

Unit 11: Unity

Content Area: **Art**
Course(s): **Art Gr. 8**
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Title Section

Department of Curriculum and Instruction



Belleville Public Schools

Curriculum Guide

VISUAL ARTS, GRADE 8

UNITY

Belleville Board of Education

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Unit Overview

In this unit, students will study unity and how artists establish a sense of unity through repetition of select visual elements. They will view examples of how different cultures, and artists used unity in art to establish a sense of "wholeness" to their work. We will make connections to the bigger theme of unity as it relates on a larger scale to the human race, cultures, religions, families, etc. A class project will be completed to establish unity amongst many artists working together to create a single art composition.

In grade 8, students will understand the fundamentals of how unity is established in a piece of art and then develop their own ideas regarding how they want to express it artistically when given a specific "subject".

Enduring Understanding

All parts and elements in a design work together through line, shape, color, and pattern to create harmony, cohesion and a feeling of wholeness.

Essential Questions

Overarching: The "Big Idea":

Why do artists seek to create unity in their art work?

Topical: Unit or lesson specific but promoting inquiry:

What does it mean to have unity amongst a group?

How do people show their unity with one another?

What is the benefit of unifying a group?

How can colors create unity?

How can objects create unity in a piece of art?

Where have you seen unity used before in the everyday environment?

How does industry use unity when creating their designs?

What are some methods artists use to create unity in their art work?

Does unity make a piece of art more aesthetically pleasing?

Why is unity sometimes important?

Exit Skills

By the end of Unit 11, 8th grade Visual Art Students Should be able to:

- Analyze how repetition of art elements unifies an artwork, making it cohesive and complete
- Identify tactics that artists use to create unity in their work
- Describe the relationship that unity has with lines, colors, shapes, and pattern in a piece of art
- Determine why an artist might want to create unity in their work
- Create original art that uses lines, colors, shapes, and/or pattern to create unity in different parts of the composition

Interdisciplinary Connections

- English and Language Arts
- Science
- Sociology/Psychology
- Technology

TECH.8.1.8	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.8.A.CS1	Understand and use technology systems.
TECH.8.1.8.A.CS2	Select and use applications effectively and productively.
TECH.8.1.8.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.8.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.8.B.CS2	Create original works as a means of personal or group expression.

Learning Objectives

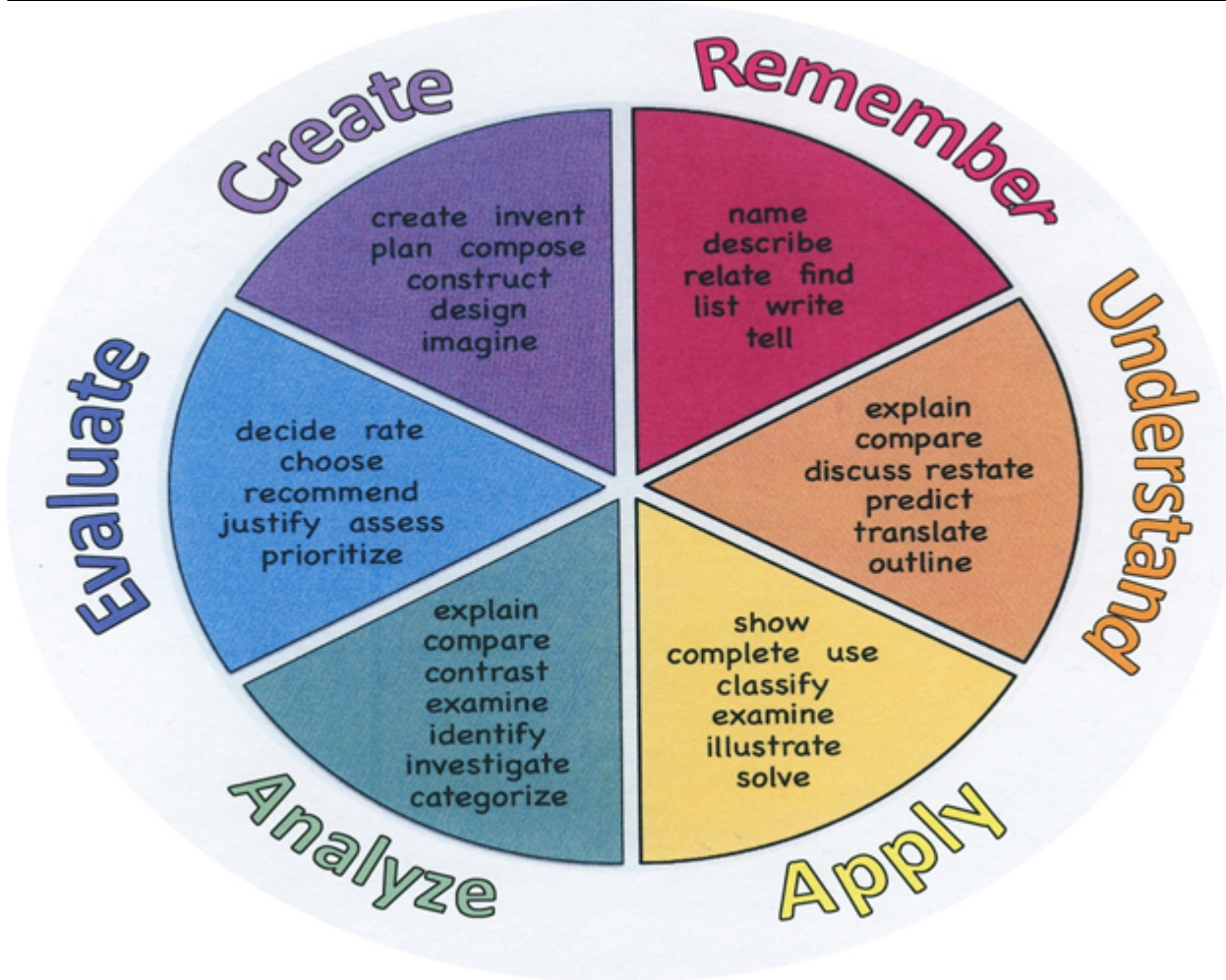
After completing VISUAL ARTS UNIT 11 UNITY, students will be able to:

- **Analyze** how repetition of art elements unifies an artwork, making it cohesive and complete
- **Evaluate and describe** tactics that artists use to create unity in their work
- **Describe** the relationship that unity has with lines, colors, shapes, and pattern in a piece of art
- **Determine** why an artist might want to create unity in their work
- **Create** original art that uses lines, colors, shapes, and/or pattern to create unity in different parts of the composition
- **Critique** the work of other artists and **hypothesize** how they used unity in their compositions, then **describe and explain** whether or not the artistic choices effectively communicate the artist's intentions.

Action Verbs: Below are examples of action verbs associated with each level of the Revised Bloom's Taxonomy.

Remember	Understand	Apply	Analyze	Evaluate	Create
Choose	Classify	Choose	Categorize	Appraise	Combine
Describe	Defend	Dramatize	Classify	Judge	Compose
Define	Demonstrate	Explain	Compare	Criticize	Construct
Label	Distinguish	Generalize	Differentiate	Defend	Design
List	Explain	Judge	Distinguish	Compare	Develop
Locate	Express	Organize	Identify	Assess	Formulate
Match	Extend	Paint	Infer	Conclude	Hypothesize
Memorize	Give Examples	Prepare	Point out	Contrast	Invent
Name	Illustrate	Produce	Select	Critique	Make
Omit	Indicate	Select	Subdivide	Determine	Originate
Recite	Interrelate	Show	Survey	Grade	Organize
Select	Interpret	Sketch	Arrange	Justify	Plan
State	Infer	Solve	Breakdown	Measure	Produce
Count	Match	Use	Combine	Rank	Role Play
Draw	Paraphrase	Add	Detect	Rate	Drive
Outline	Represent	Calculate	Diagram	Support	Devise
Point	Restate	Change	Discriminate	Test	Generate
Quote	Rewrite	Classify	Illustrate		Integrate
Recall	Select	Complete	Outline		Prescribe
Recognize	Show	Compute	Point out		Propose
Repeat	Summarize	Discover	Separate		Reconstruct

Reproduce	Tell Translate Associate Compute Convert Discuss Estimate Extrapolate Generalize Predict	Divide Examine Graph Interpolate Manipulate Modify Operate Subtract			Revise Rewrite Transform
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Suggested Activities & Best Practices

Lower Level Learners (LLL) Higher Level Learners (HLL)

The process will be differentiated through supplying three tiers of questioning for LLL, intermediate and HLL students. Students will be given choice of project direction based on their interests, abilities and learning styles in order to promote confidence and success.

After completing VISUAL ARTS UNIT 11 UNITY, students will be able to:

- **Recognize** the use of unity in an piece of art (LLL) - (formative assessment)
- **Modify** an existing piece of art to create unity within the piece (LLL) - (summative assessment)
- **Analyze** how unity creates cohesiveness throughout the composition - (formative assessment)
- **Evaluate and describe** the tactics used by an artist to create unity in the composition and **defend** whether or not it was an effective tactic - (formative assessment)
- **Describe** the relationship that unity has with lines, colors, shapes, and pattern in a piece of art - (formative assessment)
- **Determine** why an artist might want to create unity in their work - (formative assessments)
- **Create** original art that uses lines, colors, shapes, and/or pattern to create unity in different parts of the composition - (summative assessment)
- **Critique** the work of other artists and **hypothesize** how they used unity in their compositions, then **describe and explain** whether or not the artistic choices effectively communicate the artist's intentions. (HLL) - (alternative assessment)

Assessment Evidence - Checking for Understanding (CFU)

- Admit Tickets
- Anticipation Guide
- Common Benchmarks
- Compare & Contrast
- Create a Multimedia Poster
- DBQ's
- Define
- Describe
- Evaluate
- Evaluation rubrics
- Exit Tickets
- Explaining
- Fist- to-Five or Thumb-Ometer
- Illustration
- Journals
- KWL Chart
- Learning Center Activities
- Multimedia Reports
- Newspaper Headline
- Outline
- Question Stems

- Quickwrite
- Quizzes
- Red Light, Green Light
- Self- assessments
- Socratic Seminar
- Study Guide
- Surveys
- Teacher Observation Checklist
- Think, Pair, Share
- Think, Write, Pair, Share
- Top 10 List
- Unit review/Test prep
- Unit tests
- Web-Based Assessments
- Written Reports

Primary Resources & Materials

No resources are currently available that are located either within the district or that can be obtained by district resources.

Ancillary Resources

- <http://www.educ.kent.edu/community/VLO/Design/principles/unity/index.html>
- youtube.com videos such as "Elements and Principles of Art" (kristiansenart's channel), "Art & Design - Lesson 4 - Elements & Principles of Art" (MrReimerArt)
- Visual Aids Reproductions of paintings by Van Gogh (*Starry Night*), M.C. Escher, Acoma Pueblo pottery, Gothic cathedral stained glass windows.

Technology Infusion

- eBooks pertaining to topics
- Interactive Vocabulary using SmartBoard
- Virtual Field Trips
- Online research assignments using multiple online texts to facilitate learning

Win 8.1 Apps/Tools Pedagogy Wheel

Podcasts
 Photostory 3
 Kid Story Builder
 Music Maker Jam
 Paint A Story
 Office 365
 MS PowerPoint
 Stack 'Em Up
 NqSquared Numbers
 Physamajig
 Xylophone 8

Wikipedia
 Skydrive
 Lync
 SkyMap
 Skype
 Office 365
 Puzzle Touch
 Easy QR
 Memorylage
 Life Moments
 Word Cloud Maker

Where's Waldo?
 MS Excel
 Flipboard
 Office 365
 Nova Mindmapping

Ted Talks
 Record Voice Pen



Originally taken from <http://www.coetail.com/vzimmer/files/2013/02/1Padagogy-Wheel.001.jpg>
 And adapted for Windows 8.1 devices by Charlotte Beckhurst @CharBeckhurst

Alignment to 21st Century Skills & Technology

- English Language Arts;
- Mathematics;
- Science and Scientific Inquiry (Next Generation);
- Social Studies, including American History, World History, Geography, Government and Civics, and Economics;
- World languages;
- Technology;
- Visual and Performing Arts.

WRK.9.2.8.CAP	Career Awareness and Planning
WRK.9.2.8.CAP.1	Identify offerings such as high school and county career and technical school courses, apprenticeships, military programs, and dual enrollment courses that support career or occupational areas of interest.
WRK.9.2.8.CAP.2	Develop a plan that includes information about career areas of interest.
TECH.9.4.8.CI	Creativity and Innovation
TECH.9.4.8.CI.1	Assess data gathered on varying perspectives on causes of climate change (e.g., cross-cultural, gender-specific, generational), and determine how the data can best be used to design multiple potential solutions (e.g., RI.7.9, 6.SP.B.5, 7.1.NH.IPERS.6, 8.2.8.ETW.4).
TECH.9.4.8.CI.2	Repurpose an existing resource in an innovative way (e.g., 8.2.8.NT.3).
TECH.9.4.8.CI.3	Examine challenges that may exist in the adoption of new ideas (e.g., 2.1.8.SSH, 6.1.8.CivicsPD.2).
TECH.9.4.8.CI.4	Explore the role of creativity and innovation in career pathways and industries.
TECH.9.4.8.CT	Critical Thinking and Problem-solving
TECH.9.4.8.GCA	Global and Cultural Awareness
TECH.9.4.8.IML	Information and Media Literacy
TECH.9.4.8.IML.1	Critically curate multiple resources to assess the credibility of sources when searching for information. Multiple solutions often exist to solve a problem. Gathering and evaluating knowledge and information from a variety of sources, including global perspectives, fosters creativity and innovative thinking. An individual's strengths, lifestyle goals, choices, and interests affect employment and income. Awareness of and appreciation for cultural differences is critical to avoid barriers to productive and positive interaction.

21st Century Skills/Interdisciplinary Themes

- Communication and Collaboration

- Creativity and Innovation
- Critical thinking and Problem Solving
- ICT (Information, Communications and Technology) Literacy
- Information Literacy
- Life and Career Skills
- Media Literacy

21st Century Skills

- Civic Literacy
- Environmental Literacy
- Financial, Economic, Business and Entrepreneurial Literacy
- Global Awareness
- Health Literacy

Differentiation

Lower Level Learners (LLL) Higher Level Learners (HLL)

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Differentiations:

- Small group instruction
- Small group assignments
- Extra time to complete assignments

- Pairing oral instruction with visuals
- Repeat directions
- Use manipulatives
- Center-based instruction
- Token economy
- Study guides
- Teacher reads assessments allowed
- Scheduled breaks
- Rephrase written directions
- Multisensory approaches
- Additional time
- Preview vocabulary
- Preview content & concepts
- Story guides
- Behavior management plan
- Highlight text
- Student(s) work with assigned partner
- Visual presentation
- Assistive technology
- Auditory presentations
- Large print edition
- Dictation to scribe
- Small group setting

Hi-Prep Differentiations:

- Alternative formative and summative assessments
- Choice boards
- Games and tournaments
- Group investigations
- Guided Reading
- Independent research and projects
- Interest groups
- Learning contracts
- Leveled rubrics
- Literature circles
- Multiple intelligence options
- Multiple texts
- Personal agendas
- Project-based learning
- Problem-based learning
- Stations/centers
- Think-Tac-Toes
- Tiered activities/assignments
- Tiered products
- Varying organizers for instructions

Lo-Prep Differentiations

- Choice of books or activities
- Cubing activities
- Exploration by interest
- Flexible grouping

- Goal setting with students
- Jigsaw
- Mini workshops to re-teach or extend skills
- Open-ended activities
- Think-Pair-Share
- Reading buddies
- Varied journal prompts
- Varied supplemental materials

Special Education Learning (IEP's & 504's)

Projects will be driven by choice and modified using any adaptations below to meet criteria of specific IEP and 504 accommodations:

- printed copy of board work/notes provided
- additional time for skill mastery
- assistive technology
- behavior management plan
- Center-Based Instruction
- check work frequently for understanding
- computer or electronic device utilizes
- extended time on tests/ quizzes
- have student repeat directions to check for understanding
- highlighted text visual presentation
- modified assignment format
- modified test content
- modified test format
- modified test length
- multiple test sessions
- multi-sensory presentation
- preferential seating
- preview of content, concepts, and vocabulary
- Provide modifications as dictated in the student's IEP/504 plan
- reduced/shortened reading assignments
- Reduced/shortened written assignments
- secure attention before giving instruction/directions
- shortened assignments

- student working with an assigned partner
- teacher initiated weekly assignment sheet
- Use open book, study guides, test prototypes

English Language Learning (ELL)

- teaching key aspects of a topic. Eliminate nonessential information
- using videos, illustrations, pictures, and drawings to explain or clarify
- allowing products (projects, timelines, demonstrations, models, drawings, dioramas, poster boards, charts, graphs, slide shows, videos, etc.) to demonstrate student's learning;
- allowing students to correct errors (looking for understanding)
- allowing the use of note cards or open-book during testing
- decreasing the amount of work presented or required
- having peers take notes or providing a copy of the teacher's notes
- modifying tests to reflect selected objectives
- providing study guides
- reducing or omitting lengthy outside reading assignments
- reducing the number of answer choices on a multiple choice test
- tutoring by peers
- using computer word processing spell check and grammar check features
- using true/false, matching, or fill in the blank tests in lieu of essay tests

At Risk

- allowing students to correct errors (looking for understanding)
- teaching key aspects of a topic. Eliminate nonessential information
- allowing products (projects, timelines, demonstrations, models, drawings, dioramas, poster boards, charts, graphs, slide shows, videos, etc.) to demonstrate student's learning
- allowing students to select from given choices
- allowing the use of note cards or open-book during testing
- collaborating (general education teacher and specialist) to modify vocabulary, omit or modify items to reflect objectives for the student, eliminate sections of the test, and determine how the grade will be determined prior to giving the test.
- decreasing the amount of work presented or required
- having peers take notes or providing a copy of the teacher's notes
- marking students' correct and acceptable work, not the mistakes

- modifying tests to reflect selected objectives
- providing study guides
- reducing or omitting lengthy outside reading assignments
- reducing the number of answer choices on a multiple choice test
- tutoring by peers
- using authentic assessments with real-life problem-solving
- using true/false, matching, or fill in the blank tests in lieu of essay tests
- using videos, illustrations, pictures, and drawings to explain or clarify

Talented and Gifted Learning (T&G)

- Above grade level placement option for qualified students
- Advanced problem-solving
- Allow students to work at a faster pace
- Cluster grouping
- Complete activities aligned with above grade level text using Benchmark results
- Create a blog or social media page about their unit
- Create a plan to solve an issue presented in the class or in a text
- Debate issues with research to support arguments
- Flexible skill grouping within a class or across grade level for rigor
- Higher order, critical & creative thinking skills, and discovery
- Multi-disciplinary unit and/or project
- Teacher-selected instructional strategies that are focused to provide challenge, engagement, and growth opportunities
- Utilize exploratory connections to higher-grade concepts
- Utilize project-based learning for greater depth of knowledge

Sample Lesson

Using the template below, please develop a **Sample Lesson** for the first unit only.

Unit Name: UNITY

NJSLS: see cited standards below

Interdisciplinary Connection: Mathematics/Social Studies

Statement of Objective: Students will be assigned a specific element, such as a shape, with which they will develop an individual composition which will become one part of a collaborative "whole".

Anticipatory Set/Do Now: How is a family or a species of animal "unified" in appearance?

Learning Activity: Classes will determine through a group discussion an agreed upon element to focus the project around. Students will then be assigned a specific element, such as a shape, with which they will develop an individual composition. Each student will be given the same size composition piece, and a limited color scheme. Students will work individually on a piece built around the common element. When completed, all individual components will be assembled together becoming one part of a collaborative "whole" exemplifying unity through the originally selected element of choice.

Examples to be used:

Unity in Art <https://artincontext.org/unity-in-art/>

Principles of Design: Unity <https://youtu.be/yXQ5FskN5pQ>

Principle of Design: Unity in Art Tutorial <https://youtu.be/gmrc3Willmo>

Student Assessment/CFU's: By the end of the unit, students will be able to produce a small piece of art focused around a predetermined element. The completed composition will be assembled alongside others sharing the same element to create a larger cohesive art piece exhibiting unity.

Materials: small composition boards/pencils/markers/rulers

21st Century Themes and Skills: Creativity/Critical Thinking/Collaboration

Differentiation/Modifications:

Higher Level Learners (HLL)/Lower Level Learners (LLL)

HLL: Create using the element and variations of the element assigned

LLL: Create using only the assigned element varying size and shape

Integration of Technology: Youtube/EdPuzzles/Online articles