ssentials Curriculum





Learning Skills in a 21st Century Art Class

Art students will utilize the following skills while incorporating the technological changes of the 21st Century:

Analyze Apply standard grammar Classify Collaborate Communicate effectively Compare & contrast Construct logical sequences Create hypotheses Critique Describe Detect fallacies Distinguish between fact & opinion Draw conclusions Follow directions Formulate questions Increase vocabulary Interpret Listen Make conjectures Make presentations Manage time Observe Organize Outline Paraphrase

Recognize cause & effect Recognize main ideas & details Report Revise Self Assess Sequence Solve problems Speak publicly Summarize Take notes Take tests Think inventively Use resources

Use technology

Write

Work productively

Predict outcomes

Proofread

Read critically

STUDENT LEARNING GOALS for ART

The

· Develop aesthetic awareness, imagination, perception, appreciation, knowledge and skills

student • Foster creativity, self-expression, self-confidence and self-discipline will:

Expand craftsmanship, problem solving abilities, cultural understandings and safety procedures

Participate in clean-up, share and help others, respect the property of the school and others, take turns, and work in groups

The Grade 3 essentials include the ability to demonstrate various illusions on a picture plane and basic color theory. Students should be able to illustrate in greater detail and discuss their art work using appropriate vocabulary.

Visual Communication and Production

- 3.1 Identify innovative solutions used by artists to solve visual problems 3.2 Use various art processes and techniques to produce works of art that demonstrate craftsmanship **3.3** Develop art ideas from various sources
- **3.4** Identify and use: intermediate colors warm and cool colors positive & negative space balance -

symmetry & asymmetry pattern -

extended sequence contrast

- 3.5 Compare and use organic & geometric shapes 3.6 Create art which reflects contributions of ancient Greece & Rome 3.7 & 3.8 Create the illusion of depth using overlapping, size variation, placement, foreground, middle ground, and background **3.9** Use architectural forms (e.g., cube, cylinder. sphere, pyramid, cone) 3.10 Create art that communicates feelings 3.11 Create a work of art in clay using the coil building process
- Observe and use details
- Create sensory art
- Draw/paint: nature, people, events
- Experiment with the computer as an art medium & resource tool
- Create multiple prints

Cultural Context and Art History

- **3.12** Discuss types of art careers (see back of card) **3.13** Discuss how history. culture, and art influence each other
- 3.14 Identify characteristics of landscapes, seascapes, and cityscapes
- 3.15 Compare/contrast architectural styles of ancient cultures, including Greece and Rome
- 3.16 Examine objects of the Mali empire
- **3.17** Understand that art reflects times, places, and cultures
- **3.18** Explore the role of archaeology

Judgment and Criticism

- 3.19 Discuss the changing interpretations of an art work throughout history 3.20 Describe personal art production using art vocabulary **3.21** Differentiate between
- art and artifacts **3.22** Categorize art by
- subject matter **3.23** Express informed
- judgments about artwork **3.24** Analyze artwork for: rhythm, balance and spatial relationships

Aesthetics

3.25 Discuss the relationship between form and function in cultural artifacts **3.26** Identify common attributes of art within one culture

3.27 Determine why art has value

3.28 Describe personal reasons for valuing art

Art Across the Curriculum: The following assignments/activities are examples of how art will connect knowledge within and across the disciplines.

- Math -Use rulers and protractors to create balance in a composition.
- Social Studies Correlate with county and state curriculum.
- Language Arts Use literature, vocabulary identification and communication skills for exploring art. Refer to Henrico County's Visual Literacy Curriculum for critical thinking
- Science Experiment with paint, mixing warm and cool colors; learn the proper and safe use of materials; study optical illusions.
- Health and Physical Education Practice still body positions to demonstrate motion. Communicate feelings and personal experiences while using materials safely.
- Music Share the songs, lyrics or dance of different cultures. Refer to Henrico County Art Curriculums for specific art and music connections.
- Careers Discuss art related careers that deal with color theory and illustration, for example: cartoonist, interior designer, medical illustrator, stained glass designer, fashion illustrator and computer animator.
- Economics Discuss artifacts (needs) with fine art (wants, luxury); that artists and craftsmen get paid.

Enrichment: The following assignments and activities are designed to reinforce basic skills and to expand students' interest and abilities.

- Weave on a loom
- Design and cut letters
- Make stamps and print with them
- Create resist designs
- Demonstrate that colors can be used to communicate feelings
- Initiate aesthetic discussions of artwork
- Visit museums

Ethical Procedures

Henrico County Public School art students are expected to perform honestly through the production of their own work and adhere to the HCPS Code of Conduct. All artwork should be original. Use images from the internet with caution. Ideally, work from life or use personal photographs. Carefully read the use requirements on any web site. Pictures from the Internet should be fully cited. Permission from the website owner/administrator to use a picture may be

THIRD GRADE VISUAL ARTS VOCABULARY & CONCEPTS

Color Theory

Primary: Red, Blue, Yellow Secondary: Orange, Violet, Green Intermediate: Red-orange, Red-violet, Blue-green, Yellow-green, Yellow-orange

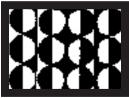
Red Yellow Orange Green

Negative Space Positive Space

Illusion



Symmetry



Positive / Negative

Three Dimensional & Two Dimensional Art

Spatial Relationships
Overlapping
Foreground,
Middleground,Background
Horizon line



Illusion of Motion with Line

Subject Matter:

Still Life Landscape Cityscape Seascape







Learn about famous artists and the art of various cultures around the world

Ancient Greece Ancient Rome



Ceramics
Drawing
Painting
Printmaking

Types of Artists:

Illustrator Portrait Artist
Painter Set Designer
Cartoonist Graphic Designer
Sculptor Animation Artist
Printmaker Fashion Designer
Decorator Crafts Artist

Patterns





Sequence
-+-+
ab123ab123

(3-D) Geometric Forms Pyramid Cube Cylinder Sphere

Fiber Crafts: Weaving, Loom

Vocabulary

archaeology architecture artifacts asymmetry background balance ceramics cityscape cone cool colors cube cylinder depth detail fiber foreground function geometric intermediate colors landscape middleground

movement
negative space
organic
overlapping
pattern
placement
portrait
positive space
pyramid
rhythm

sculpture

seascape secondary colors size variation spatial relationships sphere symmetry three dimensional (3D) two dimensional (2D) warm colors

Line Variation

