# MONROE TOWNSHIP PUBLIC SCHOOLS WILLIAMSTOWN, NEW JERSEY

Williamstown Middle School



# Hands On Art

Grade 7

September 2016

Written by: Gerard Bittner Stan Krzyminski, Director of Curriculum Dean Insana, Supervisor of Special Areas

## **Monroe Township Public Schools**

Williamstown, New Jersey

# **Philosophy of Education**

The administration, faculty, and staff of Monroe Township Public Schools, in cooperation with parent and the community, and with active participation of the students, are committed to viewing each other as individuals, respecting each person's uniqueness, and setting high expectations for all students. The school system will assist each student to become a contributing member of our society by providing a learning environment that is responsive to the needs of the individual student, community, and changing society by providing a learning environment that nurtures values and morals. This environment will be conducive to acquisition of knowledge, as well as to the development of problem solving, critical thinking, and organizational skills. We will provide a learning environment that is responsible behavior, a positive attitude toward themselves and others, the necessary life skills to become productive citizens and lifetime learners. We accept the challenge and responsibility of accomplishing these goals.

Revised: August, 1996

#### Williamstown Middle School

Williamstown, New Jersey

# **Mission Statement**

The administration, faculty, and staff of Williamstown Middle School, in cooperation with parents and the community, and with the active participation of the students, are committed to viewing each other as individuals, respecting each person's uniqueness, and setting high expectations for all students. Through an interdisciplinary approach we will aid our students in developing responsible behavior, a positive attitude toward themselves and others, and the necessary life skills to become productive citizens in our changing society. We accept the challenge and responsibility of accomplishing these goals.

Williamstown Middle School Education Life's Preparation

# **The Visual and Performing Arts**

# **Department Philosophy**

The Visual and Performing Arts Department is committed to teaching all students what they need for development of their talents in the areas of art, music and theatre arts. Students should be able to take courses, which enable them to unlock their creative abilities, and then enable them to perform and create in their areas of interest. It is the goal of this department to foster ideals which permit the student to become more artistically self aware through the development of the student's creative abilities, and become more self-assured through the performance process.

Through these basic goals, it is our hope that each student will become more creative in their chosen field of endeavor, and develop into a more self-confident individual. We hope that each student develops an appreciation for the arts and how they can enrich their life and make the a more knowledgeable individual.

Through the course of a student's Visual and Performing Arts education, the student should be able to justify its connection to other subjects and the needs of the society. This realization will serve to enrich the student's abilities and make them a more marketable commodity.

#### **Monroe Township Public Schools**

Williamstown, New Jersey

# **Curriculum Philosophy**

Monroe Township Public Schools offer all students access to curricula that addresses the New Jersey Core Curriculum Content Standards to provide for differentiation in meeting the needs of a variety of learners. All students identified as Special Needs and English language Learners are provided with instruction that will meet the needs as identified in their individual educational plan or as established through the utilization of content area benchmark assessments. Our goal, as a district, is to provide students with the skills necessary to meet the rigor of a selected career in the 21<sup>st</sup> century.

August 2008

#### Williamstown Middle School

Williamstown, New Jersey

#### **COURSE ORGANIZATION**

Hands On Art

LENGTH OF TIME:One CycleNUMBER OF PERIODS PER WEEK:5

# **PURPOSE STATEMENT**

The arts are used to achieve a multitude of human purposes: to present issues and ideas, to teach or persuade, to entertain, to decorate or please. The arts are integral to every person's daily. Our personal, social, economic, and cultural environments are shaped by the arts at every turn. Their impact cannot be denied. Throughout history, art has served to connect our imaginations within the deepest questions of human existence: Who am I? What must I do? Where am I going? Studying responses to those questions through time and across cultures-as well acquiring the skills and knowledge to create one's own response is essential not only to understanding life but to living it fully.

The arts offer unique sources of enjoyment and exhilaration for the imagination. They explore relationships between ideas and objects and serve as links between thought and action. The arts help students develop respectful attitudes about the beliefs and cultures of others, communicate ideas and inner emotions, and obtain the intellectual skills required to participate effectively in today's society and economy. The arts teach self-discipline, reinforce self-esteem, and foster the thinking skills and creativity so valued in the work place. They teach the importance of teamwork and cooperation. They demonstrate the direct connection between study, hard work, and high levels of achievement.

Grade 7 2 Dimensional Art I course will include the creation of individual art works using a variety of subject matters and art mediums. Through the basic studies of art the student will develop insight into the nature of human involvement in the art as a viewer, creator, and participant. The student will increase his/her abilities to critique, analyze and develop aesthetics/personal art philosophy. The student is encouraged to develop creative self-expression, as well as, focus on the intellectual qualities of producing artistically accepted art works. This class will present the foundations necessary to understand, discuss and create in the two-dimensional visual world. Using a variety of materials and techniques and digital media, students will explore all the concepts of the elements of art.

#### Williamstown Middle School

Williamstown, New Jersey

# Hands On Art

# GRADE 7

# **SCOPE AND SEQUENCE:**

- 1. demonstrate proper studio procedures and safety regulations
- 2. demonstrate preplanning skills and techniques
- 3. effective use of tools, equipment, media, and art processes
- 4. demonstrate proper artistic research skills and apply research to project
- 5. demonstrate skill of observation and concentration
- 6. develop a creatively expressive finished work of art
- 7. demonstrate the appropriate use of time in the completion of as assignment
- 8. use materials to achieve certain intended effects
- 9. choose the proper tools, equipment, media, and processes appropriate to the completion of the task at hand
- 10. experiment with a variety of styles in art
- 11. experiment using a variety of skills, techniques, media, and procedures
- 12. demonstrate proper respect and care for all aspects of the art room and its content
- 13. develop an awareness for art careers
- 14. demonstrate the importance of sharing artistic ideas
- 15. demonstrate art etiquette
- 16. recognize social and cultural art themes
- 17. explore past and present art forms
- 18. understand the motives for making art
- 19. use proper art terminology
- 20. support criticism based on criteria
- 21. learn to respect others' way of thinking, working and expressing themselves

# Monroe Township Public Schools Curriculum Guide Overview Essential Questions

COURSE NAM	E: <u>Hands On Art - Grade 7</u>
New Jersey CCCS	Corresponding Essential Question(s):
1.4.8.A.3-7	How do people use aesthetic knowledge in the creative process of art?
1.1.8.D.1,2 1.4.8.A.1-3 1.2.8.A.1-3	How are visual and performing arts skills used to construct creative expressions in the world of the arts?
1.2.8.A.1-3 1.3.8.D.1-6	How do people use the elements of art and principles of design in the creative response TO art?
1.4.8.A.1-3,5,7	What language skills and concepts are necessary to best critique a work of art?
1.2.8.A.1,2 1.4.8.A.1-7 1.4.8.B.1-3	How can concepts and skills, such as art, render cultural values and traditions? How is creative thinking different throughout national and global communities? Throughout history how has art represented individual cultures and their people?
1.1.8.D.1,2 8.1.8.A.1 8.1.8.D.5	How can today's technology help us to create, educate, and research art throughout history?

Focus Topic #1 Students will demonstrate knowledge of: <u>aesthetics and apply an understanding of arts philosophies, judgment, and analysis to works of art.</u>

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Content Standard CPI	Established Goals Content Objectives Measurable Skills	Suggested Instructional Strategies/Activities1.Problem Based Learning9.Reading2.Teacher Directed10.Application3.Study Groups11.Lab (report)4.Technology12.Homework5.Demonstration13.Field Trip6.Cooperative Groups14.Projects7.Literature Circles15.Other (explain)8.Participation & DiscussionLiterature CirclesLiterature Circles	Assessment Strategies1.Multiple Choice9.Self-Assessment2.Essay10.Class Survey3.Fill-In-Blanks11.Rubrics4.Academic Prompts12.Reflective Discussion5.Writing Samples13.Performance Tasks6.Lab Report14.Teacher Observation7.Problem Solving15.Portfolio8.Oral Presentation16.Other (explain)	Materials, Technology Resources           1.         Textbooks           2.         Technology Software           3.         Technology Hardware           4.         Graphic Organizers           5.         AVA/Video           6.         Primary Sources           7.         Resource People           8.         Internet Resources
1.1.8.A.1-7 1.1.8.B.1-3 1.2.8.A.2,3	Students will demonstrate:1. Responses to fundamentalelements within an art form,based on observation, using thedomain-specific terminology ofthat art form.2. The value of works of art,based on historical significance,craftsmanship, cultural context,and originality usingappropriate domain specificterminology.	1, 2, 3, 4, 5, 6, 8, 10, 14 1, 2, 3, 4, 5, 6, 8, 10, 14	1, 2, 5, 7, 8, 9, 10, 11, 12, 14, 15 1, 2, 5, 7, 8, 9, 10, 11, 12, 14, 15	2, 8
1.2.0.A.2,3	3. How historical responses affect the evolution of various artistic styles, trends and movements in art forms.	1, 2, 3, 4, 5, 6, 8, 10, 14	1, 2, 5, 7, 8, 9, 10, 11, 12, 14, 15	2,8
	<ul> <li>4. Cultural messages in works of art.</li> <li>5. A personal philosophy or individual statement on the meaning(s) of art.</li> </ul>	1, 2, 3, 4, 5, 6, 8, 10, 14         1, 2, 3, 4, 5, 6, 8, 10, 14	1, 2, 5, 7, 8, 9, 10, 11, 12, 14, 15         1, 2, 5, 7, 8, 9, 10, 11, 12, 14, 15	2, 8 2, 8

#### Essential Question: How do people use aesthetic knowledge to in the creative process of art?

# Focus Topic # 2 Students will synthesize skills, media, methods, and technologies that are appropriate to creating, performing, and/or presenting works <u>of art.</u>

Essential Questio	n: How are visual and	performin	g arts skills used to cons	struct creative expr	essions in the world og	f the arts?

Content Standard CPI	Established Goals Content Objectives Measurable Skills	2.Teacher Directed10.A3.Study Groups11.L4.Technology12.H5.Demonstration13.F6.Cooperative Groups14.P	teading application ab (report) Iomework rield Trip rojects Other (explain)	Assessment Strategies         1.       Multiple Choice       9.       Self-Assessment         2.       Essay       10.       Class Survey         3.       Fill-In-Blanks       11.       Rubrics         4.       Academic Prompts       12.       Reflective Discussion         5.       Writing Samples       13.       Performance Tasks         6.       Lab Report       14.       Teacher Observation         7.       Problem Solving       15.       Portfolio         8.       Oral Presentation       16.       Other (explain)	Materials, Technology Resources         1.       Textbooks         2.       Technology Software         3.       Technology Hardware         4.       Graphic Organizers         5.       AVA/Video         6.       Primary Sources         7.       Resource People         8.       Internet Resources
1.1.8.D.1,2 1.3.D.1-6	Students will: 1. Incorporate various art elements in the creation of 2 and 3 dimensional artworks using a broad array of art media and mediums to enhance the expression of creative ideas. 2. Apply various art media, art mediums, technologies, and processes in the creation of allegorical, theme-based,	1, 2, 3, 4, 5, 6, 10, 14		7, 9, 11, 12, 13, 14, 15	2, 3, 5, 6, 7, 8 2, 3, 5, 6, 7, 8
	<ul> <li>b) anegorieal, arene based,</li> <li>two-dimensional works of art.</li> <li>3. Identify 2D &amp; 3D genres of art using art vocabulary and solve hands on problems using genre styles.</li> <li>4. A variety of pathways and the requisite training for careers in the visual arts.</li> </ul>	1, 2, 3, 4, 5, 6, 10, 14 1, 2, 3, 4, 5, 6, 10, 14			2, 3, 5, 6, 7, 8 2, 3, 5, 6, 7, 8

#### Focus Topic # 3 Students will demonstrate knowledge of: the creative process through use of the elements of art

		Suggested Instr Strategies/Act		Assessment Strategies	Materials, Technology Resources
Content Standard CPI	Established Goals Content Objectives Measurable Skills	<ol> <li>Problem Based Learning</li> <li>Teacher Directed</li> <li>Study Groups</li> <li>Technology</li> <li>Demonstration</li> <li>Cooperative Groups</li> <li>Literature Circles</li> <li>Participation &amp; Discussion</li> </ol>	<ol> <li>Reading</li> <li>Application</li> <li>Lab (report)</li> <li>Homework</li> <li>Field Trip</li> <li>Projects</li> <li>Other (explain)</li> </ol>	1.       Multiple Choice       9.       Self-Assessment         2.       Essay       10.       Class Survey         3.       Fill-In-Blanks       11.       Rubrics         4.       Academic Prompts       12.       Reflective Discussion         5.       Writing Samples       13.       Performance Tasks         6.       Lab Report       14.       Teacher Observation         7.       Problem Solving       15.       Portfolio         8.       Oral Presentation       16.       Other (explain)	<ol> <li>Textbooks</li> <li>Technology Software</li> <li>Technology Hardware</li> <li>Graphic Organizers</li> <li>AVA/Video</li> <li>Primary Sources</li> <li>Resource People</li> <li>Internet Resources</li> </ol>
1.2.8.A.1-3 1.3.8.D.1-6	Students will 1. Describe the intellectual and emotional significance conveyed by the application of the elements of art in different historical eras and cultures. 2. Compare and contrast various 2D & 3D	1, 2, 3, 4, 5, 6, 8, 10, 14		1, 2, 7, 9, 11, 12, 13, 14, 15	2, 3, 6, 8 2, 3, 6, 8

Essential Question: How do people use the elements of art in creative process of art?

#### Focus Topic # 4 Students will: demonstrate and apply and understanding of arts philosophies, judgment, and analysis to works of art.

		Suggested Instructional Strategies/Activities	Assessment Strategies	Materials, Technology Resources	
Content Standard CPI	Established Goals Content Objectives Measurable Skills	1.Problem Based Learning9.Reading2.Teacher Directed10.Application3.Study Groups11.Lab (report)4.Technology12.Homework5.Demonstration13.Field Trip6.Cooperative Groups14.Projects7.Literature Circles15.Other (explain)8.Participation & DiscussionField Trip	1.       Multiple Choice       9.       Self-Assessment         2.       Essay       10.       Class Survey         3.       Fill-In-Blanks       11.       Rubrics         4.       Academic Prompts       12.       Reflective Discussion         5.       Writing Samples       13.       Performance Tasks         6.       Lab Report       14.       Teacher Observation         7.       Problem Solving       15.       Portfolio         8.       Oral Presentation       16.       Other (explain)	<ol> <li>Textbooks</li> <li>Technology Software</li> <li>Technology Hardware</li> <li>Graphic Organizers</li> <li>AVA/Video</li> <li>Primary Sources</li> <li>Resource People</li> <li>Internet Resources</li> </ol>	
	Students will: 1. Generate observational and emotional responses to diverse culturally and historically specific works of 2D visual art.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	2, 3, 7, 8, 9, 11, 12, 14	2, 3, 8	
	2. Identify works of 2D & 3D visual art that are used for utilitarian and non-utilitarian purposes.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	2, 3, 7, 8, 9, 11, 12, 14	2, 3, 8	
1.4.8.A.1-3, 5,7	3. Demonstrate how to determine the influence of tradition on arts experience, as an arts creator, performer, and consumer.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	2, 3, 7, 8, 9, 11, 12, 14	2, 3, 8	
	4. Demonstrate how to develop criteria for evaluating art and use the criteria to evaluate one's personal work and that of their peers, using positive commentary for critique.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	2, 3, 7, 8, 9, 11, 12, 14	2, 3, 8	
	5. Demonstrate providing examples of how critique may affect the creation and/or modification of an existing or new work of art.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	2, 3, 7, 8, 9, 11, 12, 14	2, 3, 8	

## Essential Question: What language skills and concepts are necessary to best critique a work of art?

#### Focus Topic # 5 Students will: understand the role, development, and influence of the arts throughout history and across cultures.

Essential Question: How can concepts and skills, such as art, render cultural values and traditions? How is creative thinking different throughout national and global communities? Throughout history how has art represented individual cultures and their people?

		Suggested Instructional Strategies/Activities	Assessment Strategies	Materials, Technology Resources	
Content Standard CPI	Established Goals Content Objectives Measurable Skills	1.Problem Based Learning9.Reading2.Teacher Directed10.Application3.Study Groups11.Lab (report)4.Technology12.Homework5.Demonstration13.Field Trip6.Cooperative Groups14.Projects7.Literature Circles15.Other (explain)8.Participation & DiscussionField Trip	1.Multiple Choice9.Self-Assessment2.Essay10.Class Survey3.Fill-In-Blanks11.Rubrics4.Academic Prompts12.Reflective Discussion5.Writing Samples13.Performance Tasks6.Lab Report14.Teacher Observation7.Problem Solving15.Portfolio8.Oral Presentation16.Other (explain)	<ol> <li>Textbooks</li> <li>Technology Software</li> <li>Technology Hardware</li> <li>Graphic Organizers</li> <li>AVA/Video</li> <li>Primary Sources</li> <li>Resource People</li> <li>Internet Resources</li> </ol>	
	Students will demonstrate: 1. Historical events of the ancient civilizations, classic civilizations, middle ages and renaissance in artistic development found in visual art.	1, 2, 3, 4, 5, 6, 8, 10, 14	1, 2, 3, 4, 7, 8, 9, 11, 12, 13, 14, 15	2, 3, 7, 8	
1.2.8.A.1,2	2. By summarizing and reflecting upon how various art forms and cultural resources preserve cultural heritage and influence contemporary art.	1, 2, 3, 4, 5, 6, 8, 10, 14	1, 2, 3, 4, 7, 8, 9, 11, 12, 13, 14, 15	2, 3, 7, 8	
1.2.8.A.1,2 1.4.8.A.1-7 1.4.8.B.1-3	3. And evaluate the impact of innovations in the arts from various historical periods of the ancient civilizations, classic civilizations, middle ages and renaissance in works visual art stylistically representative of the times.	1, 2, 3, 4, 5, 6, 8, 10, 14	1, 2, 3, 4, 7, 8, 9, 11, 12, 13, 14, 15	2, 3, 7, 8	
	4. Comparing and contrasting the stylistic characteristics of a given historical periods of the ancient civilizations, classic civilizations, middle ages and renaissance	1, 2, 3, 4, 5, 6, 8, 10, 14	1, 2, 3, 4, 7, 8, 9, 11, 12, 13, 14, 15	2, 3, 7, 8	

# Focus Topic # 6 Students will: <u>expand their capacity to use operations and applications, apply information-literacy skills, and select the appropriate tools and resources to accomplish a variety of tasks, as they develop digital citizenship.</u>

Essential Question: How can today's technology help us to create, educate, and research art throughout history?
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Content Standard CPI	Established Goals Content Objectives Measurable Skills	Suggested Instructional Strategies/Activities         1.       Problem Based Learning       9.       Reading         2.       Teacher Directed       10.       Application         3.       Study Groups       11.       Lab (report)         4.       Technology       12.       Homework         5.       Demonstration       13.       Field Trip         6.       Cooperative Groups       14.       Projects         7.       Literature Circles       15.       Other (explain)         8.       Participation & Discussion       Here State S	Assessment Strategies         1.       Multiple Choice       9.       Self-Assessment         2.       Essay       10.       Class Survey         3.       Fill-In-Blanks       11.       Rubrics         4.       Academic Prompts       12.       Reflective Discussion         5.       Writing Samples       13.       Performance Tasks         6.       Lab Report       14.       Teacher Observation         7.       Problem Solving       15.       Portfolio         8.       Oral Presentation       16.       Other (explain)	Materials, Technology Resources         1.       Textbooks         2.       Technology Software         3.       Technology Hardware         4.       Graphic Organizers         5.       AVA/Video         6.       Primary Sources         7.       Resource People         8.       Internet Resources
	A. Nature of Technology: Creativity and Innovation 1. Explain the impact of globalization on the development of a technological system over time.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	1, 4, 7, 9, 10, 11, 12, 14, 15	2, 3, 8
1.1.8.D.1,2 8.1.8.A.1	<ul> <li>B. Design: Critical Thinking, Problem Solving, and</li> <li>Decision-Making.</li> <li>2. Identify the design constraints and trade offs involved in designing a prototype by completing a design problem and reporting</li> </ul>	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	1, 4, 7, 9, 10, 11, 12, 14, 15	2, 3, 8
8.1.8.D.5	C Technological Citizenship, Ethics, and Society 3. Explain the need for patents and the process of registering one.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	1, 4, 7, 9, 10, 11, 12, 14, 15	2, 3, 8
	<b>D. Research and</b> <b>Information Fluency</b> 4. Evaluate the role of ethics and bias on trend analysis and prediction in the development of a product that impacts communities in the United States and /or other countries.	1, 2, 3, 4, 5, 6, 8, 9, 10, 14	1, 4, 7, 9, 10, 11, 12, 14, 15	2, 3, 8

# Focus Topic # 6 Student will: <u>expand their capacity to use operations and applications, apply information-literacy skills, and select the appropriate tools</u> and resources to accomplish a variety of tasks, as they develop digital citizenship.

		Suggested Instructional Strategies/Activities			Assessment Strategies				N	Iaterials, Technology Resources
Content	Established Goals	1. Problem Based Learning	9.	Reading	1.	Multiple Choice	9.	Self-Assessment	1.	Textbooks
Standard CPI	<b>Content Objectives</b>	2. Teacher Directed	10.	Application	2.	Essay	10.	Class Survey	2.	Technology Software
		3. Study Groups	11.	Lab (report)	3.	Fill-In-Blanks	11.	Rubrics	3.	Technology Hardware
	Measurable Skills	4. Technology	12.	Homework	4.	Academic Prompts	12.	Reflective Discussion	4.	Graphic Organizers
		5. Demonstration	13.	Field Trip	5.	Writing Samples	13.	Performance Tasks	5.	AVA/Video
		6. Cooperative Groups	14.	Projects	6.	Lab Report	14.	Teacher Observation	6.	Primary Sources
		7. Literature Circles	15.	Other (explain)	7.	Problem Solving	15.	Portfolio	7.	Resource People
		8. Participation & Discussion			8.	Oral Presentation	16.	Other (explain)	8.	Internet Resources
	E. Communication and	1, 2, 3, 4, 5, 6, 8, 9, 10,	14		1,	4, 7, 9, 10, 11, 12	2, 14	, 15	2,	3, 8
	<b><u>Collaboration</u></b>									
	5. Work in collaboration									
	with peers and experts in									
1.1.8.D.1,2	the field to develop a									
8.1.8.A.1	product using the design									
8.1.8.D.5	process, data analysis, and									
	trends, and maintain a									
	digital log with annotated									
	sketches to record the									
	development cycle.									

#### Essential Question: How can today's technology help us to create, educate, and research art throughout history?

# APPENDIX

# RESOURCES

# 2 Dimensional Art I - Grade 7

Supplementary Text: A Sampling of Teacher Reference Books:

- History of Art Janson
- Landscape Painting Bo Jeffares
- How to Draw What You See Rudy DeReyna
- Ceramics Glenn Nelson
- Michelangelo Goldschneider
- Perspective JM Parramon
- Art and Man Series
- The Occult in Art Rachleff

A Sampling of Computer Reference Materials:

- CD Art History and History Series
- CD Encyclopedia
- Library of the Arts on CD
- The Paintings of the Louvre
- Gothic Art
- Modern Art Series
- Cezanne
- A is for Art
- Internet

Library:

Audio-Visual Materials:

- The elements of art
- Understanding Color
- Understanding Perspective

Guest Speakers:

## When Available