



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 Predict outcomes Proofread Read critically Recognize cause & effect Recognize main ideas & details Report Revise Self Assess Sequence Solve problems Speak publicly Summarize Take notes

Take tests

Write

Think inventively

Use resources

Use technology

Work productively

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
 - 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 1 essentials include the further development of eye-hand coordination art activities such as rubbing, stamping, tearing and weaving. Students should begin to perceive spacial relationships, identify primary colors, distinguish line variation in drawing and painting and produce shapes and textures.

Visual Communication and Production

- **1.1** Recognize and discuss various solutions to a single art problem
- 1.2 Use the senses of sight, touch, and hearing as inspirations for works of art
- **1.3** Identify and use: primary colors red, blue, yellow line and line variations zigzag, dotted, wavy, spiral texture -
- visual & tactile shapes organic & geometric patterns -
- alternating & repeating **1.4** Create art inspired by stories, poems, and themes
- **1.5** Create art from real and imaginary sources of inspiration
- **1.6** Use past experiences and simulated situations as subject matter
- 1.7 Recognize size relationships in works of art
- 1.8 Develop eye/hand coordination through drawing and constructing
- 1.9 Observe and depict plants, animals, and people in a landscape
- 1.10 Weave, tear, fold, stamp, rub, and otherwise manipulate art materials
- Introduce the computer as an art medium and resource tool

Cultural Context and Art History

- **1.11** Study types of art careers: illustrator, painter, cartoonist, sculptor, printmaker, portrait artist. graphic designer, animation artist, set designer, decorator, fashion designer 1.12 Describe how art is an integral part of one's culture
- information 1.14 Identify American cultural symbols and events depicted in art

1.13 Identify and describe

works of art that commu-

nicate feelings, ideas, and

Judgment and Criticism

1.15 Discuss why viewers may have different responses to works of art **1.16** Compare/contrast works of art 1.17 Critique artwork using an art vocabulary

Aesthetics

1.18 Discuss why works of art have value **1.19** Express points of view about art and the purpose that it serves **1.20** Describe ideas and emotions communicated in works of art

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

- Math -Connect lines to form geometric shapes, identify these by name and cut out multiple pairs.
- Social Studies Correlate with county and state curriculum.
- Language Arts Illustrate original stories using the theme "Me and My Environment."
- Science Classify landscape prints into four seasons.
- Health and Physical Education Use movement to role-play characters from
- Music Create hand-clapping patterns when studying repeating designs.
- Careers Show examples of commercial art, photography, public sculpture. fashion, crafts, and interior design. Discuss the specific skills needed for success in each of these fields.
- 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.

- Increase students' awareness of mass media such as illustration
- Demonstrate a printing process
- Manipulate clay to form an object
- Discuss symmetry and identify examples
- Distinguish between reality and fantasy

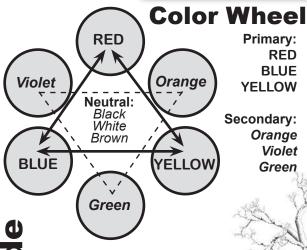
Ethical Procedures

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 necessary.

LEFT

Top





FIRST GRADE VISUAL ARTS **VOCABULARY & CONCEPTS**

Geometric Shapes

(2-D)

Rectangle

Oval

Organic Shapes

Circle

Triangle

Square

over



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

Primary:

YELLOW

Orange

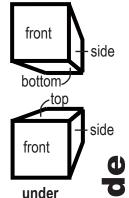
Violet

Green

RED BLUE

Geometric Forms (3-Dimensional)





Patterns

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Horizontal

Types of Artists

Illustrator Painter Cartoonist Sculptor

Printer Decorator Portrait Artist Set Designer

Graphic Designer **Animation Artist Fashion Designer** Crafts Artist

AND BOOM AND SOME PROBES WAYS

Organic

Forms

Size (Spatial) **Relationships**

Landscape

Three Dimensional Motor Skills

Pinching, Pulling, Squeezing, Twisting, Pounding, Rolling, Tearing, Curling, Assembling, Modeling

Two Dimensional Motor Skills

Painting, Pasting, Gluing, Folding, Cutting, Rubbings, Printing, Stamping

Vocabulary

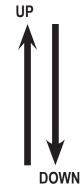
curved pattern tearing diagonal (alternatingtexture dotted repeating) (visual-tactile) drawing primary three dimensional folding (3D) real geometric rubbing two dimensional spatial (size-(2D) glue horizontal relationship) vertical imaginary stamping wavy landscape straight weaving symbol organic zigzag



Lines Short

Curved

Long Straight



Bottom

Thin

Thick

Dotted

Dashed