

First Six Weeks

I. VALUING/EVALUATING

- A. Historical/Cultural Aspects
 - 1. Explain contributions of exemplary artists (artworks)
 - 2. Demonstrate understanding of a variety of media, tools, techniques, and processes
 - 3. Explain how art influences history/culture and vice versa
 - 4. Discuss styles and themes
- B. Critique
 - 1. Use basic understandings to analyze and assess the quality of personal artworks and the works of others
 - 2. Rely on personal experiences and preferences to make decisions about artworks (aesthetics)

II. PRODUCING ART – 2-D DESIGN - SHAPE TO FORM

- A. Cubic Forms
 - 1. Demonstrate understanding of cubic forms/objects in surroundings/artworks
 - 2. Demonstrate cubic form/object drawing
 - a. three boxes in one-point perspective (parallel perspective)
 - eye level
 - bird's eye view
 - worm's eye view
 - b. cubic objects in one-point perspective, i.e., refrigerator, TV, facial tissue boxes, etc.
 - c. three boxes in two-point perspective (angular perspective)
 - eye level
 - bird's eye view
 - worm's eye view
- B. Round Forms
 - 1. Demonstrate an understanding of cubic forms/objects in the surroundings/artworks
 - 2. Demonstrate round object renderings
 - a. single objects using three values (graded)
 - 3. Consider basic understandings
 - a. light source indicates light and cast shadows
 - b. formatting indicates the placement of objects
 - c. every object has a basic shape or is a combination of shapes (shapes-within-shapes)
 - d. overlapping creates an illusion of in-front-of/in-back-of (depth)
 - e. positive and negative shapes utilize space and balance
 - f. objects relate to other objects by size and proportion (tree to a flower)
 - g. ellipse shapes create illusion of roundness
 - h. shading techniques are used to create value gradation (light-to-dark) relating to illusion of form
 - i. contour lines define the outer edges and inner parts of object drawings and have varying weights/characteristics

First Six Weeks

- C. Cylindrical Forms
 - 1. Demonstrate understanding of cylindrical forms/objects in the surroundings/artworks
 - 2. Demonstrate cylindrical form/object rendering
 - a. single cylindrical objects using three values (graded)
 - 3. Consider basic understandings
 - a. light source indicates light and cast shadows
 - b. formatting indicates the placement of objects
 - c. every object has a basic shape or is a combination of shapes
 - d. overlapping of objects creates an illusion of in-front-of/in-back-of (depth)
 - e. positive and negative shapes utilize space and balance
 - f. objects relate to other objects by size and proportion (tree to a flower).
 - g. axis lines and ellipse shapes create an illusion of roundness
 - h. alignment of axis and outer edges of cylindrical shapes to the edges of the paper
- D. Conical Forms
 - 1. Demonstrate understanding of conical forms/objects in the surroundings/artworks
 - 2. Demonstrate conical form/object renderings
 - a. individual conical objects using 3 values
 - 3. Consider basic understanding
 - a. light source indicates light and cast shadows
 - b. formatting indicates the placement of objects
 - c. every object has a basic shape or is a combination of shapes
 - d. overlapping creates an illusion of in-front-of/ in-back-of (depth)
 - e. objects relate to other objects by scale and proportion (tree to a flower)
 - f. axis lines and ellipse shapes create an illusion of roundness
 - g. alignment of axis and edges of conical shapes to the edges of the paper
 - h. positive and negative shapes utilize space and balance
- E. Single Object Drawing Using a Combination of Shapes (Shapes-Within-Shapes)
 - 1. Demonstrate understanding of shape-to-form relationships in single objects and blocking-in technique
 - 2. Draw forms from single objects by blocking-in basic shapes
 - a. single object renderings using 3 values
 - 3. Consider basic understandings
 - a. vertical or horizontal formats according to height/width of composition
 - b. blocking-in technique determines size and placement of object(s)
 - c. vertical and horizontal edges of the paper used to align objects
 - d. every object has a basic shape or is a combination of shapes
 - e. ellipse shapes help define "roundness" and symmetry of "rounded" objects
 - f. contour line defines the outer edges and inner parts of object drawings
 - g. objects relate to other objects by scale and proportion (tree to a flower)
 - h. shading technique is used to create value gradation (light to dark) relating to illusion of form
 - i. positive and negative shapes utilize space and balance
- F. Grouped 3-D Forms
 - 1. Draw grouped 3-D objects/forms using basic understandings in E2-b and the following
 - a. overlapping creates illusion of in-front-of or in-back-of
 - b. objects should escape the picture plane or touch edges
 - c. visual order created by use of space to enhance balance/stability of the composition
 - 2. Use tonal shading technique to create an illusion of form in grouped objects

First Six Weeks

G. Shapes in Faces and Figures

1. Draw portraits depicting shape-to-form relationships, accurate proportions and placement of facial features
 - a. outline of face is indicated by an oval shape
 - b. symmetry of face is created by axis lines
 - c. ellipse lines are used to create proportional divisions in facial features
 - distance from forehead to chin defines eye plane
 - distance from eye to chin defines nose plane
 - distance from nose to chin defines mouth plane
 - d. individual features are created by using shape-to-form relationships
 - e. shading technique and gradation of light to dark values creates an illusion of form
2. Analyze and draw posed figures using shape-to-form understanding
 - a. shape-to-form
 - b. shapes-within-shapes
 - c. scale and proportion
 - d. axis
 - e. volumes

Second Six Weeks

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II. PRODUCING ART – 2-D DESIGN

- A. Design Elements
 1. Demonstrate understanding of line
 - a. characteristics
 - b. directions
 - c. weights
 - d. relationship to shape
 2. Explain basic understandings relating to shape
 - a. 2-D shapes relate to 3-D forms
 - circles to sphere
 - rectangle to cylinder
 - triangle to cone
 - square to cube
 - b. every object has a basic shape or is a combination of basic shapes

Second Six Weeks

3. Demonstrate understanding of color
 - a. color spectrum
 - color mixing and placement
 - two primary colors are equally mixed to yield a secondary color
 - one primary and one secondary color yields an intermediate color
 - arrange colors in proper places on the color wheel
 - b. emotional aspects of color
 - warm colors advance/create a sense of well-being and happiness
 - cool colors recede/create a sense of “coolness” and sadness
4. Demonstrate understanding of form
 - a. 2-D shapes have height and width
 - b. 3-D forms have height, width, and depth
5. Demonstrate understanding of visual texture
 - a. texture rubbings
 - b. visual versus tactile texture
6. Demonstrate understanding of space
 - a. positive/negative spaces/shapes in artworks
 - b. relationship between positive and negative shapes relates to spatial symmetry
- B. Design Principles
 1. Create emphasis (center of interest in artworks) by
 - a. use of unusual/unique color, shape, size, and/or value
 - b. contrasting values, colors, lines, shapes, sizes
 2. Create visual rhythm/movement in artworks by
 - a. repetition of line, shape, color, value, and size
 - b. arrangement of ordered or random pattern
 3. Demonstrate understanding of balance
 - a. symmetrical balance-equal
 - b. asymmetrical balance-unequal
 - c. radial-radiating from center
 4. Demonstrate unity in artworks by
 - a. creating parts-to-whole relationships
 - b. order among art elements
 5. Create variety/contrast in arrangements by
 - a. utilizing differences among art elements
 - b. using extreme opposites in artworks
 6. Demonstrate understanding of harmony
 - a. similarities among the art elements
 - b. color harmony
 - monochromatic color scheme
 - complementary color scheme
 - analogous color scheme

Third Six Weeks**I. VALUING/EVALUATING**

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Third Six Weeks**II. PRODUCING ART – 2-D AND 3-D DESIGN**

- A. Basic Understandings Relating to Tempera/Watercolor Painting
 - 1. Create compositions that depict understanding of mixed and pure color
 - 2. Demonstrate understanding of modulation of color
 - 3. Demonstrate 3 values of one color in simple object paintings
 - 4. Use light sources to indicate light to dark gradation of rounded objects and cast shadows
 - 5. Create grouped object paintings
 - 6. Demonstrate media tools and processes
 - a. brushstrokes
 - b. color mixing
 - 7. Techniques of watercolor/tempura
- B. Spatial Relationships
 - 1. Demonstrate understanding of foreground, middle ground, and background
 - 2. Demonstrate understanding of horizon line/eye level
 - a. objects below, on and above horizon line/eye level
 - b. linear perspective
 - 3. create illusion of depth with vanishing points, converging lines, and horizon line/eye level in linear perspective drawings
 - a. use of overlapping
 - b. use of diminishing sizes
 - c. placement of objects on the picture plane
 - d. variations of color
 - e. use of detail/focus (illusion of haziness in the distance)
 - f. use contrasting values
 - g. use atmospheric perspective - warm colors advance and cool colors recede; diminishing sizes, values, intensities, details and focus
 - h. use of linear perspective to draw objects as they appear to humans
 - camera was developed to capture images the same way humans see objects
 - curvature of the human eye causes optical illusion - objects appear to "converge" at the horizontal edges

Third Six Weeks

- C. 3-D Design - Sculpture
 - 1. Demonstrate shape-to-form relationships in 3-D sculptures
 - a. 2-D versus 3-D
 - 2-D has height and width only
 - 3-D has height, width, and depth
 - b. technique and processes
 - modeling technique
 - assembling
 - 2. Create sculptures demonstrating understanding of shape-to-form, parts-to-whole, modeling and assembling techniques
- D. Architecture/Environmental Design
 - 1. Demonstrate understanding of form follows function
 - a. needs of humans
 - b. needs of a community
 - 2. Demonstrate understanding of shape-to-form relationships and spatial relationships in architectural design
 - 3. Explain the relationship between man-made environments and natural environments
 - 4. Explain the importance of accurate scale and proportions, use of mathematics and problem solving skills related to architectural design
 - 5. Create architectural design related to specific needs and wants