



G-E-T High School Curriculum
Align, Explore, Empower
2019-2020 Scope and Sequence
Drawing 1

Unit 1 - Sketching

Length of Unit - 1.5 weeks

- Basic sketching techniques: Blind Contour & Contour Drawing and Still Life Drawing

In this unit, students will ...

ELO #1: Know and recognize the similarities and differences of drawing, and other art forms.

ELO#2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development. Understand that drawing was one of the first skills we learned to communicate with. Know the history of drawing, from cave art to present day.

ELO #3: Students will design and produce quality original drawings. - Use the elements of art and principles of design to create quality drawings. Understand and use a variety of drawing mediums and know their possibilities and limitations.

ELO #4: Students will reflect upon the nature of art and meaning in art and culture. Understand how Illustration is used in media and in literature. se symbolism to convey meaning in their art.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.12.2 Know advanced vocabulary related to their study of art

A.12.3 Know and recognize styles of art from their own and other parts of the world

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.1 Demonstrate how artists and cultures throughout history have used art to communicate ideas and to develop functions, structures, and designs

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.12.3 Relate works of art and designed objects to specific cultures, times, and places

B.12.5 Understand how their choices in art are shaped by their own culture and society

C: VISUAL DESIGN AND PRODUCTION

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols

C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E: VISUAL COMMUNICATION AND EXPRESSION

E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

G. ART AND DESIGN CRITICISM

G.12.1 Use visual images as tools for thinking and communicating

H. VISUAL THINKING

H.12.1. Interpret complex patterns and forms by drawing them

H.12.2 Know how human eyes work to see subtle changes in light, color, textures, and surfaces

H.12.3 Use careful observation to draw, paint, and sculpt from life

I. PERSONAL AND SOCIAL DEVELOPMENT

I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

J. CULTURAL AND AESTHETIC UNDERSTANDING

J.12.2 Choose materials and techniques to influence the expressive quality of art

J.12.6 Know the value of art as a basic part of being human

J.12.9 Identify the differences between original artworks, reproductions, and copies

L. VISUAL IMAGINATION AND CREATIVITY

L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork

L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas

L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design

L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 2 - Art Elements - Lines, shapes, patterns

Length of Unit - 1 weeks

- Creating patterns with lines and shapes to design an interesting design. Using a variety of thicknesses and sizes.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.

ELO #3: Students will design and produce quality original drawings. - Use the elements of art and principles of design to create quality drawings. - Understand and use a variety of drawing mediums and know their possibilities and limitations.

ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.5 Understand how their choices in art are shaped by their own culture and society

B.12.7 Understand and apply environmental and aesthetic issues to concepts related to

the design of packaging, industrial products, and cities

C: VISUAL DESIGN AND PRODUCTION

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.3 Use design to create artworks that have different meanings

C.12.4 Use advanced design techniques to improve and/or change artwork

C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources

C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E: VISUAL COMMUNICATION AND EXPRESSION

E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

G. ART AND DESIGN CRITICISM

G.12.1 Use visual images as tools for thinking and communicating

H. VISUAL THINKING

H.12.1. Interpret complex patterns and forms by drawing them

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H.12.2 Know how human eyes work to see subtle changes in light, color, textures, and surfaces

H.12.3 Use careful observation to draw, paint, and sculpt from life

I. PERSONAL AND SOCIAL DEVELOPMENT

I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

J. CULTURAL AND AESTHETIC UNDERSTANDING

J.12.2 Choose materials and techniques to influence the expressive quality of art

J.12.6 Know the value of art as a basic part of being human

J.12.9 Identify the differences between original artworks, reproductions, and copies

L. VISUAL IMAGINATION AND CREATIVITY

L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork

L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas

L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design

L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 3 - Art Elements - Value

Length of Unit - 1 week

- Value shading from light to dark. Learn to control various mediums to create value.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.

ELO #3: Students will design and produce quality original drawings. - Use the elements of art and principles of design to create quality drawings. - Understand and use a variety of drawing mediums and know their possibilities and limitations.

ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.4.2 Learn basic vocabulary related to their study of art

A.4.3 Learn about basic styles of art from their own and other parts of the world

A.12.6 Use art as a basic way of thinking and communicating about the world

C: VISUAL DESIGN AND PRODUCTION

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.3 Use design to create artworks that have different meanings

C.12.4 Use advanced design techniques to improve and/or change artwork

C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources

C.12.7 Apply advanced craft and skills to consistently produce quality art

C.12.8 Use the natural characteristics of materials and their possibilities and limitations to create works of art

C.12.9 Use ongoing reflective strategies to assess and better understand one's work and that of others during the creative process

C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E: VISUAL COMMUNICATION AND EXPRESSION

E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film,

photography, and multimedia

G. ART AND DESIGN CRITICISM

G.12.1 Use visual images as tools for thinking and communicating

H. VISUAL THINKING

H.12.1. Interpret complex patterns and forms by drawing them

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L. VISUAL IMAGINATION AND CREATIVITY

L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork

L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas

L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design

L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 4 - Using patterns to create textures

Length of Unit - # .5 weeks

- Create textures using a variety of lines and shapes to look and observe textures of objects and images.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.

ELO #3: Students will design and produce quality original drawings. - Use the elements of art and principles of design to create quality drawings. - Understand and use a variety of drawing mediums and know their possibilities and limitations.

ELO #5: Students will use their senses and emotions through art to develop their minds and to improve social relationships.

ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.5 Understand how their choices in art are shaped by their own culture and society

B.12.7 Understand and apply environmental and aesthetic issues to concepts related to the design of packaging, industrial products, and cities

C: VISUAL DESIGN AND PRODUCTION

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.3 Use design to create artworks that have different meanings

C.12.4 Use advanced design techniques to improve and/or change artwork

C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources

C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration,

and originality

E: VISUAL COMMUNICATION AND EXPRESSION

E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

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G.12.1 Use visual images as tools for thinking and communicating

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L. VISUAL IMAGINATION AND CREATIVITY

L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork

L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas

L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and

dedication, in creating quality art and design

L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 5 - Applying patterns and textures to drawings

Length of Unit -1.5 weeks

- Using unforgiving mediums, like pen & ink and scratch art, drawing from still lifes to photographs.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.

ELO #3: Students will design and produce quality original drawings. - Use the elements of art and principles of design to create quality drawings. - Understand and use a variety of drawing mediums and know their possibilities and limitations.-

ELO #4: Students will reflect upon the nature of art and meaning in art and culture. - Understand how Illustration is used in media and in literature. - Use symbolism to convey meaning in their art.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.12.2 Know advanced vocabulary related to their study of art

A.12.3 Know and recognize styles of art from their own and other parts of the world

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.12.5 Understand how their choices in art are shaped by their own culture and society

C: VISUAL DESIGN AND PRODUCTION

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.3 Use design to create artworks that have different meanings

C.12.4 Use advanced design techniques to improve and/or change artwork

C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources

C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

D.12.4 Use basic concepts in art, such as “form follows function,” “destruction of the box,” “less is more,” balance, symmetry, integrity, authenticity, and originality

D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E: VISUAL COMMUNICATION AND EXPRESSION

E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics

E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as sketches, diagrams, graphs, plans, and models

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

G. ART AND DESIGN CRITICISM

G.12.1 Use visual images as tools for thinking and communicating

G.12.4 Create works of art that have complex meanings

H. VISUAL THINKING

12.1. Interpret complex patterns and forms by drawing them

H.12.2 Know how human eyes work to see subtle changes in light, color, textures, and surfaces

H.12.3 Use careful observation to draw, paint, and sculpt from life

I. PERSONAL AND SOCIAL DEVELOPMENT

- I.12.2 Make art that explores a variety of emotions
- I.12.3 Compare and contrast feelings in a work of art
- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

J. CULTURAL AND AESTHETIC UNDERSTANDING

- J.12.2 Choose materials and techniques to influence the expressive quality of art
- J.12.6 Know the value of art as a basic part of being human
- J.12.9 Identify the differences between original artworks, reproductions, and copies

L. VISUAL IMAGINATION AND CREATIVITY

- L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork
- L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas
- L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design
- L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 6 - Grid Drawing

Length of Unit - 1.5 weeks

- Using a grid to break down a photograph and recreate it in a unique and original way.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world. - Know the basic and some advanced drawing vocabulary words.

ELO #3: Students will design and produce quality original drawings. -Understand the rules of proportion.- Use the elements of art and principles of design to create quality drawings.-Understand and use a variety of drawing mediums and know their possibilities and limitations.

ELO #5: Students will use their senses and emotions through art to develop their minds and to improve social relationships. - Work independently and collaboratively, when creating works of art.

ELO #7: Students will make connections among the arts, other disciplines, other cultures, and the world of work. - Use math skills to create their perspective and grid drawings. - Use problem solving strategies when faced with situations they are not familiar with.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.5 Understand how their choices in art are shaped by their own culture and society

C: VISUAL DESIGN AND PRODUCTION

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.3 Use design to create artworks that have different meanings

C.12.4 Use advanced design techniques to improve and/or change artwork

C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources

C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

D.12.4 Use basic concepts in art, such as “form follows function,” “destruction of the box,” “less is more,” balance, symmetry, integrity, authenticity, and originality

D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E: VISUAL COMMUNICATION AND EXPRESSION

E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics

E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as sketches, diagrams, graphs, plans, and models

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words

alone

G. ART AND DESIGN CRITICISM

G.12.1 Use visual images as tools for thinking and communicating

G.12.4 Create works of art that have complex meanings

H. VISUAL THINKING

12.1. Interpret complex patterns and forms by drawing them

H.12.2 Know how human eyes work to see subtle changes in light, color, textures, and surfaces

H.12.3 Use careful observation to draw, paint, and sculpt from life

H.12.6 Be critical viewers and producers of mass-media images

I. PERSONAL AND SOCIAL DEVELOPMENT

I.12.2 Make art that explores a variety of emotions

I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

J. CULTURAL AND AESTHETIC UNDERSTANDING

J.12.2 Choose materials and techniques to influence the expressive quality of art

J.12.6 Know the value of art as a basic part of being human

J.12.9 Identify the differences between original artworks, reproductions, and copies

K. MAKING CONNECTIONS

K.12.1 Connect their knowledge and skills in art to other areas, such as the humanities, sciences, social studies, and technology

K.12.2 Invent new artistic forms to communicate ideas and solutions to problems

K.12.3 Apply what they know about the nature of life, nature, the physical world, and the human condition to their understanding and creation of art

K.12.4 Continue to use a variety of tools, such as more sophisticated application of words, numbers, sounds, movements, images, objects, emotions, technology, and spaces, to help understand and communicate about the visual world.

L. VISUAL IMAGINATION AND CREATIVITY

L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork

L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas

L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design

L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 7 - Perspective

Length of Unit - 1 week

- 1 & 2 point perspective & Proportions

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world. - Know the basic and some advanced drawing vocabulary words.

ELO #3: Students will design and produce quality original drawings. -Understand the rules of proportion.- Use the elements of art and principles of design to create quality drawings.-Understand and use a variety of drawing mediums and know their possibilities and limitations.

ELO #5: Students will use their senses and emotions through art to develop their minds and to improve social relationships. - Work independently and collaboratively, when creating works of art.

ELO #7: Students will make connections among the arts, other disciplines, other cultures, and the world of work. - Use math skills to create their perspective and grid drawings. - Use problem solving strategies when faced with situations they are not familiar with.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.5 Understand how their choices in art are shaped by their own culture and society

C: VISUAL DESIGN AND PRODUCTION

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.3 Use design to create artworks that have different meanings

- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

- D.12.4 Use basic concepts in art, such as “form follows function,” “destruction of the box,” “less is more,” balance, symmetry, integrity, authenticity, and originality
- D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E: VISUAL COMMUNICATION AND EXPRESSION

- E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia
- E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as sketches, diagrams, graphs, plans, and models
- E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

G. ART AND DESIGN CRITICISM

- G.12.1 Use visual images as tools for thinking and communicating
- G.12.4 Create works of art that have complex meanings

H. VISUAL THINKING

- 12.1. Interpret complex patterns and forms by drawing them
- H.12.2 Know how human eyes work to see subtle changes in light, color, textures, and surfaces
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- H.12.6 Be critical viewers and producers of mass-media images

I. PERSONAL AND SOCIAL DEVELOPMENT

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J. CULTURAL AND AESTHETIC UNDERSTANDING

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L. VISUAL IMAGINATION AND CREATIVITY

L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork

L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas

L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design

L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 8 - Create Original Drawing

Length of Unit - 1 week

- Students create an original drawing using the techniques learned prior in the class. Using elements of art and design and being original create a drawing of their choice.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.

ELO #3: Students will design and produce quality original drawings.

ELO #4: Students will reflect upon the nature of art and meaning in art and culture.

ELO #5: Students will use their senses and emotions through art to develop their minds and to improve social relationships.

ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design.

ELO #7: Students will make connections among the arts, other disciplines, other cultures, and the world of work.

Standards for Drawing 1

A. VISUAL MEMORY AND KNOWLEDGE

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

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C.12.1 Use the elements and principles of design in sophisticated ways

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C.12.10 Assume personal responsibility for their learning and the creative process

D. PRACTICAL APPLICATIONS

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I.12.2 Make art that explores a variety of emotions

I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

J. CULTURAL AND AESTHETIC UNDERSTANDING

- J.12.2 Choose materials and techniques to influence the expressive quality of art
- J.12.6 Know the value of art as a basic part of being human
- J.12.9 Identify the differences between original artworks, reproductions, and copies

K. MAKING CONNECTIONS

- K.12.1 Connect their knowledge and skills in art to other areas, such as the humanities, sciences, social studies, and technology
- K.12.2 Invent new artistic forms to communicate ideas and solutions to problems
- K.12.3 Apply what they know about the nature of life, nature, the physical world, and the human condition to their understanding and creation of art
- K.12.4 Continue to use a variety of tools, such as more sophisticated application of words, numbers, sounds, movements, images, objects, emotions, technology, and spaces, to help understand and communicate about the visual world.

L. VISUAL IMAGINATION AND CREATIVITY

- L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork
- L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas
- L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design
- L.12.4 Use the knowledge of nature and works of art as sources for new ideas

Unit 9 - Portfolio

Length of Unit - 9 weeks

- Create a digital portfolio to reflect on their art and their progress. This is worked on the entire term.

In this unit, students will ...

F. VISUAL MEDIA AND TECHNOLOGY

- F.12.7 Apply a working knowledge of media production systems

E: VISUAL COMMUNICATION AND EXPRESSION

- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as

film, photography, and multimedia

A. VISUAL MEMORY AND KNOWLEDGE

A.12.1 Possess a mental storehouse of images

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.12.4 Know how artists, designers, and cultures influence art