Unit 3 - Surface Application

Content Area: **Art**
Course(s): **Art Through the Ages**
Time Period: **April**
Length: **4 weeks**
Status: **Published**

Transfer

Surface Application: Exploring Drawing Techniques and Introduction to Painting

Enduring Understandings

An individual's informed choice and appropriate application of media, techniques, and/or processes enhance personal expression and determine the quality of art.

The greatest artists often break with established traditions and techniques to better express what they see and feel.

Every person is an artist.

Essential Questions

Why is it important to experience different materials?

How does our perspective transform the way in which we perceive the world around us?

How do the elements and principles of art help to create a better visual image?

Content

Vocabulary

Learning Objectives

Focus a discussion on artists who broke from the norm and changed the direction of art history.

Recognize artists by their styles and the artistic period in which they were working.

Model ideas for projects using popular, recognizable imagery.

Model ideas for projects using imagery from the natural world.

Redefine images in a specific artistic style, using perceptual and technical skill.

Develop skills for enlarging sketches to fill compositional space.

Discover proper painting techniques in order to achieve proficiency and a mastery of a skill.

Apply paint mixing techniques.

Apply paint to substrates through tried and true painting techniques.

Demonstrate the reasonable use of time in the completion of an assignment.

Develop an understanding and care for the materials and tools used over the course of a project.

Investigate the elements of art and principles of design to aid in the creation of works of art.

Reinforce proper mounting and finishing procedures.

Resources

Standards

VPA.1.1.8.D.2	Compare and contrast various masterworks of art from diverse cultures, and identify elements of the works that relate to specific cultural heritages.
VPA.1.2.8.A.1	Map historical innovations in dance, music, theatre, and visual art that were caused by the creation of new technologies.
VPA.1.2.8.A.2	Differentiate past and contemporary works of dance, music, theatre, and visual art that represent important ideas, issues, and events that are chronicled in the histories of diverse cultures.
VPA.1.2.8.A.3	Analyze the social, historical, and political impact of artists on culture and the impact of culture on the arts.
VPA.1.3.8.D.1	Incorporate various art elements and the principles of balance, harmony, unity, emphasis, proportion, and rhythm/movement in the creation of two- and three- dimensional artworks, using a broad array of art media and art mediums to enhance the expression of creative ideas (e.g., perspective, implied space, illusionary depth, value, and pattern).
VPA.1.3.8.D.2	Apply various art media, art mediums, technologies, and processes in the creation of allegorical, theme-based, two- and three-dimensional works of art, using tools and technologies that are appropriate to the theme and goals.
VPA.1.3.8.D.3	Identify genres of art (including realism, abstract/nonobjective art, and conceptual art) within various contexts using appropriate art vocabulary, and solve hands-on visual problems using a variety of genre styles.
VPA.1.3.8.D.4	Delineate the thematic content of multicultural artworks, and plan, design, and execute multiple solutions to challenging visual arts problems, expressing similar thematic content.
VPA.1.4.8.A.1	Generate observational and emotional responses to diverse culturally and historically specific works of dance, music, theatre, and visual art.
VPA.1.4.8.A.3	Distinguish among artistic styles, trends, and movements in dance, music, theatre, and visual art within diverse cultures and historical eras.
VPA.1.4.8.A.7	Analyze the form, function, craftsmanship, and originality of representative works of dance, music, theatre, and visual art.