

	<p><b>Unit Title:</b> Fish Magic  <b>Grade:</b> K-1  <b>Artist:</b> Paul Klee  <b>Reference Art:</b> Fish Magic, The Golden Fish</p>
<p><b>Standards:</b></p>	<p><b>Anchor Standard:</b> Organize and develop artistic ideas and work.  <b>Enduring Understanding:</b> Artists and designers experiment with forms, structures, materials, concepts, media, and art-making approaches.  <b>VA:Cr2.1.K:</b> Through experimentation, build skills in various media and art-making approaches.  <b>VA:Cr2.1.1:</b> Explore uses of materials and tools to create works of art or design.</p>
<p><b>Materials:</b></p>	<p>Paper, any art supplies or recycled materials, Fishy Paint app</p>
<p><b>Essential Question:</b></p>	<p>How do artists work? How do artists and designers learn from trial and error?</p>
<p><b>Objectives:</b></p>	<p>Students will be able to identify warm and cool colors.</p>
<p><b>Vocabulary:</b></p>	<p>Warm colors — such as red, yellow, and orange; evoke warmth because they remind us of things like the sun or fire. Cool colors — such as blue, green, and purple (violet); evoke a cool feeling because they remind us of things like water or grass.</p>
<p><b>Activity:</b></p>	<p>Provide students with images of Paul Klee's "Fish Magic" and "Golden Fish". Explain that colors that remind us of the sun or fire (like red, yellow and orange) are known as Warm Colors. Colors that remind us of water, grass, or shadows (like blue, green and purple) are known as Cool Colors. Next, the students are to find a piece of paper, of any size, and draw a fish that is bigger than their hand, try to fill the page. This can be a fish out of their imagination, from Klee's artwork, or a fish from real life. Once they have drawn a fish, they must fill it with color. They must choose either all warm colors, or all cool colors. How they fill the fish is up to them. Try to experiment with new materials like collaging bits of magazines, or fabric. Maybe use recycled materials like a cereal box or bottle caps. They may use crayons, colored pencils, markers for details or the background. Once their fish is finished, the student asks an adult at home to download the free Fishy Paint app onto their phone or tablet. From the app, students can take a photo of their fish, edit the photo, and see their fish swim around! The student can take a quick, 5 second video of the fish swimming and email it to their teacher. Anyone who isn't able to get the Fishy Paint App can email the teacher a photo of their completed fish to upload for them. The teacher can save all these videos for students to view when they are back in school, upload them to the school website, or set up a virtual gallery.</p>
	