First Grade Art Curriculum Map 2022

Pacing	Standard Code & Indicator	Sample Learning	Sample	Additional
Guide		Activities	Assessments	Standards

August November

Creating

- 1.5.2.Cr1a: Engage in individual and collaborative exploration of materials and ideas through multiple approaches, from imaginative play to brainstorming, to solve art and design problems.
- 1.5.2.Cr2c: Create art that represents natural and constructed environments. Identify and classify uses of everyday objects through drawings, diagrams, sculptures or other visual means including repurposing objects to make something new.

Performance

1.5.2.Pr4a: Select artwork for display, and explain why some work, objects and artifacts are valued over others. Categorize artwork based on a theme or concept for an exhibit.

Responding

- 1.5.2.Re7a: Identify works of art based on personal connections and experiences. Describe the aesthetic characteristics within both the natural and constructed world.
- 1.5.2.Re7b: Describe, compare and categorize visual artworks based on subject matter and expressive properties.

Media Art

1.2.2.Cr1a: Discover, share and express ideas for media artworks through experimentation.

- Review art room rules and procedures.
- Review safety in the classroom.
- Analyze the formal aspects of a work of art by learning about the elements of art and principles of design that are used by artists working in various media.
- Identify different types of lines in various works of art.
- Identify different shapes in various works of art.
- Create a composition using pattern and rhythm.
- Analyze and critique artworks for balance and harmony.
- Create organic and geometric designs within a defined area.
- Explore the use of nonrepresentational and representational designs.
- Create artwork with the characteristics of: a period of time, a style, a method, or an artist

Formative Assessments:

Quizzes
Homework/Class
work
Teacher
Observation
Student
Participation

Summative Assessments:Identifying Lines and Shapes in art

Graded projects that demonstrate understanding of creating patterns by repeating different types of lines and shapes-Kusama as inspiration

Graded magazine and fabric collage- Bearden and Nzinga as inspiration

Benchmark Assessment:

BOY Benchmark

Accommodations and Modifications

Interdisciplinary Standard: Math 1.G.A.1 & 1.G.A.2

Students will identify shape as an element of art and be able to identify how shape is used in various works of art.

9.4.2.CI.2: Demonstrate originality and inventiveness in work.

Technology Standard:

8.2.2.ED.3: Select and use appropriate tools and materials to build a product using the design process.

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Creating

1.5.2.Cr1b: Engage in individual and collaborative art making through observation and investigation of the world, and in response to personal interests and curiosity.

Presenting

1.5.2.Pr4a: Select artwork for display, and explain why some work, objects and artifacts are valued over others. Categorize artwork based on a theme or concept for an exhibit.

Responding

- 1.5.2.Re7a: Identify works of art based on personal connections and experiences. Describe the aesthetic characteristics within both the natural and constructed world.
- 1.5.2.Re7b: Describe, compare and categorize visual artworks based on subject matter and expressive properties.
- 1.5.2.Re8a: Categorize and describe works of art, by identifying subject matter, details, mood, and formal characteristics.
- 1.5.2.R3a: Use art vocabulary to explain preferences in selecting and classifying artwork.

Media Art

- 1.2.2.Re7a: Identify, share and describe the components and messages in media artwork.
- 1.2.2.Cn11a: Discuss and demonstrate how

- Critique artwork on its emotional and on its aesthetic qualities.
- Analyze how artists use color and how it affects a work of art.
- Understand that color can:
 Affect emotions
 Influence size and distance
 Express movement
 Gain attention
- Compare one style of artwork with another style
- Discuss and use color wheel to understand the qualities of color
- Experience the qualities of color through mixing using a variety of media
- Identify warm and cool colors
- Understand difference between shapes vs. forms
- -understand difference between a portrait, landscape and a still-life
- -Learn about the artist Romero Britto

Formative Assessments:

Quizzes
Homework/Class
work
Teacher
Observation
Student
Participation

Summative Assessments: Graded color theory projects (Britto pet portraits or stilllife)

Accommodations and Modifications

Language Arts SL.2.1.A & SL.2.5

Students will participate in class discussions on various types of artwork.
Students will explain the meaning behind their art.

Technology Standard:

8.2.2.ED.3: Select and use appropriate tools and materials to build a product using the design process.

March

Creating

1.5.2.Cr1a: Engage in individual and collaborative exploration of materials and ideas through multiple approaches, from imaginative play to brainstorming, to solve art and design problems.

Responding

1.5.2.R3a: Use art vocabulary to explain preferences in selecting and classifying artwork.

Media Art

- 1.2.2.Cr1a: Discover, share and express ideas for media artworks through experimentation, sketching and modeling.
- 1.2.2.Cr1b: Brainstorm and improvise multiple ideas using a variety of tools, methods and materials.
- 1.2.2.Cr1c: Explore form ideas for media art production with support.
- 1.2.2.Cr1d: Connect and apply ideas for media art production.
- 1.2.2.Cr1e: Choose ideas to create plans for media art production.
- 1.2.2.Pr5b: Identify, describe and demonstrate basic creative skills such as trial-and-error and playful practice, within media arts production.

- Manipulate and create with clay to produce desired forms and understand its characteristics.
- Form a clay project and apply surface decoration or ornamentation proficiently through:
 - carving modeling piercing relief
- Understand clay vocabulary, learn how to attach pieces of clay together and use tools correctly.
- -Introduce the artist Jeff Koons- balloon dog and Play Doh

Instructional Resources:

Teacher created Google slides

Student Technology:

iPads

Teacher Technology:

Google slide presentation YouTube video:

https://www.youtube.com/watch?v=JwSO2JvNTyc

https://www.voutube.com/w

Formative Assessments:

Quizzes
Homework/Class
work
Teacher
Observation
Student
Participation

Summative Assessments: Graded Clay Creation

Accommodations and Modifications

Standard: Language Arts SL.1.4 & SL.1.5 Students will have class discussions about sculpture

Interdisciplinary

Technology Standard:

8.2.2.ED.3: Select and use appropriate tools and materials to build a product using the design process.

April Creating 1.5.2.Cr3a: Explain the process of making art, using art vocabulary. Discuss and reflect with peers about choices made while creating art. **Presenting** 1.5.2.Pr5a: Explain the purpose of a portfolio or collection. Ask and answer questions regarding preparing artwork for presentation or preservation. 1.5.2.Pr6a: Explain what an art museum is and an artist. identify the roles and responsibilities of the people who work in and visit museums and exhibit spaces. Analyze how art exhibits inside and outside of schools (such as museums, galleries, virtual spaces, and other venues) history. contribute to communities.

Responding

- 1.5.2.Re7a: Identify works of art based on personal connections and experiences. Describe the aesthetic characteristics within both the natural and constructed world.
- 1.5.2.Re7b: Describe, compare and categorize visual artworks based on subject matter and expressive properties.
- 1.5.2.R3a: Use art vocabulary to explain preferences in selecting and classifying artwork.

Connecting

1.5.2.Cn11a: Compare, contrast and describe why people from different places and times

- Discuss art history relative to social and cultural influences.
- -Explain what an art museum is and the purpose of an art collection.
- Create artwork with the characteristics of: a period of time, a style, a method, or an artist.
- Discuss why a piece of art might have appeared as it did at a given time in history.
- Analyze and discuss icons, symbols and themes in art
- Discuss visual rhythm as the repetition of line, shape, color, value and size.
- -Explore making an illustrated story through any art media.

Instructional Resources:

Australian Aboriginal Art Book: "ABC's and 1,2,3's of Australia" Aboriginal Art Prints

https://www.barrierreef.org/the-reef/threats/climate-

Formative Assessments: Quizzes Homework/Class work Teacher Observation Student Participation

Summative Assessments: Graded sculpture

Students will verbally explain symbols in their artwork

Accommodations and Modifications

Interdisciplinary Standard: Social Studies 6.1.2.Geo.HE.2 Students will study Aboriginal artwork, learn about the culture and symbolism in the art.

Technology Standard: 8.2.2.ED.3: Select and use appropriate tools and materials to build a product using the design process.

May -	Creating	- Discuss the cultural	Formative	Interdisciplinary
June		significance of textiles.	Assessments:	Standard: Math
	1.5.2.Cr1b: Engage in individual and		Quizzes	1.G.A.1 & 1.G.A.2
	collaborative art making through observation	- Discuss the connection	Homework/Class	Students will create
	and investigation of the world, and in response	between weaving and	work	shapes and patterns
	to personal interests and curiosity.	mathematical patterns.	Teacher	when weaving
			Observation	
	1.5.2.Cr2a: Through experimentation, build	- Discuss use of different	Student	Technology
	skills and knowledge of materials and tools	types of looms and how they	Participation	Standard:
	through various approaches to art making.	work.		8.2.2.ED.3: Select
			Summative	and use appropriate
	1.5.2.Cr3a: Explain the process of making art,	- Weave on a simple loom.	Assessments:	tools and materials to
	using art vocabulary. Discuss and reflect with		Graded Weaving	build a product using
	peers about choices made while creating art.	- Demonstrate a variety of	Project	the design process.
		weaving techniques to create	-	
	Media Art	an original fabric design.	Benchmark	
			Assessment:	
	1.2.2.Cr1b: Brainstorm and improvise multiple	- Use patterns as a design	EOY Benchmark	
	ideas using a variety of tools, methods and	element.		
	materials.		Accommodations	
		- Review vocabulary used in	and Modifications	
	1.2.2.Pr5a: Identify and enact basic skills such as	the weaving process.		
	handling tools, making choices, and soft skills			
	for planning and creating media artworks.	Instructional Resources:		
		Google slides		
	1.2.2.Pr5c: Discover, experiment with and	Teacher created		
	demonstrate creative skills for media artworks.	instructional video on		
		weaving on a circle loom		
		Student Technology:		
		Ipads		
		1		
		Teacher Technology:		
		ActiView		
		ActivPanel/Smartboard		

Alternate Assessments: Loom recreation project, Faith Ringgold Project:story quilt

21st Century Standards: 9.1.4.A.1, 9.1.4.F.2

21st Century Skills: Creativity, Collaboration, Communication

Career Ready Practices: CRP1, CRP2, CRP4, CRP6