

# Third Grade Third Trimester Art

Content Area: **Fine Arts**  
Course(s): **Art Grade 3**  
Time Period: **Trimester 3**  
Length: **9 weeks**  
Status: **Published**

## Course Pacing Guide

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**Over-all HMHS Art Dept. Vision/** The Haddonfield Public School's visual arts curriculum is designed as a continuum from pre-kindergarten through the twelfth grade building creativity, self-expression, intuitive thought and visual literacy. They seek to offer student sustained practice in problem solving familiarity, encourage risk-taking, experimentation empowering students and fostering critical thinking across a range of disciplines. The Haddonfield Art Department wants students, in their enduring futures, to see the relevance and critical nature of the making process.

Haddonfield Art Educators vision is to offer students a diverse curriculum that will give students opportunities to develop their artistic potential and socioemotional well-being, as well as their interest in art. Through flexibility and encouragement as well as careful attention to criteria in the classical approach to Art Education, we offer our students opportunities to find their creative power.

In nurturing the imagination of our students, we are simultaneously fostering their cognitive development. Yet, art experiences reach far beyond cognitive growth. We want students to create work which speaks of their personal voice. We want to become The Art Program reputable for being able reaching into the heart of our students and helping them develop their spirit of creativity which inevitably befalls into their character, thus impacting their connections with the world.

Model		
Using Elements of Principles of Design to Create Pattern and Texture in Art	3	3
Categorizing and Identifying Art Movements	3	2
Clay Methods and Techniques	3	4

## Unit Overview

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Students will focus on identify and defining elements and principles of design including pattern and texture. Students will review and continue to learn about significant artists and their impact on history. Students will use their background knowledge of clay building methods to create a successful three-dimensional piece of artwork.

## **Enduring Understandings**

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- Active participation in the arts leads to a comprehensive understanding of the imaginative and creative process.
- The creative process includes practice and understanding of art fundamentals, including clay process.
- An understanding of the elements and principles of art is essential to the creative process and artistic production.
- Pattern and texture can be created in a variety of methods and materials and can contribute to a successful piece of artwork.
- Significant artists throughout history have contributed to culture and can be categorized into different genres and sub categories.

## **Essential Questions**

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- What are the elements and principles of design?
- How can I define pattern and texture in artwork?
- Why is pattern and texture important in artwork?
- How do I use pattern and texture in my work successfully?
- How have specific artists contributed to art genres and culture overtime?
- How can I categorize specific artists into different art genres?
- What is the clay process for building sculptures (build, dry, fire, etc.)?
- What are several key words and terms used to build clay successfully (score, slip, bisque, glaze, etc.)
- What are important clay techniques to consider when building an important structure (wall thickness, size of solid clay pieces, etc.)?

## **New Jersey Student Learning Standards (No CCS)**

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VPA.1.1.5.D.1	Identify elements of art and principles of design that are evident in everyday life.
VPA.1.1.5.D.2	Compare and contrast works of art in various mediums that use the same art elements and principles of design.
VPA.1.1.5.D.CS2	The elements of art and principles of design are universal.
VPA.1.2.5.A.3	Determine the impact of significant contributions of individual artists in dance, music, theatre, and visual art from diverse cultures throughout history.
VPA.1.2.5.A.CS1	Art and culture reflect and affect each other.

VPA.1.2.5.A.CS3	Sometimes the contributions of an individual artist can influence a generation of artists and signal the beginning of a new art genre.
VPA.1.3.5.D.2	Identify common and distinctive characteristics of artworks from diverse cultural and historical eras of visual art using age-appropriate stylistic terminology (e.g., cubist, surreal, optic, impressionistic), and experiment with various compositional approaches influenced by these styles.
VPA.1.3.5.D.4	Differentiate drawing, painting, ceramics, sculpture, printmaking, textiles, and computer imaging by the physical properties of the resulting artworks, and experiment with various art media and art mediums to create original works of art.
VPA.1.4.5.A.CS1	Works of art may be organized according to their functions and artistic purposes (e.g., genres, mediums, messages, themes).
VPA.1.4.5.B.1	Assess the application of the elements of art and principles of design in dance, music, theatre, and visual artworks using observable, objective criteria.
VPA.1.4.5.B.3	Use discipline-specific arts terminology to evaluate the strengths and weaknesses of works of dance, music, theatre, and visual art.
VPA.1.4.5.B.4	Define technical proficiency, using the elements of the arts and principles of design.

## **Amistad Integration**

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## **Holocaust/Genocide Education**

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## **Interdisciplinary Connections**

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LA.RL.3.7	Explain how specific aspects of a text's illustrations contribute to what is conveyed by the words in a story (e.g., create mood, emphasize aspects of a character or setting).
LA.SL.3.1.B	Follow agreed-upon norms for discussions (e.g., gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics and texts under discussion).
LA.SL.3.1.C	Ask questions to check understanding of information presented, stay on topic, and link their comments to the remarks of others.
LA.SL.3.3	Ask and answer questions about information from a speaker, offering appropriate elaboration and detail.

## **Technology Standards**

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TECH.8.1.5.B.CS2	Create original works as a means of personal or group expression.
TECH.8.1.5.C.CS3	Develop cultural understanding and global awareness by engaging with learners of other cultures.
TECH.8.1.5.D.CS2	Demonstrate personal responsibility for lifelong learning

## **21st Century Themes/Careers**

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CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP8	Utilize critical thinking to make sense of problems and persevere in solving them.
CAEP.9.2.4.A.1	Identify reasons why people work, different types of work, and how work can help a person achieve personal and professional goals.

## **Financial Literacy Integration**

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### **Instructional Strategies & Learning Activities**

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- I can identify several elements and principles of design.
- I can define pattern and texture.
- I know how and why artists use pattern and texture to create a successful piece of artwork.
- I can use pattern and texture in my artwork successfully.
- I can identify specific artists that have contributed to culture and society overtime.
- I can categorize artists into specific genres.
- I understand the clay building process in most ways (build, dry, fire, etc.).
- I can identify several key words and terms used to build clay successfully (score, slip, bisque, glaze, etc.).
- I know and can use important clay techniques when building an important structure (wall thickness, size of solid clay pieces, etc.).

### **Differentiated Instruction**

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- Learning preferences integration (visual, auditory, kinesthetic)
- Meaningful Student Voice & Choice
- Self-Directed Learning
- Mastery Learning (feedback toward goal)
- Goal-Setting
- Grouping
- Rubrics
- Concept Attainment
- Student Interest

### **Formative Assessments**

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- Analyzing students work
- Strategic questioning
- Think-pair-share
- Classroom polls
- Thumbs up, Thumbs down

### **Summative Assessment**

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- Exhibitions of student work
- Portfolios
- Rubric Check Ins

### **Benchmark Assessments**

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### **Alternate Assessments**

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### **Resources & Technology**

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- Brainpop
- Discovery Education
- Power Point/Image Viewing

### **BOE Approved Texts**

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## **Closure**

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- Gallery Walk
- Sequence It - create timelines of major events/methods discussed
- Kids answer the following prompts: "What takeaways from the lesson will be important to know three years from now? Why?"
- Ask a question. Give students ten seconds to confer with peers before you call on a random student to answer. Repeat.
- Have kids orally describe a concept, procedure, or skill in terms so simple that a child in first grade would get it.
- Direct kids to raise their hands if they can answer your questions. Classmates agree (thumbs up) or disagree (thumbs down) with the response.

## **ELL**

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- Extended Time
- Teacher Modeling
- Simplified Written and Verbal Instructions
- Frequent Breaks

## **Special Education**

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- Evaluate the classroom structure against the student's needs (flexible structure, firm limits, etc.).
- Keep workspaces clear of unrelated materials.
- Seat the student close to the teacher or a positive role model.
- Provide an unobstructed view of the chalkboard, teacher, movie screen, etc.
- Keep extra supplies of classroom materials (pencils, books) on hand.
- Maintain adequate space between desks.
- Give directions in small steps and in as few words as possible.
- Number and sequence the steps in a task.
- Have student repeat the directions for a task.
- Provide visual aids.
- Go over directions orally.
- Show a model of the end product of directions.
- Stand near the student when giving directions or presenting a lesson.

- preferential seating
- extended time on assignments
- verbal, visual, or technology aids
- behavior management support
- excused lateness, absence, or missed classwork

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**At Risk**

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- Have student restate information
- Concrete examples
- Follow a routine/schedule
- Teach time management skills
- Verbal and visual cues regarding directions and staying on task
- Immediate feedback
- Work-in-progress check
- Cue/model expected behavior
- Use de-escalating strategies
- Use peer supports and mentoring

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**Gifted and Talented**

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- Offer choice
- Speak to Student Interests
- Allow G/T students to work together
- Tiered learning
- Focus on effort and practice
- Encourage risk taking