hr. Theory 3hrs.	White/ Black board Multimedia	

	organize and follow safe work techniques.	<p>smoke catchers)</p> <ul style="list-style-type: none"> • safe work environment <p>Ability to:</p> <ul style="list-style-type: none"> • ensure proper ventilation of the work space • ensure immediate removal of vapors and paint dust • keep the environment smoke free • perform spray applications in a paint-spray booth or <p>other locally exhausted hood</p> <ul style="list-style-type: none"> • follow safe work techniques • motivate peers in emergency situations • deal with hazardous or emergency situations 	Practical	Information sheets Exercise sheets Work sheets Exhaust Fans Ducts	
LUC 4. Arrange lighting	<ul style="list-style-type: none"> • Understand the proper lighting system and its set up in studio in order to know the lights and their characteristics. 	<p>Knowledge of:</p> <ul style="list-style-type: none"> • explosion proof portable lights • studio light set up (natural and artificial light) <p>Ability to:</p> <ul style="list-style-type: none"> • not block doorways or block access to lights • arrange lights according to requirement 	3hrs. Practical. 5 hrs. Theory.	Multimedia Different lights source like lamps, spot lights etc.	Studio/lab /workshop /Printing Lab

<p>LUC 5. Handle tools properly</p>	<ul style="list-style-type: none"> To be able to Understand handling of tools in order to plan, organize and follow safe work techniques. 	<p>Knowledge of:</p> <ul style="list-style-type: none"> the proper care and cleaning substance of brushes the use of turpentine, spirits or other thinners for cleaning cleaning and washing hands safety precautions for tools /equipment instructional manual of different tools/equipment <p>Ability to :</p> <ul style="list-style-type: none"> follow safety precautions for different types of tools and equipment handling various painting tools follow operating instructions on all equipment and tools take precaution when using supportive equipment / material apply proper care and cleaning of brushes properly clean and wash hands 	<p>4hrs. Theory 6hrs. Practical.</p>	<p>Various tools and equipment</p>	
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<p>LUC 6. Maintain workplace</p>	<p>Identify and observe individual responsibilities to maintain workplace health safety and security requirements.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • security exits in case of emergencies • techniques to handle emergency situations in different forms and contexts • safety symbols <p>Ability to:</p> <ul style="list-style-type: none"> • follow safe work techniques • motivate peers in emergency situations • follow common health, safety and security related procedures • identify location of hazardous materials in the work space • place and handle various tools and equipment • follow safety instructions 	<p>3 hrs. Theory.</p> <p>5hrs. Practical.</p>	<p>Safety posters Hand-free eye-wash stations</p> <p>First-aid kits</p> <p>Ground-fault interrupter electrical outlets</p> <p>Container for broken glass and sharps</p> <p>Fire extinguishers (dry chemical and carbon dioxide extinguishers)</p> <p>Sand bucket Fire blankets Emergency lights</p> <p>Emergency signs and placards</p>	<p>Computer lab/drawing studio/ print making lab etc.</p>
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ModuleD:Draw Sketches.

Objective of the module:By the end of this module the trainee will have the skill& knowledge of drawing, and the ability to develop visuals from observation, memory and imagination.

Duration:- 400hoursTheory:-50hoursPractice 350 hours

Learning Units	Learning Outcomes	Learning Elements	Duration	Material Required	Learning Place
LUD1. Prepare surface for drawing	Attain the knowledge of different types of surfaces, their usage and preparation.	<p>Knowledge of:</p> <ul style="list-style-type: none"> the preparation skills required for preparing surfaces used for various mediums e.g. preparation of a canvas, stretching of a watercolor sheet, preparation of a plaster wall for mural/fresco the use of a range of tools and materials required for the preparation of these surfaces <p>Ability to:</p> <ul style="list-style-type: none"> Select appropriate surface Identify the tools, equipment and materials according to that surface Prepare appropriate surface 	<p>15hrs. Theory</p> <p>20 hrs.Practical</p>	Paper Canvas Board Cardboard Thumb pin Paper Tape Drawing board Heavy duty Stapler Etc.	Drawing studio

<p>LUD2. Learn visual language</p>	<p>To be able to develop an awareness of fine arts as a means of communication and consider how ideas, information and feelings can be articulated, transformed and conveyed through visuals</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • Importance of visual language and communication in art • Local, national and international market trends • History of art, • Primary sources, e.g. museums, galleries and observation. • Secondary sources e.g. libraries, internet, discussion, lectures, seminars, books and magazines. • Other artists work ,live references, photographs <p>Ability to:</p> <ul style="list-style-type: none"> • Select references for given art work • Research visuals by artists, consult artists, visit galleries and attend exhibitions • Apply the visual elements to express ideas • Understand the meaning and messages that underpin the work of art • Analyze market trends 	<p>hrs . Theory</p> <p>30</p> <p>hrsPractical</p>	<p>Old magazines</p> <p>Books</p> <p>Internet</p> <p>Media</p> <p>Paintings etc.</p>	<p>Drawing studio</p> <p>Library</p> <p>Computer lab</p>
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<p>LUD 3 Take measurement</p>	<p>To be able to gauge relative proportions and learn methods of measurement.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • How to Take measurements for drawings with thumb method • Distance ,scaling, alignment, angles and proportions of a model or an object • Drawing with grids <p>Ability to:</p> <ul style="list-style-type: none"> • Draw sketches with measurements • Make a graph to enlarge the drawing from any image • Learn the Rule of Thumb Method for measuring the size, proportions and angles of the subject or figure • Finding the mid-point of the given object • Take comparative measurements 	<p>5hrs. Theory</p> <p>50hrs.Practical</p>	<p>Paper</p> <p>Charcoal</p> <p>Charcoal pencil</p> <p>Graphite</p> <p>Pencils (ranging from 2H to 4B)</p> <p>Tracing table</p> <p>Graph Paper</p> <p>Color pencils</p>	<p>Drawing studio</p>
<p>LUD 4. Draw still life drawing</p>	<p>To learn how to draw still life according to its process and acquire the skills of applying different media.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • Formal elements and principles of art • Measurement methods • Step by step process of making still life(location, source of light, observe texture, pattern, shape and, volume) 	<p>10 hrs. Theory</p> <p>100hrs.Practical</p>	<p>Graphite pencils ranging from 2H to 4B</p> <p>Drawing board,18" x 24", 20" X30"</p> <p>Eraser</p>	<p>Drawing studio</p>

		<ul style="list-style-type: none"> • Adding details through tonal variation • Different mediums , materials and technique <p>Ability to:</p> <ul style="list-style-type: none"> • apply formal elements and principles to make still life • apply different mediums , materials and techniques 		<p>Viewfinder</p> <p>Brushes</p> <p>Different media (pastel, ink, watercolor etc.)</p>	
<p>LUD 5. Draw human figure</p>	<p>To learn how to draw a human figure.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • formal elements and principles of art • how to gauge relative angles and measurements • step by step process of making human figure (plan the composition, draw basic shapes ,sketch the outline, source of light, add details and tonal study) • Human anatomy (skeletal and muscular structure) • Adding volume through tonal study <p>Ability to:</p> <ul style="list-style-type: none"> • apply formal elements and principles of art • draw human figure through observation 	<p>10 hrs.Theory</p> <p>100 hrs. Practical</p>	<p>Drawing Board (18 x 24")</p> <p>Newsprint</p> <p>Drawing Paper (18 x 24")</p> <p>Charcoal sticks.</p> <p>Graphite drawing pencils (2B, 4B, 6B)</p> <p>Pen and Ink</p> <p>Fixative</p> <p>Erasers</p> <p>Container</p> <p>Easel</p> <p>Stool</p>	<p>Drawing studio</p>

		<ul style="list-style-type: none"> • develop volume through tonal study • understand and draw human skeletal and muscular structure 			
LUD 6. Draw landscape drawing	To learn how to draw landscape and acquire the skill of applying different media.	<p>Knowledge of:</p> <ul style="list-style-type: none"> • formal elements and principles of art • fundamental concept of perspective • gauging relative proportion • compositional elements (Rule of Thirds) • step by step process of drawing a landscape (plan composition, view finder , contrast and value, illusion of depth ,sketch the outline, • source of light , adding details and shading) • Different mediums , materials and technique <p>Ability to:</p> <ul style="list-style-type: none"> • Apply formal elements and principles of art • draw through observation/reference/photo graph/graph • add the illusion of depth 	<p>5hrs. Theory</p> <p>50hrs. Practical</p>	<p>Paper(toned or textured)</p> <p>Charcoal</p> <p>Graphite</p> <p>Pen and ink Blending tools</p> <p>Dry Pastels Oil pastels</p> <p>Colored pencils</p> <p>Collage</p> <p>Watercolors</p> <p>Poster color</p>	Drawing studio

		<ul style="list-style-type: none">• use view finder for nature drawing• apply step by step process of making Landscape (composition of drawing, viewfinder , contrast and value ,illusion of depth, sketch the outline, source of light, , adding details and shading)• Use different mediums, materials and technique.			
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ModuleE: Apply Color and Medium

Objective of the Module:By the end of this module the trainee will have the skills& knowledge of traditional and contemporary aspects of painting and an ability to demonstrate an understanding of basic color theory , usage of various media and techniques.

Duration:hours 500Theory:100 hours Practice 400 hour.

Learning Units	Learning Outcomes	Learning Elements	Duration	Material Required	Learning Place
LUE 1. Transfer drawing	Learners will be able to trace and transfer required drawing from one surface to another	<p>Knowledge of:</p> <ul style="list-style-type: none"> • methods of tracing • methods of transferring the drawing <p>Ability to:</p> <ul style="list-style-type: none"> • use light box and tracing paper to transfer the drawing • use carbon paper/transfer paper 	<p>10 hrs. Theory</p> <p>20 hrs. Practical</p>	Paper Pencil(hard &soft) Sketch book Tracing paper Graph paper Scale PencilsProjector Masking tape Butcher paper	Studio/lab

<p>LUE2. Mix colors</p>	<p>Through the knowledge of color theory the trainee will be equipped with the practicality of mixing colors.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • color theory (primary, secondary, tertiary, complementary, neutral, tints and shades, hue, value, intensity, analogous, • warm and cool colors • psychology of colors • use of poster colors • different types of color palettes; basic palette, landscape palette , old master palettes <p>Ability to:</p> <ul style="list-style-type: none"> • make colors according to color theory • mix colors, apply color combinations • make color wheel • application of apply poster colors, oil paints etc • mix and set the color palette for painting 	<p>10 hrs Theory</p> <p>40hrs Practical</p>	<p>Poster colors Watercolors</p> <p>Water color brushes</p> <p>Sheets(water absorbent)</p> <p>Palette plate</p> <p>Container</p> <p>Oil paint</p> <p>Oil paint brushes</p>	<p>Studio/lab</p>
<p>LUE 3. Select color medium</p>	<p>Acquire the skill of selecting color medium according to the nature of work.</p>	<p>Knowledge of :</p> <ul style="list-style-type: none"> • preparing paint /colors • types of paints/colors (water, oil, dry, mix media) • properties of paint and 	<p>20 hrs. Theory</p> <p>100hrs. Practical</p>	<p>Soap</p> <p>Types of papers</p> <p>Watercolor</p>	<p>Studio/lab</p>

		<p>solvent used for painting</p> <p>Ability to:</p> <ul style="list-style-type: none"> select color mediums in accordance with the suitability of work 		<p>brushes</p> <p>Drawing board</p> <p>Paper tape</p> <p>Easel</p> <p>Cutter</p> <p>Brushes</p> <p>Rags</p> <p>Color mixing containers</p> <p>Palette</p> <p>Mixing Knife</p> <p>Apron</p> <p>Cutter</p> <p>Oil paints</p> <p>Watercolors</p>	
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<p>LUE 4. Select tools</p>	<p>To be able to select appropriate tools used for a particular medium and nature of work. Understanding the safe handling of tools in the painting.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> tools and equipment suited for different methods of paint application Proper handling of painting tools <p>Ability to:</p> <ul style="list-style-type: none"> select tools suited for chosen medium(water color, poster color, dry pastels, oilsetc.) select tools suited for chosen technique(knife, types of brushes, sponges etc.) handle the tools safely and properly 	<p>10 hrs. Theory</p> <p>40hrs. Practical</p>	<p>Palette</p> <p>Mixing knife</p> <p>Apron</p> <p>Cutter</p> <p>Oil color & oil Brushes</p> <p>Artificial light</p> <p>Water color brushes</p> <p>Container</p> <p>Drawing board</p> <p>Easel</p> <p>Drawing board</p> <p>Color mixing palettes</p>	<p>Studio/lab</p>
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<p>LUE 5. Apply colors/medium</p>	<p>To learn the processes of color application.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • application of color mediums (Oil,water ,pastel mix media colors) • techniques and methods of applying colours and mediums (wetonwet, underpainting, glazing, impasto etc) • Effect of one color medium with another <p>Ability to:</p> <ul style="list-style-type: none"> • Choose the color medium which suits the painting requirement • Apply colors and techniques on chosen medium • Develop textures • Apply mark making techniques 	<p>30 hrs. Theory</p> <p>170 hrs. Practical</p>	<p>Cutter Oilpaints& brushes Watercolor Paper Canvas Brushes Container Drawing board Paper tape Easel Oil color brushes Rags Color mixing Drawing board Masking tape Easel Cutter</p>	<p>Studio/lab</p>
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<p>LUE 6. Ensure finishing, fixing and framing</p>	<p>Understand the process for evaluating final works, identifying defects, cleaning tools and equipment and presentation of work.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • problems, causes and solutions • Cleaning tools, materials and equipment • Various material for framing • Final presentation of work • Market trends <p>Ability to:</p> <ul style="list-style-type: none"> • Evaluate problems, causes and solutions • Clean and save tools, materials and equipment • Judge the quality of material and medium use in framing • Evaluate the overall look of framing 	<p>20 hrs Theory</p> <p>30 hrs.Practical</p>	<p>Cleaning solvents</p> <p>Different types of frames</p>	
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ModuleF: Print Making/ Graphics Arts

Objective of the Module:By the end of this module the trainee will have the skills & knowledge of basic printmaking processes including linocut, collagraph and stenciling/ screen printing. The results of these core printmaking techniques can be obtained manually without the use of a press and are applicable to painting.

Duration:155hours Theory:30 hours Practice 125hour.

Learning units	Learning out comes	Learning Elements	Duration	Material Required	Learning Place
LUF1. Select surface	To be able to understand variety of surfaces and select them according to the demand of the printing technique.	<p>Knowledge of:</p> <ul style="list-style-type: none"> • introduction to printmaking • characteristics of different types of surfaces • selection and development of surface according to the printmaking techniques <p>Ability to:</p> <ul style="list-style-type: none"> • select appropriate surface for relative printmaking technique • prepare surface according to relative print making techniques 	<p>10hrs. Theory</p> <p>10 hrs.Practical</p>	<p>Linoleum sheet</p> <p>Screen cloth</p> <p>Stencil</p> <p>Card board</p>	Printing Lab
LUF 2. Make drawing	To be able to draw the subject matter according to the printmaking techniquesand transfer the ideas on an	<p>Knowledge of:</p> <ul style="list-style-type: none"> • understanding the attributes of drawing as it relates to printmaking 	<p>5hrs. Theory</p> <p>20 hrs. Practical</p>	<p>Graphite pencils</p> <p>Ball point pen</p> <p>Tracing paper</p>	

	appropriate surface	<ul style="list-style-type: none"> • applying formal elements of art and principles of drawing • techniques to transfer the drawing on appropriate surface <p>Ability to:</p> <ul style="list-style-type: none"> • make drawings • develop concepts • investigate and use relevant approaches in developing work • transfer the drawing on appropriate surface 		<p>Sketchbook</p> <p>Eraser</p> <p>Markers</p> <p>Fine point</p> <p>Masking Tape</p> <p>Ruler</p> <p>Graph paper</p> <p>Carbon paper</p> <p>Light table</p>	
LUF 3. Perform Collagraph	To learn the technique of Collagraph and its implications in relation to painting.	<p>Knowledge of:</p> <ul style="list-style-type: none"> • the technique of collagraphy • the difference between collage and collagraph • the characteristics of collagraph • ideas generation • preparing the collagraph plate • collage material for base plate, inking and wiping • the printing method 	<p>5hrs. Theory</p> <p>25hrs.Practical</p>	<p>Paper</p> <p>Scissors</p> <p>Craft knife</p> <p>Adhesives</p> <p>PVA</p> <p>Rubber solution</p> <p>Rubber gloves</p>	Printing Lab

		<p>Ability to:</p> <ul style="list-style-type: none"> • design a layout • select the base • arrange the collage of material and glue them on the board • apply the ink/paint and cover the surface • apply proper printing process 		<p>Sandpaper</p> <p>Paper</p> <p>Lace</p> <p>Canvas</p> <p>Silk</p> <p>Leaves</p> <p>Feathers</p> <p>Fibers' grain</p> <p>Rice</p> <p>Coffee grains</p> <p>Burnisher</p>	
<p>LUF4. Perform screen printing/stenciling</p>	<p>To learn the techniques of stenciling/ screen printing and its implication in relation to painting.</p>	<p>Knowledge of:</p> <ul style="list-style-type: none"> • the techniques of stenciling/ screen printing • the method and materials used in the process of stenciling/ screen printing • printing colors • preparation for printing 	<p>5 hrs. Theory</p> <p>30hrs.Practical</p>	<p>Screen printing frame with fabric</p> <p>Squeegee with wooden handle</p> <p>Mesh screen</p>	<p>Printing lab</p>

		<ul style="list-style-type: none"> • positive and negative areas of the design to make stencils • the solvents to clean all materials used in printing <p>Ability to:</p> <ul style="list-style-type: none"> • select appropriate surface for stenciling • transferring and cutting the stencil according to design • preparing the screen <ul style="list-style-type: none"> • sealing and registration for color • place the stencil on surface • place the screen on stencil • use colors for screen printing • use squeegee properly • apply proper printing process • mount and frame the final print • clean all materials used in printing 		<p>Notebook Drawing Tools Charcoal, pens, Pencils Erasers, Ruler Scissors Masking tape Clear 2-inch wide packing tape Paint brushes Cutter Emulsion Tracing paper Vellum</p> <p>Transparency film for LASER printer Zip drive</p> <p>Newsprint pad Cotton rags Sponges</p> <p>Inks –process cyan, magenta, yellow, black</p> <p>Small containers</p> <p>Rubber glove</p>	
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				Spray bottle for water/bleach Chlorine Bleach Paint thinner	
LUF 5. Perform Linocut	To learn the technique of linocut and its implications in relation to painting.	<p>Knowledge of:</p> <ul style="list-style-type: none"> the technique of linocut the difference between linocut and wood cut the characteristics of linocut the technique for preparing a drawing for a linoleum block the technique of cutting and gouging linoleum printing methods and materials registration methods positive and negative area of the design to cut printing techniques <p>Ability to:</p> <ul style="list-style-type: none"> select appropriate linoleum/rubber (carve able) material prepare drawing for linoleum block transfer drawing in reverse learn the technique of cutting 	<p>5 hrs. Theory.</p> <p>40hrsPractical.</p>	<p>Linoleum blocks</p> <p>Linocut tools (v-tool, gouge, news prints)</p> <p>Turpentine Cutting gouging Rags Rollers Ink slab</p> <p>Perspex slab for ink slab rollout</p> <p>Printing Ink Palette knife Roller</p> <p>Printing paper (smooth surface)</p> <p>Cartridge paper</p>	Printing lab

		<p>and gouging linoleum</p> <ul style="list-style-type: none"> • make and carve the design • apply block print ink • transfer the ink to the paper <ul style="list-style-type: none"> • apply registration marks for color printing • apply proper printing process 		<p>Roller/barrel Burnisher Spoon Pencil Masking tape</p>	
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ModuleG: Learn New Skills

Objective of the Module: This module will focus on the competencies required to acquire related computer design skills. The module also specifies an internship for on-job training.

Duration:- **345** hours Theory: - **45**hours Practice **300**hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LUG1. Learn computer design skills	To be able to use various design software as a means of communication in order to investigate, develop, document and generate ideas.	<p>Knowledge of:</p> <ul style="list-style-type: none"> • characteristics of digital and traditional graphics color theory • familiarity of media elements • a Adobe Photoshop and Illustrator • the capability of a range of tools and techniques for producing and manipulating images • internet browsing <p>Ability to: specify software application related to:</p> <ul style="list-style-type: none"> • image formats • text and formatting • drawing shapes • manipulating images • design principles • profiles • color management <ul style="list-style-type: none"> • employ various graphic application techniques in producing artworks 	35 hrs. Theory. 175hrs. Practical.	Computer Scanner Printer Sketch board.	Computer Lab

		<ul style="list-style-type: none"> • balance image quality and file size • manipulate images • conduct research • select techniques, tools, delivery platform, and software • apply visual design and communication techniques • evaluate design outcomes 			
LUG2. Develop portfolio	Research circumstances and evaluate presentation techniques by exploring a range of portfolio development techniques.	Knowledge of: <ul style="list-style-type: none"> • development of portfolio • employers need/ demand • techniques to present portfolio Ability to: <ul style="list-style-type: none"> • select appropriate work, environment and content for presentation or exhibition of work • compile work according to job requirement 	20 hrs. Practical 10 hrs. Theory	All projects executed during the course	Workshop
LUG3. Attend internship trainings	Attend internship trainings and learn on job new skills	Knowledge of: <ul style="list-style-type: none"> • relevant field • personal grooming and confidence building • applying for internship positions • CV development 	105 hrs. practical	Seminar rooms Multimedia or projector White board Marker Duster Computer equipments	Internship Visit to related industry

		<p>Ability to:</p> <ul style="list-style-type: none"> • present portfolio • complete work on prescribed time • prioritize tasks • be aware of upcoming technology • work side by side with art professionals e.g museums, galleries, artists' studios, auction houses, non-profit institutions, magazines, design houses, schools 		<p>Training videos/other informative material</p>	
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Assessment

MODULE A: TAKE REQUIREMENTS FROM RESOURCE PERSON

Learning Units	Theory Days/ hours	Work place Days/hours	Recommended formative assessment	Recommended Methodology	Scheduled Dates
LUA 1. Interact with client	1	2	<ul style="list-style-type: none"> • Explain How to interact with client. • Demonstrate appropriate knowledge of basic understanding of the communication skill. • Explain and identify the 5W's. • Explain how to organize and manage the project. • Explain the client brief. 	MCQS Oral questioning Q&A Presentation	Test at the mid and end of unit
LUA 2. Conduct negotiation	2	2	<ul style="list-style-type: none"> • Explain how to conduct negotiations. • Explain how to present ideas • Demonstrate appropriate knowledge of technical terminologies. • Explain the questioning techniques • Identify options and provisions for negotiated agreements. 	MCQS Joey& Viva Q&A Presentation	Test at the mid and end of unit
LUA 3. Undertake agreement	2	3	<ul style="list-style-type: none"> • Demonstrate appropriate knowledge to develop a proper agreement between artist and client. • Identify terms and condition of the agreement. 	MCQS Oral questioning Q&A Illustrative	Test at the mid and end of unit

			<ul style="list-style-type: none"> • Explain how to write an agreement in response to brief. 		
LUA 4. Prepare estimate work	2	4	<ul style="list-style-type: none"> • Demonstrate appropriate methods to make cost effective estimates. • Describe the techniques to minimize wastages and ensure a better price. • Explain how to estimate time accurately. 	MCQS Oral questioning Q&A	Test at the mid and end of unit.

MODULE B: PERFORM PLANNING

Learning Units	Theory Days/ Hours	Workplace Days/hours	Recommended formative assessment	Recommended Methodology	Scheduled Dates
LUB1. Conduct research	2hours	4hours	<ul style="list-style-type: none"> • Describe how to conduct research in the field of fine arts. • Describe the appropriate research tools. • Use appropriate vocabulary to identify the difference between primary and secondary research. • Explain how to brain storm ideas through similar existing projects. • Describe how to conduct comparative analysis of market trends 	MCQS Oral questioning Q&A	Test at the mid and end of unit.
LUB2. Develop idea	2 hours	10 hours	<ul style="list-style-type: none"> • Describe how to investigation a variety of approaches and ideas. • Explain various planning techniques e.g. thumbnail sketches used to develop ideas. • Create and explain artwork developed by using appropriate ideas. • Demonstrate appropriate knowledge of the elements of art. • Demonstrate appropriate knowledge of the principles of art. • Use appropriate vocabulary to identify the principles and elements of design. 	MCQS Oral questioning Q&A Illustrative	Test at the mid and end of unit.

LUB3. Decide media and material			<ul style="list-style-type: none"> • Demonstrate knowledge of media and methods used to produce art. • Describe of a variety of drawing tools and materials: papers, drawing media, formats. • Demonstrate appropriate use of different media and material. • Distinguish between traditional and contemporary use of media and materials. • Make a painting experimenting with a variety of painting media and materials. • How to use a variety of traditional and experimental techniques and processes. 	MCQS Oral questioning Q&A Illustrative	Test at the mid and end of unit.
LUB4. Prepare Work Place	1	1	<ul style="list-style-type: none"> • Explain how to prepare work space for producing art work • Describe how to handle and store materials at work space. • Demonstrate appropriate knowledge of the tools, equipment and machinery at work space. • Explain the occupational safety procedure of the work. 	MCQS Oral questioning Q&A Illustrative	Test at the mid and end of unit.

MODULE C: ENSURE SAFETY AND HEALTH

Learning Units	Theory Days	Workplace Days/hours	Recommended formative assessment	Recommended Methodology	Scheduled Dates
LUC 1. Avoid fire	1	2	<ul style="list-style-type: none"> Explain how to respond in fire hazards and apply fire safety measures. Explain extinguishers and their use. Explain first aid. 	MCQS Oral questioning Q&A e illustrative	Test at the mid and end of unit.
LUC 2. Wear proper clothing	2	2	<ul style="list-style-type: none"> Explain the appropriate use of personal protective equipment. 	MCQS Q&A	Test at the mid and end of unit.
LUC 3. Ensure ventilation	2	3	<ul style="list-style-type: none"> Describe a ventilation system that supplies and exhausts large volumes of air from work areas. 	MCQS Oral questioning Q&A	Test at the mid and end of unit.
LUC 4. Arrange lighting	2	4	<ul style="list-style-type: none"> Explain the correct lighting situation for different drawing problems. 	MCQS Oral questioning Q&A Practical	Test at the mid and end of unit.
LUC 5. Handle tools properly	1	2	<ul style="list-style-type: none"> Explain storing, handling, and disposing of art materials properly. Demonstrate safety precautions for tools /equipment. 	MCQS Q&A	Test at the mid and end of unit.
LUC 6. Maintain workplace	2	1	<ul style="list-style-type: none"> Demonstrate a list of roles and responsibilities of the trainer and trainees. Explain how to maintain risk 	MCQS Q&A Illustrative	Test at the mid and end of Module

			<p>control measures at the work space.</p> <ul style="list-style-type: none">• Explain the use of safety symbols at work place like flammable, ionizing, danger etc.• Give a list of factors which may affect the safety of the work space.• Discuss effective verbal and non-verbal communication in the workplace		
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MODULE D: DRAW SKETCHES

Learning Units	Theory Days/ hours	Work place Days/hours	Recommended formative assessment	Recommended Methodology	Scheduled Dates
LUD 1. Prepare surface for drawing	1	4	<ul style="list-style-type: none"> • Explain the different types of surface for drawing. • Identify and explain the qualities and characteristic of various drawing materials (media)/surface • Describe the various kinds of paper /canvases in accordance with the nature of material • How to prepare the appropriate surface for drawing • Examine the impact of media and processes on art works 	MCQS Oral questioning Q&A Illustrative	Test at the mid and end of unit.
LUD 2. Learn visual Language	1	1	<ul style="list-style-type: none"> • Explain the importance of visual language and communication in art. • Analyze the local and international market trends • Describe methods of analysis and interpretation of works of art. • Explain copyright terms of use • Usage of visual reference material in context of student's own research and development 	MCQS Oral questioning Q&A Practical	Test at the mid and end of unit.

LUD 3. Take measurements	2	4	<ul style="list-style-type: none"> • Explain and demonstrate the measurement method • Explain why finding the midpoint is important. • Demonstrate the sighting technique • Explain the appropriate use of plum and level • Describe and demonstrate taking comparative measurements. 	MCQS Oral questioning Q&A Illustrative	Daily assessment Mid unit End unit
LUD 4. Draw still life drawing	2	10	<ul style="list-style-type: none"> • Investigate, identify, and compare the elements and principles of art • Demonstrate an understanding of contour drawing • Create unique specific effects using a combination of media, tools, and processes • Identify and demonstrate basic representational techniques to render objects • Identify and demonstrate the qualities and characteristics of various drawing mediums use in still life <ul style="list-style-type: none"> • Make several drawings of an object of various focal points. 	MCQS Oral questioning Q&A Illustrative	Daily assessment Mid unit End unit The final folio assessment at the end of semester include all work produced in the unit.
LUD 5: Draw human figure	1	14	<ul style="list-style-type: none"> • Explain and demonstrate appropriate use of basic anatomy in drawing the human figure. 	MCQS Oral questioning Q&A	Daily assessment Mid unit End semester

			<ul style="list-style-type: none"> • Draw a range of practical studio life drawings. 	Practical Illustrative	The final portfolio assessment at the end of semester include all work produced in the unit
LUD 6. Draw landscape drawing	1	6	<ul style="list-style-type: none"> • How to create the illusion of depth on a 2-D surface (perspective) • Identify and explain the qualities and characteristics of various drawing mediums use in landscape. • Differentiate between aerial perspective and linear perspective • Identify light and shadow in landscape • Identify foreground, middle ground and background • Make several landscape drawings of various focal points. 	MCQS Oral questioning Q&A Illustrative	Daily assessment Mid unit End unit The final portfolio assessment at the end of semester includes all work produced in the unit.

MODULE E: APPLY COLOURS AND MEDIUM

Learning Units	Theory Days/hours	Work place Days/ Hours	Recommended formative assessment	Recommended Methodology	Scheduled Dates
LUE 1. Transfer drawing	1	4	<ul style="list-style-type: none"> • Explain different transferring methods • Describe how to use the grid method to enlarge or transfer an image • Describe how to transfer an image or a drawing with graphite 	MCQS Oral questioning Q&A Practical Task	Mid unit End unit
LUE 2. Mix colors	2	3	<ul style="list-style-type: none"> • Demonstrate an understanding of color theory • Draw the color wheel. • Explain psychology of color • Explain properties of color (Hue, value, saturation) • Explain the color mixing method • Demonstrate the different type of palettes use in painting. • Recognize and differentiate between primary and secondary colors • Demonstrate an understanding of color influence and mood. 	MCQS Q&A Viva/ jury Practical Task	Mid unit End unit
LUE 3. Select colors	2	7	<ul style="list-style-type: none"> • Names and identify colors • Explain and identify accurate use of the vocabulary associated with colors • Recognize color relationships (e.g., complementary, analogous, and monochromatic). 	MCQS Oral questioning Q&A Practical Task	Mid unit End unit

			<ul style="list-style-type: none"> • Creates artworks using the following properties of colors; hue, intensity, and value 		
LUE 4. Select tools	2	2	<ul style="list-style-type: none"> • Explain traditional tools and modern technologies. • Demonstrate safe handling of tools, supplies and reference materials. 	MCQS Oral questioning Q&A Practical	Mid unit End unit
LUD 5. Apply color and medium	4	10	<ul style="list-style-type: none"> • Explain the basic method of painting • Explain the method of applying paint (underpainting, glazing, scumbling, dragging Impasto etc.) • Demonstrate basic techniques and concepts that are common to various painting media. 	MCQS Oral questioning Q&A Practical	Daily assessment Mid unit End unit, The final portfolio assessment at the end of semester include all work produced in the unit..
LUD 6. Ensure finishing, fixing, mounting and framing	2	2	<ul style="list-style-type: none"> • Explain finishing and mounting of final work. 	MCQS Oral questioning Q&A Practical	Mid unit End unit, The final portfolio assessment at the end of semester include all work produced in the unit.

MODULE F: PRINT MAKING/ GRAPHICS ARTS

Learning Units	Theory Days/hours	Workplace Days/hours	Recommended formative assessment	Recommended Methodology	Scheduled Dates
LUF 1. Select surface	2	2	<ul style="list-style-type: none"> • Explain how to select the surfaces for a specified printing technique. • Demonstrate how to make register marks for printing. • Explain printing procedures required for a variety of surfaces. 	MCQS Oral questioning Q&A Illustrative (Performance tasks)	Test at the mid and end of unit.
LUF 2. Make drawing	2	4	<ul style="list-style-type: none"> • Create a design using positive and negative space. • Demonstrate how to transfer the design/drawing on a printing plate. 	MCQS Oral questioning Q&A Illustrative (Performance tasks)	Test at the mid and end of unit.
LUF 3. Perform collagraphy	2	10	<ul style="list-style-type: none"> • Explain the technique of collagraphy. • Explain how to create an edition. • Explain the method of making a registration required for printing. 	MCQS Oral questioning Q&A Illustrative (Performance tasks)	Daily assessment Mid semester End Semester Final folio assessment at the end of semester includes all work produced in the unit.
LUF 4. Perform stenciling/ screen printing	2	12	<ul style="list-style-type: none"> • Explain the graphic-print through screen printing /stenciling. • Identify the equipment and materials used to produce a screen print image. • Demonstrate an effective cutting technique to produce a stencil. • Demonstrate how to prepare the screen. • Demonstrate an effective technique 	MCQS Oral questioning Q&A Illustrative (Performance tasks)	Daily assessment Mid semester End Semester Final folio assessment at the end of semester includes all work produced in the unit.

			<p>to produce a series of single color prints.</p> <ul style="list-style-type: none"> • Explain a series of multi-color prints using traditional methods • Explain the registration process to ensure the alignment of different colors. 		
LUF 5. Perform linocut	2	10	<ul style="list-style-type: none"> • Explain the graphic-print through linocut printing • Explain How to select appropriate linoleum/rubber (carve able) material • Explain the single -color and Multiple Color Lino Print 	<p>MCQS Oral questioning Q&A (performance tasks)</p>	<p>Daily assessment Mid semester End Semester Final folio assessment at the end of semester includes all work produced in the unit.</p>

MODULE G: LEARN NEW SKILLS

Learning Units	Theory Days/hours	Workplace Days/hours	Recommended formative assessment	Recommended Methodology	Scheduled Dates
LUG 1. Digital computer skill	5	10	<ul style="list-style-type: none"> Describe characteristics of digital and traditional graphics Explain the color theory of light. Demonstrate the use of Adobe Photoshop and Illustrator. Demonstrate familiarity with a range of tools and techniques for producing and manipulating images. 	MCQS Oral questioning Q&A Illustrative	Test at the mid and end of unit.
LUG 2. Develop portfolio	3	10	<ul style="list-style-type: none"> Explain the method and techniques required to develop a portfolio. Explain the importance of a portfolio. Explain the characteristics of an effective portfolio Describe the different phases of portfolio development. 	MCQS Oral questioning Q&A Illustrative	Test at the mid and end of unit.
LUG 3. Attend internship trainings			<ul style="list-style-type: none"> Explain personal grooming and confidence building Explain how to apply for an 		Evaluation by company

			<p>internship position.</p> <ul style="list-style-type: none">• Develop a personal CV.• Explain how to prioritize tasks.		
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List of Tools, Machinery & Equipment

Name of Trade	Fine Arts (Painting)
Duration	One Year

Sr. No.	Name of Item/ Equipment / Tools	Qty.
1.	Easels	25
2.	Students' table	25
3.	Students' chair	25
4.	Compressor/air gun	2
5.	Studio lights	6
6.	Computer	25
7.	Printer	5
8.	Multimedia and screen	1
9.	Photocopier	1
10.	Scanner	2
11.	Still life objects	Variable
12.	Teacher's table	1
13.	Teacher's chair	1
14.	Fire extinguishers (all types)	4
15.	Tracing table	1
16.	Steel ruler	25
17.	Drawing board (18x20)and (20x30)	25
18.	Squeegee with wooden handle	5
19.	Screen printing frame	5
20.	Zip drive to transfer images	2
21.	Roller / barrel / wooden spoon for printing	25
22.	Linocut V-shape gouges (set)	25
23.	Stools and Donkeys	25

List of Consumable Supplies

Name of Trade	Fine Arts (Painting)
Duration	One Year

Name of Consumable Supplies		
Paper	Poster color	Speedball Brayers
Canvases	Sketch book	Hot-water bottle
Board	Tracing paper	Relief printing ink (water or oil-based)
Card board	Graph paper	Palette knife
Thump pin	Poster color	Glass slab / printing surface for
Paper Tape	Water color,	Rolling out ink
Drawing board Different sizes	Water color brushes(soft bristles	Printing paper (smooth
Heavy duty stapler	Oil color	surfaceMetal surfaces
Old magazines	Oil color brushes.	Lino sheet
Books	Sheets(absorbent water)	Screen cloth
Internet etc.	Palette plate	Stencil
Charcoal	Container.	Sketching materials (graphite
Charcoal pencil	Fire blanket	pencil,
Graphite	Water bucket	6B graphite pencil
Pencils (ranging from 2H to 4B)	Sand buckets.	Ball point pen,
Color pencil	First aid box	Tracing paper\
Eraser	Small containers for mixing inks)	Sketchbook,
Viewfinder	Opaque pens in different sized	Pencil sharpener
Brushes	Spray bottle for water	Permanent marker, fine point
Different medium (dry pastel,	Spray bottle for bleach	Non permanent
Oil pastel, ink, watercolor etc.)	Small bucket for water	Masking Tape ruler
Newsprint	Chlorine Bleach	Graph paper
	Paint thinner	Carbon paper
	CMC gum to thicken the process	
	Linoleum blocks of various sizes	

<p>Spray fixative Container Paper Toned or textured paper Pen and ink Blending tools Mat, Pastel, oil pastel Colored ,Pencils, Collage watercolor,</p>	<p>Linocut tools (v-tool, gouge etc. per student \ Turpentine Rags for cleaning up plates, Rollers and ink slab Perspex slab for ink slab rollout</p>	<p>Paper Scissors, Craft knife, Glues and adhesives PVA Rubber solution. Rubber gloves sandpaper, paper Lace, canvas, silk, Leaves, feathers, fibers' grain, Rice, coffee grains, Vanishes Gloves</p> <p>Transparency film for laser print cyan, magenta, yellow, black printing inks</p>
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Contributions for Development of This Curriculum

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