

Stockton Unified School District
Curriculum Map

Visual Art

Grade 5

SUSD Standards	Content Outline	Products/ Performance Assessments	Resources	Connections
<p>3, 4, 5</p> <p>1, 2, 3, 4, 5</p>	<p>First Six Weeks</p> <p>I. VALUING/EVALUATING</p> <p>A. Historical/Cultural Aspects</p> <ol style="list-style-type: none"> 1. Exemplary artists/artworks 2. Media, tools, techniques, and processes 3. Influences 4. Themes and styles <p>B. Critique</p> <ol style="list-style-type: none"> 1. Knowledge-based decisions 2. Personal preferences/aesthetic decisions <p>C. Critique Process</p> <ol style="list-style-type: none"> 1. Discussion 2. Analysis 3. Interpretation 4. Judgment <p>II. PRODUCING ART – SHAPE-TO-FORM</p> <p>A. Basic Shapes</p> <ol style="list-style-type: none"> 1. 2-D shapes to 3-D forms <ol style="list-style-type: none"> a. circle – sphere b. rectangle – cylinder c. square – cube d. triangle – cone <p>B. Blocking-In Basic Shapes</p> <ol style="list-style-type: none"> 1. Round objects 2. Cylindrical objects 3. Conical objects 4. Cubic forms <ol style="list-style-type: none"> a. optical illusion b. camera capturing images as humans see 	<p>Observation of organic and inorganic objects to identify geometric shapes and forms</p> <p>Critique of art prints to discuss</p> <p>Critique art prints to discuss the artistic merit/contributions of selected artwork</p> <p>Critique art prints to discuss shape-to-form and shapes-within-shapes</p> <p>Round object rendering illustrating blocking-in technique, gradation of values, and use of light source for light-to-dark values and cast shadows</p> <p>Cylindrical object drawing/rendering illustrating use of axis lines, ellipse shapes, and alignment to vertical edge of format</p> <p>Cubic object drawing illustrating use of one-point perspective</p>	<p>Collection of common objects relating to basic geometric shapes, i.e., drink cans, salt box, vase, bottles, plastic fruit, Christmas tree ornaments, various sizes of balls, funnel, lamp, kitchen utensils</p> <p>Winter Landscape with Bird Trap, Bruegal <i>Still Life</i>, Romero</p>	<p><u>Language Arts</u>: use of correct grammar and word usage in oral and written critiques</p> <p><u>Social Studies</u>: subject matter in artworks often depicts people/events in history</p> <p><u>Arts</u>: parts-to-whole aspects are universal throughout all creative endeavors</p> <p><u>Math</u>: geometric shapes and forms relate to geometry</p> <p><u>Science</u>: shapes in natural objects relate to biology and life science</p> <p><u>TC</u>: careers in visual arts</p>

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	<p>First Six Weeks</p> <ul style="list-style-type: none"> c. linear perspective d. one-point perspective e. two-point perspective 5. Shapes-within-shapes 6. Basic understandings <ul style="list-style-type: none"> a. basic shapes or a combination of shapes b. ellipse shapes c. contour lines d. line weights e. axis lines f. symmetry g. gradation of value h. crosshatching technique i. scale and proportion j. overlapping k. placement l. vertical/horizontal formats m. linear perspective n. abstraction 	<p>Cubic Object drawing illustrating use of two-point perspective</p> <p>Grouped object rendering (simple arrangement of cylindrical object, round object and conical object) illustrating IIB: 6</p> <p>Shape game – two students take turns giving the other 2-3 shapes to use in a single object drawing, i.e., triangle and a circle might end up as an ice cream cone</p> <p>I Spy Game – locating shapes in the surroundings</p> <p>Critique of art prints/ drawings to discuss use of light source to indicate light and shadow</p> <p>Value chart illustrating gradation of values –light, half-tone, dark</p>	<p><i>Hunt's Vase</i>, Fish</p> <p><i>Four Pears</i>, Alf</p> <p><i>Hunt's Vase</i>, Fish</p> <p><i>Still Life</i>, Romero</p>	<p><u>Language Arts</u>: parts-to-whole aspects in visual arts are similar to those in literary works, Literature – <i>Light and Shadow</i>, Mary Cohn Livingston</p> <p><u>Math</u>: scale and proportion activities often require math understandings/ calculations</p>

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	<p>First Six Weeks</p> <p>C. Light Source and Gradation of values</p> <ol style="list-style-type: none"> 1. Gradation of light to dark <ol style="list-style-type: none"> a. light b. half-tone c. dark 2. Crosshatching 3. Use of light and shadow <ol style="list-style-type: none"> a. illusion of form b. illusion of space / depth 	<p>Simple object rendering using crosshatching technique to indicate the gradation of values</p>	<p><i>Circus</i>, Seurat <i>Women of Tahiti</i>, Gauguin <i>Frieze of Dancers</i> by Degas</p>	<p><u>Social Studies</u>: art prints often depict historical themes and people</p> <p><u>Science</u>: "light and shadow" illusion depicts scientific understanding of sun position and effects</p>

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3, 4, 5	<p>Second Six Weeks</p> <p>B. Shapes in Figures 1. Figure proportions 2. Blocking-in technique 3. Posed figures</p> <p>C. Abstraction/Cubism 1. Simplification of realism 2. Cubism 3. Terminology</p> <p>Third Six Weeks</p> <p>I. VALUING/EVALUATING</p> <p>A. Historical/Cultural Aspects 1. Exemplary designers/designs 2. Media, tools, techniques, and processes 3. Influences of designers/designs 4. Themes and styles</p> <p>B. Critique 1. Knowledge-based decisions 2. Personal preferences/aesthetic decisions</p> <p>C. Critique Process 1. Discussion 2. Analysis 3. Interpretation 4. Judgment</p>	<p>Gesture drawing of posed figure illustrating action of the figure, axis lines and volume</p> <p>Proportion figure drawing on folded paper where creases indicate the body being seven heads tall</p> <p>Figure drawing of posed student indicating axis lines, volumes, and contours</p> <p>Abstract portrait collage in cubist style</p> <p>Discussion of sample ads to discuss public appeal, design issues, use of colors</p> <p>Critique of graphic illustrations, fashions, product designs using critique criteria IC</p> <p>Critique of art prints to identify artist's approach to using design principles</p>	<p><i>Dancer Series</i>, Searles <i>Farmer's Boy</i>, Homer</p> <p>Picasso's self portraits</p> <p>Magazine ads, business logos, newspaper ads</p> <p>Examples of fashion designs, fabric designs, wallpaper designs, product designs, neck ties</p>	<p><u>Science</u>: drawing of faces and figures requires parts-to-whole understandings that are similar to those in biology and life science</p> <p><u>Math</u>: figure drawings requires understanding of measurement and proportion</p> <p><u>Language Arts</u>: graphic designers use specific styles of writing to create ads, posters, logo's</p> <p><u>Science</u>: color theory in visual art relates to Newton's theory of light and color spectrum</p>

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	<p>Third Six Weeks</p> <ul style="list-style-type: none"> 5. Texture <ul style="list-style-type: none"> a. texture rubbings b. visual vs. tactile 6. Space <ul style="list-style-type: none"> a. positive/negative spaces/shapes b. overlapping c. diminishing sizes and placement B. Design Principles <ul style="list-style-type: none"> 1. Emphasis <ul style="list-style-type: none"> a. unusual/unique color, shape, size b. contrasting elements 2. Balance <ul style="list-style-type: none"> a. symmetrical b. asymmetrical c. radial balance 3. Rhythm <ul style="list-style-type: none"> a. repetition b. ordered or random patterns 4. Unity 5. Harmony <ul style="list-style-type: none"> a. color harmony 	<p>Texture rubbing collage Utensils composition of arranged kitchen utensils [spatula, strainer, etc.] to illustrate repetition, overlapping, emphasis and filling space (touch or escape 4 edges)</p> <p>kaleidoscope of color illustrating radial design and analogous color scheme</p> <p>Package design/logo design illustrating understanding of elements/principles of design</p> <p>Night time crayon resist illustrating color harmony and unity</p>	<p><i>The Blue Vase</i>, Cezanne <i>The Washerwomen</i>, Renoir <i>Sunflowers #2</i>, van Gogh <i>The Starry Night</i>, van Gogh</p>	<p><u>Language Arts</u>: parts-to-whole aspects in art relate to structural decisions in literary works</p> <p><u>Social Studies</u>: unity and harmony are universal concepts also visited in the study of society</p> <p><u>Music</u>: design principles in visual art relate to those in music</p>

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