

Visual Art

Grade 8

SUSD Standards	Content Outline	Products/ Performance Assessments	Resources	Connections
	<p>First Six Weeks</p> <p>2. Media/tools/techniques and processes</p> <ol style="list-style-type: none"> techniques for shading process relating to selected media brush strokes <p>B. Figure Drawing</p> <ol style="list-style-type: none"> Posed figures - basic understandings <ol style="list-style-type: none"> basic forms axis lines (bone structure) cross reference of axis points scale and proportion shading ways figure is used in art compositions Gestures/figures in actions from real life <ol style="list-style-type: none"> pose axis lines volumes only cross-reference/analysis Portrait/Self-Portrait <ol style="list-style-type: none"> Basic understandings <ol style="list-style-type: none"> axis lines placement/facial divisions shape-to-form relationships symmetry accurate scale and proportion 	<p>Figure drawing in three different five minute sketches aimed at illustrating the following:</p> <ul style="list-style-type: none"> ▪ axis lines in 1st ▪ volumes/ basic forms in 2nd ▪ axis lines and volumes; cross reference points, i.e., elbows/other points align in 3rd sketch <p>Gesture drawings of the figures in different poses</p> <p>Still life & figure posed in seated position; apply concepts in IIB-1</p> <p>Portrait/self-portrait sketch using IIC</p>	<p><i>Ballet Dancer</i>, Degas</p> <p><i>Nude Descending a Staircase #2</i>, Duchamp</p> <p><i>The Beggars</i>, Brueghel</p>	<p><u>Science</u>: Figure studies relate to skeletal structures of people/ animals</p> <p><u>Math</u>: Linear perspective in art relates to math (scale and proportion)</p> <p><u>Language Arts</u>: Parts-to-whole aspects in art relate to similar structural designs in literary works</p>

RESOURCE KEY

Disclaimer: Product descriptions are recommended activities that can be substituted by activities teaching the same concepts/skills.

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	<p>First Six Weeks</p> <p>D. Linear Perspective</p> <ol style="list-style-type: none"> 1. Basic understandings <ol style="list-style-type: none"> a. optical illusion/curvature of human eye b. objects seen above, on, or below eye level c. converging lines and vanishing points d. 2/3-point perspective E. Grid Method Used for Enlarging <ol style="list-style-type: none"> 1. Using a grid <ol style="list-style-type: none"> a. individual images/fragments b. 1" grip to 3" grid c. duplicating the image F. Viewfinder <ol style="list-style-type: none"> 1. Creating a view finder <ol style="list-style-type: none"> a. using the viewfinder b. principles of design c. sketch/block-in objects 	<p>3 common objects on, above, and below eye level using perspective concepts in IID: 2</p> <p>Hall scene in one-point perspective</p> <p>Building/street scene in two-point/three-point perspective</p> <p>Grid of a face using a photograph</p> <p>Caricature/cartoon figure created by exaggerated grid</p> <p>Still life drawing using a viewfinder</p>	<p><i>Christina's World</i>, Wyeth</p> <p><i>Bedroom from the Villa of P. Fannius Synistor at Boscoreale</i></p> <p><i>Persistence of Memory</i>, Dali</p> <p><i>My Germs</i>, Harnett</p>	<p><u>Geometry</u>: Use of shapes to indicate parts-to-whole relationships; use of perspective to define objects in space and the illusion of optical dimensions</p> <p><u>Math</u>: Grid method relates to enlargements in geometry; parts-to-whole concepts, scale and proportion</p> <p><u>Language Arts</u>: Surrealism as an art style relates to poetry and other forms of writing influenced by this style</p> <p><u>Math</u>: Measurement</p> <p><u>Language Arts</u>: Elements of fiction parallel elements of design; biographies/ autobiographies relate to portrait/self-portrait</p>

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