

Grade 6

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| Week 1 | <b>Elements of Art Intro</b>   | class rules<br>overview  |
| Week 2 | <b>Line</b><br>using concepts learned<br>about line while developing<br>linocut skills                                     | intro-line types and uses<br>demonstration<br>linocut work period<br><br>final critique          |
| Week 3 | <b>Shape</b><br>using concepts learned<br>about shape while<br>developing painting<br>skills by creating a                 | intro-shape types and uses<br>demonstration<br>planar structure exercise<br>painting work period |
| Week 4 | monochromatic planar<br>structure painting   | final crit   |
| Week 5 | <b>Form/Scale</b><br>using concepts learned<br>about scale while<br>developing sculpting<br>skills with clay by creating a | intro to scale<br>demonstration<br>scale exercise<br>clay work period                            |
| Week 6 | scaled object  | final crit   |
| Week 7 | <b>Space</b><br>using concepts learned<br>about space while  | intro to space<br>intro to mixed media sculpture<br>planning period                              |

Grade 7

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|  | <b>Movements in Art Intro</b>  | class rules<br>overview   |
|  | <b>Ancient Art (greek)</b><br>using concepts learned<br>about Greek pottery<br>while developing sculpting skills<br>to create a coiled, greek-styled<br>urn or pitcher | intro to greek<br>demonstration<br>sculpting period<br><br>glazing period<br><br>final crit |
|  | <b>Renaissance</b><br>using concepts learned<br>about Renaissance<br>painting while developing<br>painting skills to create<br>an acrylic portrait<br>painting         | intro to Renaissance<br>intro to portraits<br>painting period<br><br>final crit             |
|  | <b>Realism</b><br>using concepts learned<br>about Realism while<br>developing drawing skills<br>to create a graphite<br>still-life drawing                             | intro to Realism<br>intro to still-life<br>drawing period                                   |

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| Week 8  | developing sculpting skills by creating a self-portrait sculpture  | sculpting period  |
| Week 9  | <b>Color</b><br>using concepts learned about color and paint to create a color wheel                             | final crit<br>intro to color<br>intro to the color wheel<br>painting period |
| Week 10 | <b>primary/secondary/tertiary</b><br>using concepts learned about color harmonies to create a painted still-life | intro to color harmonies<br>color harmony painting                          |
| Week 11 | <b>Warm/cool</b><br>using concepts learned about warm.cool contrast to create a painted landscape                | intro to warm/cool colors<br>warm/cool contrast painting                    |
| Week 12 | <b>complementary</b><br>using concepts learned about complementary colors to create a painted portrait           | intro to complementary colors<br>complementary painting                     |
| Week 13 | <b>Value</b><br>using concepts learned about color value to create a painting of their choice                    | intro to color value<br>value painting<br>final crit                        |
| Week 14 | <b>Texture</b><br>using concepts learned   | intro to texture<br>intro to Tara Donovan                                   |

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|  |   | final crit   |
|  | <b>Impressionism/Expressionism</b><br>using concepts learned about Impressionism/Expressionism while developing painting skills to create an Impressionist landscape painting           | intro to Impressionism<br>sketching/research period<br>painting period<br>final crit             |
|  | <b>Cubism/Surrealism</b><br>using concepts learned about Cubism/Surrealism while developing collage skills to create a cubist magazine cut-out collage                                  | intro to cubism/surrealism<br>intro to collage<br>planing period<br>collage period<br>final crit |
|  | <b>Abstract Expressionism</b><br>using concepts learned about Abstract Expressionism while developing painting skills to create and abstract expressionist painting based on their mood | intro to abstack expressionsim<br>planning/sketching period<br>painting period<br>final crit     |
|  | <b>Pop Art</b><br>using concepts learned about  | intro to pop art<br>intro to Andy Warhol   |

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| Week 15 | about texture while developing creative sculpting skills by creating an everyday object sculpture in the style of Tara Donovan                      | demonstration sculpting period                                    |
| Week 16 | <b>Composition</b><br>using concepts learned about gestural lines while developing creative and improvisational skills while creating a class mural | final crit<br>intro to composition<br>intro to project<br>drawing |
| Week 17 |   | painting  |
| Week 18 |   | presentations<br>presentations                                    |

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| Andy Warhol, Jasper Johns, and Claus Oldenburg's styles and processes to re-create those styles and processes                       | workday<br>Intro to Jasper Johns<br>workday<br>intro to Claus Oldenburg<br>workday<br>intro to Self-expression<br>workday<br>final crit<br>final crit |
| <b>Visual Culture</b><br>using concepts learned about visual culture to create a modern design for a skateboard, t-shirt, or folder | intro to visual culture<br>drawing/planning<br>designing period<br>final crit   |

## Grade 8

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| <b>Careers in Art Intro</b>  | class rules<br>overview   |
| <b>Graphic Design</b><br>using concepts learned<br>about design<br>principles and<br>technology to create logos  | intro to graphic design<br>learning the programs<br>intro to logos<br>design period   |
| <b>Advertising</b><br>using concepts learned<br>about design<br>principles and<br>technology to create<br>advertisements   | intro to advertising<br>design period<br><br>final crit   |
| <b>Photography</b><br>using concepts learned<br>about photography<br>while developing skills<br>with a camera to<br>create a series<br>of photos of landscape,<br>abstract, and portrait | intro to photography<br>intro to camera/demonstration<br>planning period<br>photographing period<br><br>printing period<br>final crit |
| <b>Woodcarving</b><br>using concepts learned<br>about woodcarving<br>while developing<br>carving skills to create<br>a wooden decorative vase  | intro to woodcarving<br>demonstration<br>planning period<br>carving period<br><br>varnishing period                                   |

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|  | final crit   |
| <b>Cartooning</b><br>using concepts learned about line drawing and color to create several cartoon characters                                  | intro to cartooning<br>demonstration<br>drawing period<br><br>coloring period<br><br>final crit            |
| <b>Videogames</b><br>using concepts learned about planar structure and color to create several videogame settings (drawing and model)          | intro to set creation<br>demonstration<br>drawing/planning<br><br>sculpting period<br><br>final crit       |
| <b>Architecture</b><br>using concepts learned about architecture while developing drawing skills to create a blueprint for a new city building | intro to architecture<br>intro to blueprints<br>idea generation period<br>drawing period<br><br>final crit |
| <b>Sewing/Weaving</b><br>using concepts learned about sewing/weaving   | intro to sewing/weaving<br>dempnstration<br>planning period  |

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| <p>while developing textile skills to create a pencil pouch</p>   | <p>weaving period</p> <p>sewing period</p> <p>final crit</p>   |
| <p><b>Industrial Design</b><br/>         using concepts learned about industrial design while developing sculpting skills to create a sports car design</p> | <p>intro to industrial design</p> <p>intro to cardboard sculpting</p> <p>planning period</p> <p>sculpting period</p> <p>final crit</p> |
| <p><b>Your Career</b><br/>         using concepts learned about careers in art while developing artistic skills to create an item of their choice</p>       | <p>review of careers</p> <p>planning period</p> <p>creating period</p> <p>final crit</p>   |