

Postgraduate Certificate Disciplinary Training in Drawing and Plastic Arts





Postgraduate Certificate Disciplinary Training in Drawing and Plastic Arts

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/education/postgraduate-certificate/disciplinary-training-drawing-plastic-arts

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01

Introduction

Artistic education has a great value in the development of the student and with a wide perspective of the future given its benefits. Transferring the passion for art, the creations that have marked humanity, and the inclusion of digital formats are essential subjects in High School Education. A content that the professional who teaches Drawing and Plastic Arts at this educational stage must master. To this end, TECH has designed this program that provides the most comprehensive and accurate syllabus, prepared by professionals in the education sector with extensive professional experience. All of this in a 100% online format, with no classes with a fixed schedule and teaching material available 24 hours a day.





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A 100% online Postgraduate Certificate with which you will obtain the most current knowledge on the contents taught in Drawing and Plastic Arts in High School Education"

From Abstract Expressionism, Art & Language, Minimalism to the Environment has marked contemporary art today. Expressions, materials, and social and historical context have influenced its appearance and influence. A knowledge that beyond its beauty or aesthetic appeal is transmitted to young students in High School Education.

A subject of great impact on their educational, personal and professional development that comes thanks to the deep knowledge of their teachers, who always require an update on the latest trends in Art Education. In this scenario, this Postgraduate Certificate in Disciplinary Training in Drawing and Plastic Arts is born in 100% online.

In this way, the future teachers who immerse themselves in it will obtain an update of the main concepts that are dealt with in the educational levels of ESO and High School. Knowledge that you will acquire through multimedia teaching resources, essential readings and case studies, provided by the outstanding teaching team that TECH has selected for this program.

In this way, you will get a quick update on the historical perspective and contemporary approaches to Art Education, Historical Heritage, or the grammar of art. In addition, you will not need to dedicate long hours of study, since the Relearning system will allow you to assimilate the key concepts more easily, thanks to its repetition.

This institution provides an advanced university program that is flexible and compatible with daily responsibilities. They only need an electronic device with an Internet connection to be able to access, at any time, the syllabus hosted on the virtual platform. In this way, the graduates have the freedom to access when and where they wish to obtain a program of study in accordance with current educational times.

The **Postgraduate Certificate in Disciplinary Training in Drawing and Plastic Arts** contains the most complete and up-to-date educational program on the market. The most important features include:

- ♦ The development of case studies presented by experts in teaching in High School Education
- ♦ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- ♦ Practical exercises where self-assessment can be used to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



Stand out in your teaching work and imprint your students with a passion for artistic heritage, communication and audiovisual culture"

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This university program provides you with the essential keys to carry out creative and innovative activities through Drawing and Plastic Arts"

A 100% online program that you can connect to from anywhere in the world through your cell phone with an Internet connection. Enroll now.

Work on the concepts of light, color, or perspective through the modern perspective of Art Education.

The program's teaching staff includes professionals from the field who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the educational year. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.



02

Objectives

TECH provides first-class pedagogical tools, in which the latest technology applied to teaching has been used. In this way, students will be able to obtain a dynamic, attractive, and very useful learning tool for the teaching of Drawing and Plastic Arts classes in High School Education. A goal that will also be easier to achieve thanks to the faculty that teaches this program.





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*Get into the latest trends in Art Education
with the best pedagogical material”*



General Objectives

- ♦ Introduce students to the world of teaching, from a broad perspective that provides them with the necessary skills for the performance of their work
- ♦ Know the new tools and technologies applied to teaching
- ♦ Show the different options and ways the teacher can work in their post
- ♦ Promote the acquisition of communication and knowledge transmission skills and abilities
- ♦ Encourage continuing education for students





Specific Objectives

- Know the evolution of the history of Art in the Enlightenment
- Analyze the importance of the Academies of Fine Arts
- Analyze the didactic references of the treatises
- Get to know the influence of the pedagogical currents in Art Education
- Gain knowledge about the main tendencies of Art Education nowadays



The case studies will allow you to get a practical view of the approach to the subject of Drawing and Visual Arts in ESO or High School students"

03

Course Management

This Postgraduate Certificate provides future teachers with the information they need to be able to teach Drawing and Plastic Arts in High School Education. An update that will be possible thanks to the excellent syllabus prepared by a teaching staff with extensive experience in the public and private education sector. In addition, thanks to their proximity, students will be able to resolve any doubts that may arise regarding the content of this program.



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TECH has assembled a team of teachers with a broad vocation for teaching and educational improvement”

Management



Dr. Barboyón Combey, Laura

- ♦ Teacher of Primary Education and Postgraduate Studies
- ♦ Teacher in Postgraduate University Studies of High School Teacher Formation
- ♦ Teacher of Primary Education in several schools
- ♦ Doctor in Education from the University of Valencia
- ♦ Master's Degree in Psychopedagogy from the University of Valencia
- ♦ Degree in Primary School Education with a major in English Teaching from the Catholic University of Valencia San Vicente Mártir



04

Structure and Content

The syllabus of this Postgraduate Certificate leads the professional to follow a 6-week academic itinerary through the main approaches of Art Education. Content that will lead you to a quick update of the knowledge that should be taught in High School Education. Students have access to innovative teaching material that can be accessed 24 hours a day, from any electronic device with an Internet connection.





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Immerse yourself in an enriching program with multimedia material that will allow you to delve into the curricular contents of Drawing and Plastic Arts in High School Education”

Module 1. Complements for the Disciplinary Training in Drawing and Plastic Arts

- 1.1. Historical Perspective and Contemporary Approaches to Arts Education
 - 1.1.1. Art and Education
 - 1.1.2. The Academies. The French Academy
 - 1.1.3. The Enlightenment, the Age of Enlightenment or of Education
 - 1.1.4. The Industrial Revolution and Artistic Education
 - 1.1.5. The Influence of Pedagogical Currents on Arts Education
 - 1.1.6. Bauhaus
 - 1.1.7. Art Education after World War II
 - 1.1.8. Creative Self-Expression
 - 1.1.9. Developments in Discipline-Based Art Education (DBAE)
 - 1.1.10. Postmodern Art Education
 - 1.1.11. Visual Studies: Education for Visual Culture
- 1.2. Historical and Artistic Heritage in the 21st Century The Role of Museums and Centers of Contemporary Art
 - 1.2.1. What Do We Understand by Cultural Heritage?
 - 1.2.2. Who Decides What is Heritage?
 - 1.2.3. Heritage Education
 - 1.2.4. Construction of Learning in Museums and Contemporary Art Centers
- 1.3. Introduction to Art Grammar
 - 1.3.1. Concepts
 - 1.3.2. Approaches between Art and Language
 - 1.3.3. A Grammar of Perception: Literacy
 - 1.3.4. Grammar of Creation
 - 1.3.5. Art in a Communicative Model
 - 1.3.6. The Iconicity-Abstraction Scale
- 1.4. The Image and its Sociological Aspects
 - 1.4.1. Introduction to the Study of the Image
 - 1.4.2. The Importance of Visual Literacy: a Brief History of the Image
 - 1.4.3. What is an Image?
 - 1.4.4. Language and the Visual Message
 - 1.4.5. The Image and the Construction of Identity



- 1.5. Cultural and Artistic Competence. Educating in Communication and Audiovisual Culture
 - 1.5.1. Concept and Characteristics
 - 1.5.2. Dimensions and Processes of Cultural and Artistic Learning
 - 1.5.3. Interrelation with other Competencies and Areas
 - 1.5.4. Cultural and Artistic Competence and the Design of Integrated Tasks
 - 1.5.5. Educating in the Media
 - 1.5.6. Communication and Mass Media
 - 1.5.7. Photography
 - 1.5.8. The Cinema
 - 1.5.9. The Comic Strip or Cartoon
 - 1.5.10. Radio and Television
 - 1.5.11. Advertising
 - 1.5.12. Internet
- 1.6. The Creation of Images and Objects and their Relation to Design. The Principles of the Graphic-Plastic Language
 - 1.6.1. Introduction. Design Concepts and Areas
 - 1.6.2. Project Thinking and the Design Process
 - 1.6.3. The Design of Space and Objects
 - 1.6.4. Graphic Design
 - 1.6.5. Basic Elements. Introduction
 - 1.6.6. Point
 - 1.6.7. Line
 - 1.6.8. The Shot
 - 1.6.9. Texture
 - 1.6.10. The Shape
 - 1.6.11. The Composition
- 1.7. Introduction to Technical Drawing and Descriptive Geometry
 - 1.7.1. Curricular Content for ESO
 - 1.7.2. Curricular Content for Baccaulaureate (High School)
 - 1.7.3. Presence of Geometry in Objects and Nature
 - 1.7.4. Dynamic Geometry. ICT Resources
- 1.8. Drawing and Color in Art Education The Education of the Third Dimension
 - 1.8.1. Light and Color Perception
 - 1.8.2. Additive and Subtractive Mixing
 - 1.8.3. Dimensions of Color: Hue, Brightness and Saturation
 - 1.8.4. Color Symbology
 - 1.8.5. Drawing and the Color: Typology of the Drawing
 - 1.8.6. Color in Art
 - 1.8.7. Three-Dimensional Shapes in Space
 - 1.8.8. Factors that Help to Create the Spatial Notion
 - 1.8.9. Representation of Shapes in Space
 - 1.8.10. Perception of Shapes in Space
 - 1.8.11. The Light Creator of Space and Volumes
 - 1.8.12. Sculpture
 - 1.8.13. The Outlook
- 1.9. From Analog to Digital in the Arts Classroom. Arts Education from the Contemporary Perspective
 - 1.9.1. Previous Concepts
 - 1.9.2. Mediums
 - 1.9.3. Drawing and Painting Procedures, Techniques and Materials
 - 1.9.4. Engraving and Stamping
 - 1.9.5. Digital Technologies
 - 1.9.6. Towards the Confluence of Techniques and Processes
 - 1.9.7. Didactic Possibilities of Contemporary Art and Practice
 - 1.9.8. Art Education after Postmodernity Art Education
 - 1.9.9. Other Genres to Practice Art in (or without) the Classroom. Art Installations
 - 1.9.10. Performance
 - 1.9.11. Expanded Classroom Concepts in the Arts. The Net.Art or Digital Art
- 1.10. Transdisciplinary Practice from the Art: Creativity, Innovation and Research in ESO and High School
 - 1.10.1. Introduction: Concepts
 - 1.10.2. Transversal Culture: Art, Science, Technology
 - 1.10.3. Creativity and Innovation as Elements of Classroom Research
 - 1.10.4. Arts-Based Research (ABR)
 - 1.10.5. An Example of Research for Education

05

Methodology

This training program offers a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.

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Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”

The effectiveness of the method is justified by four fundamental achievements:

1. Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.



Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Educational Techniques and Procedures on Video

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.



06

Certificate

The Postgraduate Certificate in Disciplinary Training in Drawing and Plastic Arts guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This program will allow you to obtain your **Postgraduate Certificate in Disciplinary Training in Drawing and Plastic Arts** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Disciplinary Training in Drawing and Plastic Arts**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development languages
virtual classroom



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