

**Skills and Strategies**

- Knowledge and Understanding
- Application
- Reflection and Evaluation
- Artistic Awareness and Personal Engagement

**Pre-Requisites for this Course**

- none

**Unit 1: Logo - Value****ENDURING UNDERSTANDINGS:**

- Students will demonstrate understanding of different techniques at creating value (shading) – through the use of hatching, cross-hatching and stippling.
- Students will be able to create an artwork that communicates some aspect of the Camp Tar Hollow 7<sup>th</sup> grade experience.
- Students will be able to use art to not only communicate an idea, but exhibit understanding of capturing and effectively communicating through a logo that could be glimpsed as a screen on a t-shirt.

**OBJECTIVES:**

- Demonstrate increased technical skill by using more complex processes to design and create two- and three-dimensional artworks. (8.CE&C.D.4)
  - I can create a t-shirt logo about Camp Tar Hollow that uses hatching, cross-hatching and/or stippling to create value (shading).
- Identify and apply criteria to assess content and craftsmanship in their works. (8.CD&C.A.1)
  - I can identify and apply assessment criteria in looking at my art content.

**Unit 2: Two Point Perspective****ENDURING UNDERSTANDINGS:**

- Students will have a working knowledge of two-point perspective, and its uses in creating an illusion of depth.
- Students will understand the development of linear perspective through the Renaissance, and the changes that occurred compared to artworks prior.
- Students will demonstrate knowledge and understanding of linear perspective through the creation, design and rendering of a dream home in two-point perspective.

**OBJECTIVES:**

- Select and organize artworks from the same historical period and analyze the relationships between the works. (7.HC&SC.D.5)
  - I can identify the lack of perspective in artworks prior to the Renaissance, versus the use of proper perspective during and following the Renaissance.
- Demonstrate a variety of techniques to create the illusion of depth. (7.CE&C.A.1)
  - I can use two point perspective techniques to create an illusion of depth.

- Improve craftsmanship and refine ideas in response to feedback and self-assessment. (7.CE&C.E.6)
  - I will improve upon my design creatively and with better craftsmanship through feedback and self-assessment.
- Demonstrate an enhanced level of craftsmanship in original two- and three-dimensional art products. (8.CE&C.B.2)
  - I have created a 2D work of art of my own design that displays my use of available techniques related to two point perspective.
- Identify and apply criteria to assess content and craftsmanship in their works. (8.CE&C.A.1)
  - I can identify and apply assessment criteria in looking at my art content.
- Demonstrate increased technical skill by using more complex processes to design and create two- and three-dimensional artworks. (8.CE&C.D.4)
  - I can use two point perspective techniques to create more complex shape interactions in the drawing of a dream home.
- Apply observations skills to refine and improve their representational drawings. (7.CE&C.C.4)
  - I can identify areas of my artwork that need correction, cleaning up, or other general fixes.

### Unit 3: Issue Comic

#### ENDURING UNDERSTANDINGS:

- Students will have a working knowledge of the comic page and its pieces and parts.
- Students will work through the creative, creation and editing process of working for comic company.
- Students create a comic page using standard pieces and parts of a comic page.
- Students create an artwork that incorporates illustration, text, and time.
- Students will demonstrate knowledge and usage of a variety of markers.

#### OBJECTIVES:

- Identify and apply criteria to assess content and craftsmanship in their works. (8.CE&C.A.1)
  - I can identify and apply assessment criteria in looking at my art content.
- Improve craftsmanship and refine ideas in response to feedback and self-assessment. (7.CE&C.E.6)
  - I will improve upon my design creatively and with better craftsmanship through feedback and self-assessment.
- Demonstrate an enhanced level of craftsmanship in original two- and three-dimensional art products. (8.CE&C.B.2)
  - I have created a 2D work of art of my own design that displays my use of available techniques related to a comic book page and use of a variety of markers.