

Brunswick School Department
Grades: 6-8
Unit 6: The Creative Process

Essential Understandings	<ul style="list-style-type: none"> The creative process in art involves a variety of mental strategies and problem solving skills, as well as an understanding of physical media, tools, and techniques.
Essential Questions	<ul style="list-style-type: none"> What creative thinking strategies, processes, and problem solving skills are used by artists? What is the creative process? What habits of mind do artists need to develop? What media, tools, and techniques are used to create art? How and where do artists get ideas?
Essential Knowledge	<ul style="list-style-type: none"> Artists identify problems, generate solutions, solve problems, and evaluate solutions. Artists often use specific creative thinking strategies to plan and come up with ideas for one's artwork. Artists often use a sketchbook or journal to engage in and document the creative process. The creative process includes proper use of specific tools and materials, as well as safety and care of art materials and studio spaces. Artists use creative strategies to overcome obstacles and adapt to challenges. Artists develop ideas and work toward improving them throughout the process of creating a work of art. Artists often collaborate with others to produce artwork.
Vocabulary	<ul style="list-style-type: none"> Terms: brainstorm, thumbnail sketch, creativity, point of view, sketchbook/journal, rough draft, craftsmanship, portfolio, originality, idea/concept, revise, imagination, collaboration, experiment, practice, problem solving, exhibit, revise, rearrange
Essential Skills	<ul style="list-style-type: none"> Reflect upon personal artwork and the artistic process. Demonstrate proper use and care of materials and equipment. Develop working knowledge of art vocabulary. Develop creative thinking skills: i.e. brainstorming, divergent thinking strategies. Select and prepare works for end-of-year art show. Demonstrate quality and craftsmanship on finished pieces of artwork. Show evidence of personal voice and choice. Develop realistic time-management strategies appropriate to planning and completing works of art (meeting deadlines).
Related Maine Learning Results And	Visual and Performing Arts A. Disciplinary Literacy

<p>Common Core Standards</p>	<p>A1.Artist’s Purpose. Students explain and compare different purposes of artists and their artwork, in the context of time and place.</p> <p>A3.Media, Tools, Techniques, and Processes. Students explain the effects of media and their associated tools, techniques, and processes using elements, principles, and expressive qualities in art forms and genres.</p> <p>B. Creation, Performance, and Expression</p> <p>B3.Making Meaning. Students create art works that communicate an individual point of view.</p> <ul style="list-style-type: none"> a. Demonstrate skills in the use of media, tools, techniques, and processes. b. Demonstrate knowledge of visual art concepts. c. Communicate a variety of ideas, feelings, and meanings. <p>B4.Exhibition. Students select, prepare, and help with exhibiting their works in the classroom, school, or other community location, and articulate an artistic justification for their selections.</p> <p>C. Creative Problem Solving</p> <p>C1.Application of Creative Problem Solving. Students describe and apply creative-thinking skills that are part of the creative problem-solving process.</p> <ul style="list-style-type: none"> a. Fluency b. Flexibility c. Elaboration d. Originality e. Analysis <p>E. Visual and Performing Arts Connections</p> <p>E2.The Arts and Other Disciplines. Students explain skills and</p>
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	<p>concepts that are similar across disciplines.</p> <p>E3.Goal Setting. Students set goals related to time management, interpersonal interactions, or skill development that will lead to success in the arts.</p> <p>E4.Impact of the Arts on Lifestyle and Career. Students explain the impact of artistic and career choices on self, others, and the natural and man-made environment.</p> <p>CCS: Disciplinary Literacy</p>
Sample Lessons and Activities	<ul style="list-style-type: none"> • Maintain a working portfolio. • Create thumbnail sketches and rough drafts to plan for larger projects. • Design and implement an Independent Project. • Practice, experiment, and play with art processes before engaging in larger studio assignments. • Brainstorm and engage in creative thinking as part of planning for studio projects. • Reflect upon and/or discuss the creative process before, during, and after studio projects.
Sample Classroom Assessment Methods	<ul style="list-style-type: none"> • Thumbnails and rough drafts • Critiques • Peer editing • Practice/experiment/play • Rubrics • Portfolios • Reflection/self-evaluation/artist statement
Sample Resources	<ul style="list-style-type: none"> • Art Department resource library • Art reproductions print file • Internet sources • Student/teacher exemplars

Approved: 3/19/2014