The BS degree in Art Education prepares students for rewarding careers as specialists in teaching art in grades P-12. The goal of the curriculum is to groom students to become life-long learners and enable them to stay abreast to the constantly shifting terrain of art education. There are endeavors more noble than the teaching of tomorrow’s critical thinkers. This program is directed towards preparing the next generation of art educators as they instruct, inspire and engage school children.

**Program at a Glance:**

**Entry Requirements:** The BS Art Education degree requires that the applying student be admitted to the Teacher Education Program. Candidates may only enroll in EDU3310, EDU3305, or EDU4499, PSY3303, EDU4400, and SPE3340 prior to meeting all criteria for admission to the Teacher Education Program.

For additional information, consult your teacher education advisor. If further assistance is needed, contact the Department Chair. Admission to the Teacher Education Program requires a minimum of two full semesters to be completed (by the last day to add a class) prior to student internship. For summer session, this date will be the last day to add a class for summer session one.

**Professional Studies:**
- The Professional Educator
- Microcomputers in Education
- Curriculum & Instructional Delivery
- Educational Psychology
- Educational Assessment in Fine Arts
- Secondary Classroom Management
- Diverse Learner
- Language & Literacy IV
- Methods & Materials
- Internship Seminar in Internship Education
- Internship in Art Education

**Studio Courses:**
- Foundations of Form and Space
- Foundations of Time and Space
- Introductory Drawing
- Life Drawing
- 3D Studio I-II (sculpture and ceramics)
- 2D Studio I-II (painting and printmaking)
- Color and Technology
- Art History I-II
- Life Drawing
- Principles of Digital Design
- Integrating Art into the Curriculum

<table>
<thead>
<tr>
<th>Professional Courses</th>
<th>39 hrs</th>
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<tbody>
<tr>
<td>Studio Courses</td>
<td>36 hrs</td>
</tr>
<tr>
<td>General Studies</td>
<td>61 hrs</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>136 hrs</td>
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</tbody>
</table>
The main courses within this program are:

**Foundation Courses** comprised of basic courses in drawing, digital tools, design, color science, and art history to prepare the studio arts major for a more advanced exploration in the making of visual art. These courses are: Digital Tools, Introductory Drawing (or e-Drawing), Foundations of Form and Space, Foundations of Time and Space, Color and Technology and Art History 1 & 2.

**Studio CORE** these courses in 2D Studio, 3D Studio, Digital Studio, and Photo Studio are mainly directed toward materials, techniques, processes and concepts in making art or design through various media and means.

**Concentration Areas** provide a more advanced exploration of process, media and concept in two of the following: 2D Studio, 3D Studio, Digital Studio, or Photo Studio. Students will realize more significant works of art by this progression in a limited area of art making.

**Methods Courses** provides valuable information for students to progress toward mastering pedagogical practice including classroom management, organization, structure, instruction, and assessment. Integrating Art into the Curriculum is a noted course that aids the student in exploring how art can effectively be utilized to instruct a multiplicity of disciplines and learning styles in the elementary classroom. Methods & Materials in Art is designed to give art specialists the opportunity to improve their skills and knowledge in relation to specific professional situations.

**Internship in Art Education** covers issues as they emerge in practice: the need for disciplinary strategies, coping with limitations, understanding how to work within the educational community, as well as completing applications, interviewing for positions, and finding employment.