

Nov/Dec. Grade 3 Art

Content Area: **Art**
Course(s):
Time Period: **November**
Length: **6-8 Weeks**
Status: **Published**

Unit Overview

This unit studies the cultural and artistic features of Mask Making.

Enduring Understandings

Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative art-making goals.

Essential Questions

How does knowing the contexts histories, & traditions of art forms help us create works of art & design?

Why do artists follow or break from established traditions?

How do artists determine what resources are needed to formulate artistic investigations.

Instructional Strategies & Learning Activities

Objectives	Suggested Activities	Evaluations	Resources
Identify and use Patterns Cultural symbolism: identify common and distinctive characteristics of works from diverse areas	Mask Making: design a 3D mask using plaster strips and various animal or human molds. Write a description regarding the use and symbolism of the mask.	Peer critique Teacher observation	Mask making video: <i>Masks around the World</i> Images of masks

Mixed media work to create a cohesive visual statement using elements and principles	Write a description regarding the creatures personality and cultural surroundings:		
Why are masks a universal art form? What purposes can they serve? How do the materials used to make the masks reflect cultural influences?	Describe its: Family, voice, favorite food, likes and dislikes, strong beliefs...		
Use color and materials that convey meaning			

Integration of Career Readiness, Life Literacies and Key Skills

WRK.9.2.5.CAP	Career Awareness and Planning
WRK.9.2.5.CAP.1	Evaluate personal likes and dislikes and identify careers that might be suited to personal likes.
WRK.9.2.5.CAP.2	Identify how you might like to earn an income.
WRK.9.2.5.CAP.3	Identify qualifications needed to pursue traditional and non-traditional careers and occupations.
WRK.9.2.5.CAP.4	Explain the reasons why some jobs and careers require specific training, skills, and certification (e.g., life guards, child care, medicine, education) and examples of these requirements.
TECH.9.4.5.CI.3	Participate in a brainstorming session with individuals with diverse perspectives to expand one's thinking about a topic of curiosity (e.g., 8.2.5.ED.2, 1.5.5.CR1a).
TECH.9.4.5.CT	Critical Thinking and Problem-solving
TECH.9.4.5.CT.4	Apply critical thinking and problem-solving strategies to different types of problems such as personal, academic, community and global (e.g., 6.1.5.CivicsCM.3).
TECH.9.4.5.DC.1	Explain the need for and use of copyrights.
TECH.9.4.5.DC.2	Provide attribution according to intellectual property rights guidelines using public domain or creative commons media.
TECH.9.4.5.DC.3	Distinguish between digital images that can be reused freely and those that have copyright restrictions.
	Curiosity and a willingness to try new ideas (intellectual risk-taking) contributes to the development of creativity and innovation skills.

Technology and Design Integration

CS.3-5.8.2.5.ED.2	Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions to provide the best results with supporting sketches or models.
CS.3-5.8.2.5.ED.3	Follow step by step directions to assemble a product or solve a problem, using appropriate tools to accomplish the task.
CS.3-5.ED	Engineering Design

Interdisciplinary Connections

LA.SL.3.1	Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher led) with diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly.
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.3.1.D	Explain their own ideas and understanding in light of the discussion.
SOC.6.1.5.GeoGI.1	Use multiple sources to evaluate the impact of the movement of people from place to place on individuals, communities, and regions.
SOC.6.1.5.GeoGI.4	Explain how cultural and environmental characteristics affect the distribution and movement of people, goods, and ideas.

Differentiation

- Understand that gifted students, just like all students, come to school to learn and be challenged.
- Pre-assess your students. Find out their areas of strength as well as those areas you may need to address before students move on.
- Consider grouping gifted students together for at least part of the school day.
- Plan for differentiation. Consider pre-assessments, extension activities, and compacting the curriculum.
- Use phrases like "You've shown you don't need more practice" or "You need more practice" instead of words like "qualify" or "eligible" when referring to extension work.
- Encourage high-ability students to take on challenges. Because they're often used to getting good grades, gifted students may be risk averse.
- **Definitions of Differentiation Components:**
 - Content – the specific information that is to be taught in the lesson/unit/course of instruction.
 - Process – how the student will acquire the content information.
 - Product – how the student will demonstrate understanding of the content.
 - Learning Environment – the environment where learning is taking place including physical location and/or student grouping

Differentiation occurring in this unit:

Students will be encouraged to improve and challenge their art skills as they proceed.

Simpler instructions and tasks will be assigned for struggling students

For Gifted:

Encourage students to explore concepts in depth and encourage independent studies or investigations. Use thematic instruction to connect learning across the curriculum. Encourage creative expression and thinking by allowing students to choose how to approach a problem or assignment. Expand students' time for free reading. Invite students to explore different points of view on a topic of study and compare the two. Provide learning centers where students are in charge of their learning. Brainstorm with gifted children on what types of projects they would like to explore to extend what they're learning in the classroom. Determine where students' interests lie and capitalize on their inquisitiveness. Refrain from having them complete more work in the same manner. Employ differentiated curriculum to keep interest high. Avoid drill and practice activities. Ask students' higher level questions that require students to look into causes, experiences, and facts to draw a conclusion or make connections to other areas of learning. If possible, compact curriculum to allow gifted students to move more quickly through the material. Encourage students to make transformations- use a common task or item in a different way. From <http://www.bsu.edu/web/lshasky/Forms/Interventions/Gifted.pdf>

Modifications & Accommodations

In addition to the differentiation above, individual IEP's and 504's will be accommodated.

Refer to QSAC EXCEL SMALL SPED ACCOMMODATIONS spreadsheet in this discipline.

Modifications and Accommodations used in this unit:

Benchmark Assessments

Benchmark Assessments are given periodically (e.g., at the end of every quarter or as frequently as once per month) throughout a school year to establish baseline achievement data and measure progress toward a standard or set of academic standards and goals.

Schoolwide Benchmark assessments:

Aimsweb benchmarks 3X a year

Linkit Benchmarks 3X a year

DRA

Additional Benchmarks used in this unit:

Teacher observation and recording of growth in handling of media.

Formative Assessments

Assessment allows both instructor and student to monitor progress towards achieving learning objectives, and

can be approached in a variety of ways. **Formative assessment** refers to tools that identify misconceptions, struggles, and learning gaps along the way and assess how to close those gaps. It includes effective tools for helping to shape learning, and can even bolster students' abilities to take ownership of their learning when they understand that the goal is to improve learning, not apply final marks (Trumbull and Lash, 2013). It can include students assessing themselves, peers, or even the instructor, through writing, quizzes, conversation, and more. In short, formative assessment occurs throughout a class or course, and seeks to improve student achievement of learning objectives through approaches that can support specific student needs (Theal and Franklin, 2010, p. 151).

Formative Assessments used in this unit:

Teacher observations during the process

Discussion

Summative Assessments

summative assessments evaluate student learning, knowledge, proficiency, or success at the conclusion of an instructional period, like a unit, course, or program. Summative assessments are almost always formally graded and often heavily weighted (though they do not need to be). Summative assessment can be used to great effect in conjunction and alignment with formative assessment, and instructors can consider a variety of ways to combine these approaches.

Summative assessments for this unit:

Peer critique

successful completion of the art project

Instructional Materials

Mask making video: *Masks around the World*

Images of masks

Art materials as required for project

Standards

VA.3-5.1.5.5.Cn	Connecting
VA.3-5.1.5.5.Cr	Creating
VA.3-5.1.5.5.Pr	Presenting
VA.3-5.1.5.5.Cr1	Generating and conceptualizing ideas.
VA.3-5.1.5.5.Cr2	Organizing and developing ideas.
VA.3-5.1.5.5.Cr3	Refining and completing products.
VA.3-5.1.5.5.Pr4	Selecting, analyzing and interpreting work.
VA.3-5.1.5.5.Pr5	Developing and refining techniques and models or steps needed to create products.
VA.3-5.1.5.5.Pr6	Conveying meaning through art.
VA.3-5.1.5.5.Re7	Perceiving and analyzing products.
VA.3-5.1.5.5.Re8	Interpreting intent and meaning.
VA.3-5.1.5.5.Re9	Applying criteria to evaluate products.
VA.3-5.1.5.5.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
VA.3-5.1.5.5.Cn11	Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.
VA.3-5.1.5.5.Cr1a	Brainstorm and curate ideas to innovatively problem solve during artmaking and design projects.
VA.3-5.1.5.5.Cr1b	Individually and collaboratively set goals, investigate, choose, and demonstrate diverse approaches to art-making that is meaningful to the makers.
VA.3-5.1.5.5.Cr2a	Experiment and develop skills in multiple art-making techniques and approaches, through invention and practice.
VA.3-5.1.5.5.Cr2b	Demonstrate craftsmanship through the safe and respectful use of materials, tools and equipment.
VA.3-5.1.5.5.Cr2c	Individually or collaboratively represent environments or objects of personal significance that includes a process of peer discussion, revision and refinement.
VA.3-5.1.5.5.Cr3a	Reflect, refine, and revise work individually and collaboratively, and discuss and describe personal choices in artmaking.
VA.3-5.1.5.5.Pr4a	Define and analyze the responsibilities of a curator in preserving and presenting artifacts or artwork.
VA.3-5.1.5.5.Pr5a	Prepare and present artwork safely and effectively.
VA.3-5.1.5.5.Pr6a	Discuss how exhibits and museums provide information and in person experiences about concepts and topics.
VA.3-5.1.5.5.Re7a	Speculate about artistic processes. Interpret and compare works of art and other responses.
VA.3-5.1.5.5.Re7b	Analyze visual arts including cultural associations.
VA.3-5.1.5.5.Re8a	Interpret ideas and mood in artworks by analyzing form, structure, context, subject, and visual elements.
VA.3-5.1.5.5.Re9a	Identify different evaluative criteria for different types of artwork dependent on genre, historical and cultural contexts.
VA.3-5.1.5.5.Cn10a	Create works of art that reflect community cultural traditions. Discuss using formal and conceptual vocabulary.
VA.3-5.1.5.5.Cn11a	Communicate how art is used to inform the values, beliefs and culture of an individual or

society.

VA.3-5.1.5.5.Cn11b

Communicate how art is used to inform others about global issues, including climate change.

VPA.1.1.5

All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in dance, music, theatre, and visual art.

VPA.1.2.5.A.1

Recognize works of dance, music, theatre, and visual art as a reflection of societal values and beliefs.

VPA.1.2.5.A.CS1

Art and culture reflect and affect each other.

VPA.1.2.5.A.CS2

Characteristic approaches to content, form, style, and design define art genres.

VPA.1.3.5.D.1

Work individually and collaboratively to create two- and three-dimensional works of art that make cohesive visual statements and that employ the elements of art and principles of design.

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.1.3.5.D.CS1

The elements of art and principles of design can be applied in an infinite number of ways to express personal responses to creative problems.

VPA.1.3.5.D.CS2

Contextual clues to culturally specific thematic content, symbolism, compositional approach, and stylistic nuance are prevalent in works of art throughout the ages.

VPA.1.3.5.D.CS4

The characteristics and physical properties of the various materials available for use in art-making present infinite possibilities for potential application.

VPA.1.4.5.A.2

Make informed aesthetic responses to artworks based on structural arrangement and personal, cultural, and historical points of view.

VPA.1.4.5.A.3

Demonstrate how art communicates ideas about personal and social values and is inspired by an individual's imagination and frame of reference (e.g., personal, social, political, historical context).

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.2

Use evaluative tools, such as rubrics, for self-assessment and to appraise the objectivity of critiques by peers.

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.CS1

Identifying criteria for evaluating performances results in deeper understanding of art and art-making.

VPA.1.4.5.B.CS4

Levels of proficiency can be assessed through analyses of how artists apply the elements of art and principles of design.

Share

Explore

Relate

Analyze

Investigate

Reflect, Refine, Continue

