First Grade Art Curriculum Map 2022

| Pacing <br> Guide | Standard Code \& Indicator | Sample Learning <br> Activities | Sample <br> Assessments | Additional <br> Standards |
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## August

 November
## Creating

1.5.2.Crla: 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 shapesKusama as inspiration

Graded magazine and fabric collage- Bearden and Nzinga as inspiration

## Benchmark

 Assessment:BOY Benchmark

Accommodations and Modifications

## Interdisciplinary <br> Standard: Math 1.G.A. 1 \& <br> 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.


| March | Creating <br> 1.5.2.Cr1a: Engage in individual and <br> collaborative exploration of materials and ideas <br> through multiple approaches, from imaginative <br> play to brainstorming, to solve art and design <br> problems. <br> Responding |
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|  | 1.5.2.R3a: Use art vocabulary to explain <br> preferences in selecting and classifying artwork. <br> Media Art <br> 1.2.2.Cr1a: Discover, share and express ideas for <br> media artworks through experimentation, <br> sketching and modeling. |
| 1.2.2.Cr1b: Brainstorm and improvise multiple <br> ideas using a variety of tools, methods and <br> materials. |  |
| 1.2.2.Cr1c: Explore form ideas for media art <br> production with support. |  |
| 1.2.2.Cr1d: Connect and apply ideas for media <br> art production. |  |
| 1.2.2.Cr1e: Choose ideas to create plans for <br> media art production. <br> 1.2.2.Pr5b: Identify, describe and demonstrate <br> basic creative skills such as trial-and-error and <br> playful practice, within media arts production. |  |


| - Manipulate and create with clay to produce desired forms and understand its characteristics. <br> - Form a clay project and apply surface decoration or ornamentation proficiently through: <br> carving <br> modeling <br> piercing <br> relief <br> - Understand clay vocabulary, learn how to attach pieces of clay together and use tools correctly. <br> -Introduce the artist Jeff Koons- balloon dog and Play Doh <br> Instructional Resources: <br> Teacher created Google slides <br> Student Technology: <br> iPads <br> Teacher Technology: <br> Google slide presentation <br> YouTube video: <br> https://www.youtube.com/w atch? $\mathrm{v}=\mathrm{JwSO} 2 \mathrm{JvNTyc}$ | Formative <br> Assessments: <br> Quizzes <br> Homework/Class <br> work <br> Teacher <br> Observation <br> Student <br> Participation <br> Summative <br> Assessments: <br> Graded Clay <br> Creation <br> Accommodations <br> and Modifications | Interdisciplinary <br> Standard: <br> Language Arts <br> SL.1.4 \& SL.1.5 <br> Students will have class discussions about sculpture <br> Technology <br> Standard: <br> 8.2.2.ED.3: Select <br> and use appropriate tools and materials to build a product using the design process. |
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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 - <br> June | Creating <br> 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. <br> 1.5.2.Cr2a: Through experimentation, build skills and knowledge of materials and tools through various approaches to art making. <br> 1.5.2.Cr3a: Explain the process of making art, using art vocabulary. Discuss and reflect with peers about choices made while creating art. <br> Media Art <br> 1.2.2.Cr1b: Brainstorm and improvise multiple ideas using a variety of tools, methods and materials. <br> 1.2.2.Pr5a: Identify and enact basic skills such as handling tools, making choices, and soft skills for planning and creating media artworks. <br> 1.2.2.Pr5c: Discover, experiment with and demonstrate creative skills for media artworks. | - Discuss the cultural significance of textiles. <br> - Discuss the connection between weaving and mathematical patterns. <br> - Discuss use of different types of looms and how they work. <br> - Weave on a simple loom. <br> - Demonstrate a variety of weaving techniques to create an original fabric design. <br> - Use patterns as a design element. <br> - Review vocabulary used in the weaving process. <br> Instructional Resources: <br> Google slides <br> Teacher created instructional video on weaving on a circle loom <br> Student Technology: Ipads <br> Teacher Technology: ActiView ActivPanel/Smartboard | Formative <br> Assessments: <br> Quizzes <br> Homework/Class <br> work <br> Teacher <br> Observation <br> Student <br> Participation <br> Summative <br> Assessments: <br> Graded Weaving <br> Project <br> Benchmark <br> Assessment: <br> EOY Benchmark | Interdisciplinary Standard: Math 1.G.A. 1 \& 1.G.A. 2 Students will create shapes and patterns when weaving <br> 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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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

