# Dec. Gr. 7 Unit 4 ART

Content Area: Art

Course(s): Time Period: Length:

Status:

December 4-5 Weeks Published

#### **Unit Overview**

Students will use Use one point perspective drawing techniques.

## **Enduring Understandings**

Understanding perspective is an essential art skill.

## **Essential Questions**

How do I draw something in perspective?

# **Instructional Strategies & Learning Activities**

Γ	Objectives	Suggested Activities	Evaluations	Resources
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Use one point perspective	Implement one point		Examples of other
drawing techniques	perspective drawing of the	1	students' hallway
	school hallway from direct		drawings
	observation	Do an aniti ana	
II		Peer critique	
Use vocabulary to discuss			
process of drawing:			Observation of D.T.S.
L		D 1 :	hallway outside of
Horizon line		Rubric	artroom
Vanishing point			
v amsning point			
Horizontal			
Vertical			

Use perspective tools: T-square and board		
Use the "golden rule": Lines only go in 3 directions- vertical, horizontal and to the vanishing point		

# Integration of Career Readiness, Life Literacies and Key Skills Students will explore skills used in the profession of an architect.

TECH.9.4.8.CI	Creativity and Innovation
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.CT.2	Develop multiple solutions to a problem and evaluate short- and long-term effects to determine the most plausible option (e.g., MS-ETS1-4, 6.1.8.CivicsDP.1).
	Gathering and evaluating knowledge and information from a variety of sources, including global perspectives, fosters creativity and innovative thinking.
	An essential aspect of problem solving is being able to self-reflect on why possible solutions for solving problems were or were not successful.

# **Technology and Design Integration**

CS.6-8.8.2.8.ED.2	Identify the steps in the design process that could be used to solve a problem.
CS.6-8.8.2.8.ED.3	Develop a proposal for a solution to a real-world problem that includes a model (e.g., physical prototype, graphical/technical sketch).
CS.6-8.ED	Engineering Design
	Engineering design is a systematic, creative, and iterative process used to address local and global problems. The process includes generating ideas, choosing the best solution,

and making, testing, and redesigning models or prototypes.

# **Interdisciplinary Connections**

#### **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:

- o Content the specific information that is to be taught in the lesson/unit/course of instruction.
- o Process how the student will acquire the content information.
- o 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

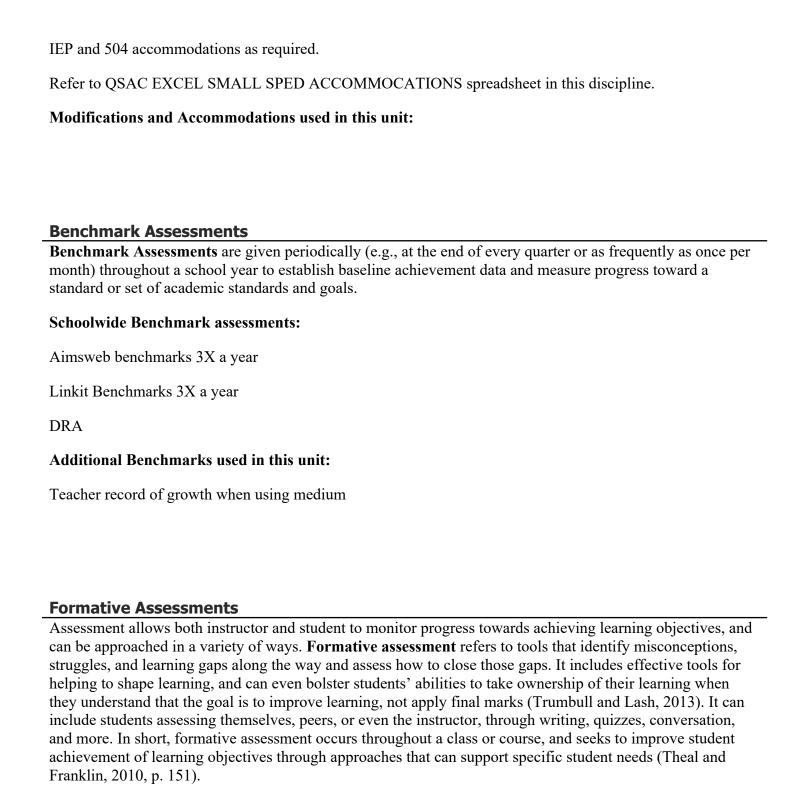
#### Differentiation occurring in this unit:

Student choices differentiate artwork creation.

#### 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



Formative Assessments used in this unit:

Gallery walk

Peer critique

Rubric

#### **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:

Gallery walk

Peer critique

Rubric

### **Instructional Materials**

Examples of other students' hallway drawings

Observation of D.T.S. hallway outside of artroom

#### **Standards**

VA.6-8.1.5.8.Cr	Creating
VA.6-8.1.5.8.Cr1	Generating and conceptualizing ideas.
	Explore
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.Cr2	Organizing and developing ideas.
	Investigate
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.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.
	Reflect, Refine, Continue
VA.6-8.1.5.8.Pr	Presenting

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.Re	Responding
VA.6-8.1.5.8.Re7a	Explain how a person's aesthetic choices are influenced by culture and environment, and how they impact the way in which visual messages are perceived and conveyed.
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.Cn11b	Analyze and contrast how art forms are used to reflect global issues, including climate change.