

# Unit 4: Texture

Content Area: **Fine Arts**  
Course(s):  
Time Period: **Marking Period 1**  
Length: **1-1.5 week(s)**  
Status: **Published**

## **Summary of Unit 4: Texture**

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Summary: In alignment with the NJSL-S-VPA , students will discover and learn about the elements of art. The elements of art are the basic building blocks of an artwork. Throughout this unit, students will explore and discover different types of techniques to create various textures. Students will discover artists and analyze artworks that focus on the use of textures in the works.

Artists include but are not limited to: Frank Auerbach, Leon Kossoff, Robert Longo, Vincent VanGogh, and Zemer Peled.

## **Essential Questions**

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- How does the artist’s knowledge, understanding and skill in using texture affect the resulting artwork?
- How does knowledge and understanding of famous artists and artworks affect the artwork that is created?
- How does knowledge, understanding and skill of texture affect the artwork that is created?

## **Enduring Understandings**

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- Various tools create different results
- Exploring and discovering various ways to create balance will improve artistic growth and produce a higher quality of artwork
- Creation of a texture reference sheet will assist and aid students when decision making and creating artwork
- Introduction of texture specific artists and artworks will expand students knowledge of various times in history, cultures, and art eras

## **Students Will Know/ Students Will be Skilled At**

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- Knowing texture terminology
- Identifying the different types of texture
- Identifying and creating various textures, using prior knowledge from the previous units like mark making and value
- Creating various textures including but not limited to, smooth, rough, woven, hairy, fluffy, etc.
- Knowing that textures can be varied in many ways
- Knowing the elements of art

## **Learning Plan**

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- Preview essential questions and objects, connecting to learning throughout the unit
- Introduce elements of art: Specifically texture terminology
- Practice creating variations in texture using different repetitive mark-making techniques and overlapping skills
- Discover texture specific artists from various art eras (Including but not limited to modern, contemporary, abstract expressionism, etc.)
- Introduce and create artwork specifically focusing on forms
- Perform formative and summative assessments
- Showcase artwork throughout the school and district buildings

## **Evidence/Performance Tasks**

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Fine Arts students demonstrate differentiated proficiency according to their ability to answer the essential questions through formative and summative assessments. Evidence of progression may be demonstrated in divergent ways through the Artistic Process of Creating, Presenting/Producing, Connecting, and Responding.

Tasks will include:

- Experimenting with a wide range of textures

- Creating a resource page with various types of textures
- Recording and comprehending important art terminologies and techniques associated to current and past units
- Participating in the art making process while applying design criterias and requirements
- Participating in formal and informal assessments
- Answering essential questions and meeting project objectives and deadlines

## **Materials**

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The materials used in this course allow for integration of a variety of instructional, supplemental, and intervention materials that support student learners at all levels in the school and home environments. Associated web content and media sources are infused into the unit as applicable and available.

Sketchbook, Various Pencils, Sharpies, Markers, Various Papers, Various Erasers, Mirrors, Blending Sticks, Charcoal, Graphite, Sharpeners, Colored Pencils, Oil Pastel, Chalk Pastels, YouTube Videos, Notes from prior units, magazines, glue, scissors, Watercolor, Watercolor paper, and paint brushes.

## **Standards**

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ELD standards:<https://docs.google.com/document/d/1wdmsiGOdCHlrjU-WPvAtENnEgi0EStZXo0uiFYv1Nu4/edit>

The identified standards reflect a developmental progression across grades/ levels and make interdisciplinary connections across content areas including social sciences, technology, career readiness, cultural awareness and global citizenship. The standards that follow are relevant to this course in addition to the associated content-based standards listed below.

LA.W.3.7. Conduct short research projects that build knowledge about a topic.

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.

8.1 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

VA.6-8.1.5.8.Cn	Connecting
VA.6-8.1.5.8.Cr	Creating
VA.6-8.1.5.8.Pr	Presenting
VA.6-8.1.5.8.Re	Responding
VA.6-8.1.5.8.Cr1	Generating and conceptualizing ideas.
VA.6-8.1.5.8.Cr2	Organizing and developing ideas.
VA.6-8.1.5.8.Cr3	Refining and completing products.
VA.6-8.1.5.8.Pr4	Selecting, analyzing and interpreting work.
VA.6-8.1.5.8.Pr5	Developing and refining techniques and models or steps needed to create products.
VA.6-8.1.5.8.Pr6	Conveying meaning through art.
VA.6-8.1.5.8.Re7	Perceiving and analyzing products.
VA.6-8.1.5.8.Re8	Interpreting intent and meaning.
VA.6-8.1.5.8.Re9	Applying criteria to evaluate products.
VA.6-8.1.5.8.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
VA.6-8.1.5.8.Cn11	Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.
VA.6-8.1.5.8.Cr1a	Conceptualize early stages of the creative process, including applying methods to overcome creative blocks or take creative risks, and document the processes in traditional or new media.
VA.6-8.1.5.8.Cr1b	Develop criteria, identify goals and collaboratively investigate an aspect of present-day life, using contemporary practice of art or design.
VA.6-8.1.5.8.Cr2a	Demonstrate persistence and willingness to experiment and take risks during the artistic process.
VA.6-8.1.5.8.Cr2b	Demonstrate an awareness of ethical responsibility as applied to artmaking including environmental implications, responsibility in sharing images online, appropriation, and intellectual property ethics.
VA.6-8.1.5.8.Cr2c	Apply, organize and strategize methods for design and redesign of objects, places, systems, images and words to clearly communicate information to a diverse audience.
VA.6-8.1.5.8.Cr3a	Use criteria to examine, reflect on and plan revisions for a work of art, and create an artistic statement.
VA.6-8.1.5.8.Pr4a	Investigate and analyze ways artwork is presented, preserved and experienced, including use of evolving technology. Evaluate a collection or presentation based on this criterion.
VA.6-8.1.5.8.Pr5a	Individually or collaboratively prepare and present theme-based artwork for display and formulate exhibition narratives.
VA.6-8.1.5.8.Pr6a	Analyze how exhibitions in different venues communicate meaning and influence ideas, beliefs and experiences.
VA.6-8.1.5.8.Re8a	Interpret art by analyzing how the interaction of subject matter, characteristics of form and structure, use of media, art making approaches, and relevant contextual information contributes to understanding messages or ideas and mood conveyed.
VA.6-8.1.5.8.Re9a	Create a convincing and logical argument to support an evaluation of art. Explain the difference between personal and established criteria for evaluating artwork.

VA.6-8.1.5.8.Cn10a	Generate ideas to make art individually or collaboratively to positively reflect a group's identity.
VA.6-8.1.5.8.Cn11b	Analyze and contrast how art forms are used to reflect global issues, including climate change.
WRK.K-12.P.4	Demonstrate creativity and innovation.
TECH.9.4.8.CI	Creativity and Innovation
TECH.9.4.8.CT	Critical Thinking and Problem-solving
	Investigate
	Analyze
	Reflect, Refine, Continue
	Analyze
	Relate
	Interpret
	Share
	Explore
	Perceive
	Select

### **Suggested Strategies for Modifications:**

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This link includes content specific accommodations and modifications for all populations:

[Fine Arts Accommodations & Modifications](#)