

MIDDLE SCHOOL 6-8 ART CURRICULUM

Middle Township Public Schools
216 S. Main Street
Cape May Court House, NJ 08210

Born: August 2022

Grade 6 Unit 1: CREATING

Anchor Standard 1: Generate and conceptualize artistic ideas and work.

Anchor Standard 2: Organize and develop artistic ideas and work.

Big Ideas: Course Objectives/Content Statement(s)

Active participation in the arts leads to a comprehensive understanding of the imaginative and creative process.

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Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?	
How does art record and communicate the human experience? How do objects, places and designs shape the lives of communities? How does art help us understand other subjects, themes, areas of interest? What conditions, attitudes, and behaviors support creativity and innovative thinking? How do artists maintain and use materials, tools and equipment?	Art is a universal language. Visual communication through art crosses cultural and language barriers throughout time. The study of masterworks of art from diverse cultures and different historical eras assists in understanding specific cultures. Creativity and innovative thinking are essential life skills that can be developed.	
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons /Instructional Focus	
Students will: 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. 1.5.8.Cr1b. Develop criteria, identify goals and collaboratively investigate an aspect of present-day life, using contemporary practice of art or design. 1.5.8.Cr2a. Demonstrate persistence and willingness to experiment and take risks during the artistic process.	 Experiment with different art materials and techniques to create original artworks. Demonstrate the creative process by journaling different ideas and pathways of arriving at the finished project. Connecting ideas and influences in design from art history and different cultures. Use inquiry and curiosity to invent original works trying new ideas, materials, methods, and approaches in making works of art and design. Implications of conservation, care, and clean-up of art materials, tools and equipment. Design using two dimensional and three dimensional work. 	

1.5.8.Cr2b. Demonstrate an awareness of ethical responsibility as applied to artmaking including environmental implications, responsibility in sharing images online, appropriation, and intellectual property ethics.

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.

Career-Ready Practices

CRP1: Act as a responsible and contributing citizen and employee.

CRP2: Apply appropriate academic and technical skills.

CRP3: Attend to personal health and financial well-being.

CRP4: Communicate clearly and effectively and with reason.

CRP5: Consider the environmental, social and economic impacts of decisions.

CRP6: Demonstrate creativity and innovation.

CRP7: Employ valid and reliable research strategies.

CRP8: Utilize critical thinking to make sense of problems and persevere in solving them.

CRP9: Model integrity, ethical leadership and effective management.

CRP10: Plan education and career paths aligned to personal goals.

CRP11: Use technology to enhance productivity.

CRP12: Work productively in teams while using cultural global competence.

Differentiation Assessments

Interdisciplinary Connections

- Scientific understanding of the color prism and color mixtures.
- Learning to handle tools used in different trades
- Critical thinking skills in solving problems using original and personal ideas.
- Repurposing and recycling materials for the use of invention and creativity.
- Increase of vocabulary by using descriptive art terms.

Sample Summative Projects:

- Color Wheel painting: Make distinction of the three properties of color: hue, value and intensity.
- Printmaking: Market a product/design by creating a poster that will be reproduced several times using the reduction printmaking technique.
- Understand color groups (warm/cool/analogous/complementary) by using color combinations in an original, non-objective, painting.
- Optical Illusion Drawing: Create the illusion of movement and/or depth in works of art.

Technology Integration

- Experience with Adobe Photoshop to create a school or personal logo design which integrates the elements of color, line, space, value, shape, and texture.
- Digital websites for integration of animation projects and digital art: www.wickeditor.com, www.pixilart.com, www.kleki.com.
- Group drawing with Google Draw.
- Create a GIF or animation to represent or convey a message (ex. No Name Calling Week, Autism Awareness, Anti-Bullying Awareness, etc.)

Media Literacy Integration

- Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use
- Use of online resources for copyright free material
- Discussion of how the media digitally alters media using digital art programs

Global Perspectives

- Trades in society's marketing economy.
- Exploring different cultures and their art.
- How specific regions of the world contribute to artistic and cultural achievements.

- Bookmaking: Learn the many ways of bookbinding: Japanese Stab-binding, accordion book, tunnel books, hard cover, and repurposed books. Choose one technique and create a book that will tell a story about you.
- Paper collage use magazine paper rippings to paste onto a drawn image on cardboard using different tints and shades of a color.
- Compare/Contrast ways in which artists use certain elements such as line, shape, color, value, and texture in both 2-D and 3-D works of art.
- Paper-Mache Hybrid animal sculptur

Unit 2: RESPONDING

Anchor Standard 7: Perceive and analyze artistic work.

Anchor Standard 8: Interpret intent and meaning in artistic work.

Big Ideas: Course Objectives/Content Statement(s)

All students will understand and analyze the role, development and continuing influence of the arts in relation to world cultures, history, and society.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
How has art changed through time? How does art reflect human culture? How do life experiences influence the way you relate to art? Does culture influence art or does art influence the culture?	Tracing the history of visual art in world cultures provides insight into the lives of people and their values. The arts reflect cultural morals and personal aesthetics throughout the ages. People gain insights into the meaning of artworks by engaging in the process of art criticism. Visual imagery influences understanding of and responses to the world.
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons /Instructional Focus
Students will: 1.5.8.Re7a. Explain how a person's aesthetic choices are influenced by culture and environment, and impact how visual messages are perceived and conveyed. 1.5.8.Re7b. Compare and contrast cultural and social contexts of visual arts and how they influence ideas and emotions. 1.5.8.Rea. Interpret art by analyzing how the interaction of subject matter, characteristics off form and structure, use of media, art making approaches, and relevant contextual information contributes to understanding messages or ideas and mood conveyed. 1.5.8.Re9a. Create a convincing and logical argument to support an evaluation of art. Explain the difference between personal and established criteria for evaluating artwork.	 Recognize, explore, and demonstrate through various means the influences of historical time periods, cultures, and styles on works of art (e.g., realism, impressionism, post-impressionism, expressionism). Identify, use, and interpret important works of art and their artists. Create artwork with the characteristics of a particular culture, period of time, style method or artist. Recognize that chronology exists in all art forms. Respond to works of art and analyze responses in terms of cultural and visual meaning. Describe the manner in which the belief systems of a viewer may influence contemplation of works of art Explain orally and in writing the means by which visual art evokes sensory and emotional responses. Appreciate works of art that pertain to different art styles and genres.

CRP1: Act as a responsible and contributing citizen and employee.

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CRP3: Attend to personal health and financial well-being.

CRP4: Communicate clearly and effectively and with

CRP5: Consider the environmental, social and economic impacts of decisions.

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CRP8: Utilize critical thinking to make sense of problems and persevere in solving them.

CRP9: Model integrity, ethical leadership and effective management.

CRP10: Plan education and career paths aligned to personal goals.

CRP11: Use technology to enhance productivity.

CRP12: Work productively in teams while using cultural global competence.

Differentiation	Assessments
Differentiation	ASSESSITICITIS

Interdisciplinary Connections

- How the arts influence people and culture in societies
- Use of utilitarian objects in cultural fashion and architectural design
- Art integrated with musical instruments
- Using technology to create ownership and produce art.

Technology Integration

- Selected educational websites for experiencing with collage and other techniques- National Geographic Arts for Kids(<u>www.nga.gov/kids</u>)
- TinkerCad
- Google form surveys, <u>www.padlet.com</u>, and virtual museum websites.
- Photography to catalog and create a digital portfolio of work Media Literacy Integration
- Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use
- Use of online resources for copyright free material

Sample Summative projects:

- Collage Chinese Dolls: Demonstrate understanding of Chinese traditional clothing according to different dynasties by using paper collage to design a traditional Chinese doll.
- African Mask: Use interpretation of symbolic African tribal designs to create own paper Mache African mask.
- Pop Art/ Printmaking: Understand what mass production and popular culture is through the influence of the artist Andy Warhol. Using images of current popular culture create a series of prints that represent today's society icons.
- Gargoyles- Create plaster gargoyles in 3-dimensional form which will represent the style of medieval architecture.
- 3D Printed Stamps design and create a

Discussion of how the media digitally alters media using digital art programs
Global Perspectives
Cultural achievements in the arts
Responsibilities and roles of people in society of different cultures.
World belief systems impact on the arts
Art as a career
Textured stamp using TinkerCad that will be used to create ceramic work of art (i.e; calvavero for dia de Los Muertos)

Unit 3: CONNECTING

Anchor Standard 10: Synthesize and relate knowledge and personal experiences to make art.

Anchor Standard 11: Relate artistic ideas and works with societal, cultural and historical context to deepen understanding.

Big Ideas: Course Objectives/Content Statement(s)

Creating and analyzing art leads to a connection to different ideas, beliefs, and experiences.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
How does making art attune people to their surroundings?	The creation of art is driven by the principles of balance, harmony, unity, emphasis, proportion, and rhythm/movement.
How do people contribute to awareness and understanding of their lives of their communities through art-making?	Themes in art are often communicated through symbolism, allegory, or irony. There are a wide variety of art mediums, each having appropriate tools and processes for the production of artwork.
How is art used to impact the views of a society? In what ways does engaging in creating artworks enrich people's lives?	Universal themes exist in art across historical eras and

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cultures. Art may embrace multiple solutions to a problem. People develop ideas and understanding of society through their interactions with and analysis of art. The creation of art is driven by the principles of balance, harmony, unity, emphasis, proportion, and rhythm/movement. Themes in art are often communicated through symbolism, allegory, or irony. There are a wide variety of art mediums, each having appropriate tools and processes for the production of artwork. Universal themes exist in art across historical eras and cultures. Art may embrace multiple solutions to a problem. People develop ideas and understanding of society through their interactions with and analysis of art. Areas of Focus: Proficiencies Lessons /Instructional Focus (New Jersey Student Learning Standards) Students will: To convey emphasis in a work of art. 1.5.8.Re7a. Generate ideas to make art individually or Recognize how artists use art elements and collaboratively to positively reflect a group's identity. principles in a work of art. Responding to artistic processes by adding 1.5.8.Cn11a. Analyze and contrast how art forms are meaning to their work. used to represent, establish, reinforce and reflect group identity and culture. **Career-Ready Practices CRP1**: Act as a responsible and contributing citizen and employee. **CRP2**: Apply appropriate academic and technical skills. **CRP3**: Attend to personal health and financial well-being. CRP4: Communicate clearly and effectively and with **CRP5**: Consider the environmental, social and economic impacts of decisions. CRP6: Demonstrate creativity and innovation. CRP7: Employ valid and reliable research strategies. **CRP8**: Utilize critical thinking to make sense of problems and persevere in solving them. **CRP9**: Model integrity, ethical leadership and effective management. CRP10: Plan education and career paths aligned to

personal goals. CRP11: Use technology to enhance productivity. CRP12: Work productively in teams while using cultural global competence.	
Differentiation	Assessments
Interdisciplinary Connections	Sample Summative projects:
 Mathematical understanding on 	Respond to Picasso's use of color and shapes in
 linear perspective, shapes, angles and 	his Cubist style by creating a self portrait using
3-dimensions.	line, shape, and color representing the style.
Hand-eye coordination	Compare and contrast artwork from both
• Thinking in a 3 dimensional form	Impressionist and Post-Impressionist artists by studying artwork of Claude Monet and Vincent
 Use of measuring and accuracy. 	Van Gogh. Create a variety of landscape
Technology Integration	drawings by using pastels and/or Cray-pas.
Using Adobe Photoshop tools to create images in	Applying the same image but applying different
one point perspective	techniques and different line applications.
1 1 1	Understand how art plays an important role in
Using TinkerCad to render 3D imagery	the Mandala designs used by Hindu and
	Buddhist religion. Create a mandala that
Use understanding of composition to take photographs	integrates designs inspired by one of the
of still life objects.	religions but personalizing the image to represent student interests and/or beliefs.
THE PERSON THE PERSON NAMED IN	 Still life drawing: Portray distant objects higher
Media Literacy Integration	on the drawing paper.
 Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use 	 View works of art by Romare Bearden
 Use of online resources for copyright free 	Study the proportions of figure drawing by
material	using students as models while class practices
 Discussion of how the media digitally alters 	drawing body gestures. How do we view
media using digital art programs	people?
	One-Point perspective City: Create the illusion
Global Perspectives	of depth by portraying parallel lines that move
 Understanding of human interactions with 	away from the viewer to converge at a point on the eye level. Students can refer to hallways
space and objects around us.	and classroom space to identify horizon line
 Knowledge of seeing and perceiving 	and point of perspective. What kinds of cities
 Developing observational and critical 	surround us?
thinking skills	Texture animal drawings/ paintings:
 Dovoloning moscuring and spatial 	3.6 1 1 1 1 1 1 1 1 1 1 1

• Developing measuring and spatial

relationship skills

Manipulate lines and patterns and their

• Create 3-D forms by cutting away, adding on, molding, and or carving parts of the whole. Experiment with tactile textures on plaster or

of a surface.

paper Mache forms.

direction to describe the direction and texture

Unit 4: PRESENTING

Anchor Standard 4: Select, Analyze, and interpret artistic works for presentation.

Anchor Standard 5: Develop and refine artistic techniques for presentation

Anchor Standard 6: Convey meaning through presentation of artistic work

Big Ideas: Course Objectives/Content Statement(s)

Through the critical process, students formulate judgments regarding artistic and aesthetic merits of an artwork.

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Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?	
When is art criticism vital and when is it beside the point? How do artists' backgrounds influence the aesthetic and artistic choices they make? What formal art elements should we consider important to do a formal art critique? What methods and processes are considered when preparing artwork for presentation or preservation?	Assessing a work of art without critiquing the artist requires objectivity and an understanding of the work's content and form. Visual fluency is the ability to differentiate between formal and informal structures and objectively apply observable criteria to the assessment of artworks, without consideration of the artist. Universal elements of art and principles of design apply equally to artwork across cultures and historical eras. Artists and other presenters consider various techniques, methods, venues and criteria when analyzing various artworks.	
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons /Instructional Focus	
Students will: 1.5.8.CPr4a. Investigate and analyze ways artwork is presented, preserved, and experienced, including use of evolving technology. Evaluate a collection or presentation based on this criterion. 1.5.8.CPr5a. Individually or collaboratively prepare and present theme-based artwork for display and formulate exhibition narratives. 1.5.8.CPr6a. Analyze how exhibitions in different venues communicate meaning, and influence ideas, beliefs, and experiences.	 Discuss the ways that art can be persuasive. Discuss the elements of art, the principles of design, art techniques, and art media as they influence meaning in works of two-dimensional and three-dimensional art. Demonstrate inquiry skills and appropriate art vocabulary for: Describing works of art; Responding to works of art; Interpreting works of art; and Evaluating works of art. 	

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CRP11: Use technology to enhance productivity.

CRP12: Work productively in teams while using cultural global competence.

Differentiation Assessments

Interdisciplinary Connections

- Language and Literacy
- Teamwork and group discussion skills
- Learning human interactions and speaking skills in stating appropriate opinions about others' work.
- Using selectivity to decipher important artistic elements in an artwork.

Technology Integration

- Using online surveys and blogging to record student responses to artwork.
- Peer and teacher feedback through: google classroom, padlet.com,

Media Literacy Integration

- Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use
- Use of online resources for copyright free material
- Discussion of how the media digitally alters media using digital art programs

Sample Summative Projects:

- Critique peer work by adding comments about each other's work on a comment sheet.
- Using the appropriate steps of describing, responding, interpreting, and evaluating works of art, walk around a classroom art gallery and respond to famous works of art.
- Journal on a daily log-contribute and share ideas/ suggestions about other classmate's improvements in their artwork.
- Choose from a selection of images and symbols to create a design that visually communicates a persuasive idea.
- Example: Discuss painting "I and the Village" by Marc Chagall in a group and class conversations answering the following questions in art journals. Present answers to the class:
 - 1. What makes this painting a fantasy painting?
 - 2. What is an icon?
 - 3. What icons are used in this composition?
 - 4. What is the point of emphasis in this work of art? Why?

Global Perspectives

- Learning multicultural perspectives in media literacy.
- Developing global skills in critical dialoguing and decoding of a student's own cultural assumptions in a cooperative learning environment.

Grade 7

Unit 1: CREATING

Anchor Standard 1: Generate and conceptualize artistic ideas and work. Anchor Standard 2: Organize and develop artistic ideas and work.

Big Ideas: Course Objectives/Content Statement(s)

Active participation in the arts leads to a comprehensive understanding of the imaginative and creative process.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
How does art record and communicate the human experience?	Art is a universal language.
How do objects, places and designs shape the lives of communities?	Visual communication through art crosses cultural and language barriers throughout time.
How does art help us understand other subjects, themes, areas of interest?	The study of masterworks of art from diverse cultures and different historical eras assists in understanding specific cultures.
What conditions, attitudes, and behaviors support creativity and innovative thinking?	Creativity and innovative thinking are essential life skills that can be developed.
How do artists maintain and use materials, tools and equipment?	
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons /Instructional Focus
Students will: 1.5.8.Cr1a. Conceptualize early stages of the creative process, including applying methods to overcome	 Experiment with different art materials and techniques to create original artworks. Demonstrate the creative process by journaling

creative blocks or take creative risks, and document the processes in traditional or new media.

- 1.5.8.Cr1b. Develop criteria, identify goals and collaboratively investigate an aspect of present-day life, using contemporary practice of art or design.
- 1.5.8.Cr2a. Demonstrate persistence and willingness to experiment and take risks during the artistic process.
- 1.5.8.Cr2b. Demonstrate an awareness of ethical responsibility as applied to artmaking including environmental implications, responsibility in sharing images online, appropriation, and intellectual property ethics.
- 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.

- different ideas and pathways of arriving at the finished project.
- Connecting ideas and influences in design from art history and different cultures.
- Use inquiry and curiosity to invent original works trying new ideas, materials, methods, and
 - approaches in making works of art and design.
- Implications of conservation, care, and clean-up of art materials, tools and equipment.
 - Design using two dimensional and three dimensional work.

Career-Ready Practices

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CRP12: Work productively in teams while using cultural global competence.

Differentiation	Assessments
Interdisciplinary Connections Scientific understanding of the color prism and color mixtures. Learning to handle tools used in different trades. Critical thinking skills in solving problems using original and personal ideas. Repurposing and recycling materials for the use of invention and creativity. Increase of vocabulary by using descriptive art terms. Technology Integration Experience with Adobe Photoshop to create a school or personal logo design which integrates the elements of color, line, space, value, shape, and texture. Digital websites for integration of animation projects and digital art: www.wickeditor.com, www.pixilart.com, www.kleki.com. Group drawing with Google Draw. Create a GIF or animation to represent or convey a message (ex. No Name Calling Week, Autism Awareness, Anti-Bullying Awareness, etc.) Media Literacy Integration Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use Use of online resources for copyright free material Discussion of how the media digitally alters media using digital art programs Global Perspectives Trades in society's marketing economy. Exploring different cultures and their art. How specific regions of the world contribute to artistic and cultural achievements.	Create an abstract painting using various types of ines, shapes, and objects. Make a painting showing the influence of an artist. Use a personal theme to create a personal work of art. Use a limited palette and limited tools to create a painting. Optical Illusion Drawing: Create the illusion of movement and/or depth in works of art. Bookmaking: Learn the many ways of book-binding: Japanese Stab-binding, accordion book, tunnel books, hard cover, and repurposed books. Choose one technique and create a book that will tell a story about you. Paper collage - use magazine paper rippings to paste onto a drawn image on cardboard using different tints and shades of a color. Compare/Contrast ways in which artists use certain elements such as line, shape, color, value, and texture in both 2-D and 3-D works of art. Paper-Mache Hybrid animal sculptures.

Intervention Strategies		
Accommodations	Interventions	Modifications
Allow for verbal responses	Multi-sensory techniques	Modified tasks/expectations
Repeat/confirm directions	Increase task structure (e.g. directions, checks for understanding, feedback	Differentiated materials
Permit response provided via computer or electronic device	Increase opportunities to engage in active academic responding	Individualized assessment tools based on student need
Audio Books	Utilize pre-reading strategies and activities previews, anticipatory guides, and semantic mapping	Modified assessment grading

Unit 2: RESPONDING

Anchor Standard 7: Perceive and analyze artistic work.

Anchor Standard 8: Interpret intent and meaning in artistic work.

Big Ideas: Course Objectives/Content Statement(s)

All students will understand and analyze the role, development and continuing influence of the arts in relation to world cultures, history, and society.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
How has art changed through time? How does art reflect human culture? How do life experiences influence the way you relate to art?	Tracing the history of visual art in world cultures provides insight into the lives of people and their values.
Does culture influence art or does art influence the culture?	The arts reflect cultural morals and personal aesthetics throughout the ages.
	People gain insights into the meaning of artworks by engaging in the process of art criticism.
	Visual imagery influences understanding of and responses to the world.

Areas of Focus: Proficiencies (New Jersey Student Learning Standards)

Students will:

- 1.5.8.Re7a. Explain how a person's aesthetic choices are influenced by culture and environment, and impact how visual messages are perceived and conveyed.
- 1.5.8.Re7b. Compare and contrast cultural and social contexts of visual arts and how they influence ideas and emotions.
- 1.5.8.Rea. Interpret art by analyzing how the interaction of subject matter, characteristics ofform and structure, use of media, art making approaches, and relevant contextual information contributes to understanding messages or ideas and mood conveyed.
- 1.5.8.Re9a. Create a convincing and logical argument to support an evaluation of art. Explain the difference between personal and established criteria for evaluating artwork.

Career-Ready Practices

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CRP10: Plan education and career paths aligned to personal goals.

CRP11: Use technology to enhance productivity. **CRP12**: Work productively in teams while using cultural global competence.

Lessons /Instructional Focus

- Recognize, explore, and demonstrate through various means the influences of historical time periods, cultures, and styles on works of art (e.g., realism, impressionism, post-impressionism, expressionism).
- Identify, use, and interpret important works of art and their artists.
- Create artwork with the characteristics of a particular culture, period of time, style method or artist.
- Recognize that chronology exists in all art forms.
- Respond to works of art and analyze responses in terms of cultural and visual meaning.
- Describe the manner in which the belief systems of a viewer may influence contemplation of works of art
- Explain orally and in writing the means by which visual art evokes sensory and emotional responses.
- Appreciate works of art that pertain to different art styles and genres.

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Differentiation	Assessments
Interdisciplinary Connections How the arts influence people and culture in societies Use of utilitarian objects in cultural fashion and architectural design Art integrated with musical instruments Using technology to create ownership and produce art. Technology Integration Selected educational websites for experiencing with collage and other techniques- National Geographic Arts for Kids(www.nga.gov/kids) TinkerCad Google form surveys, www.padlet.com, and virtual museum websites. Photography to catalog and create a digital portfolio of work Media Literacy Integration Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use Use of online resources for copyright free material Discussion of how the media digitally alters media using digital art programs Global Perspectives Cultural achievements in the arts Responsibilities and roles of people in society of different cultures. World belief systems impact on the arts	 Collage Chinese Dolls: Demonstrate understanding of Chinese traditional clothing according to different dynasties by using paper collage to design a traditional Chinese doll. African Mask: Use interpretation of symbolic African tribal designs to create own paper Mache African mask. Pop Art/ Printmaking: Understand what mass production and popular culture is through the influence of the artist Andy Warhol. Using images of current popular culture create a series of prints that represent today's society icons. Gargoyles- Create plaster gargoyles in 3-dimensional form which will represent the style of medieval architecture. 3D Printed Stamps - design and create a textured stamp using TinkerCad that will be used to create ceramic work of art (i.e; calvavero for dia de Los Muertos)

Unit 3: CONNECTING

Anchor Standard 10: Synthesize and relate knowledge and personal experiences to make art. Anchor Standard 11: Relate artistic ideas and works with societal, cultural and historical context to deepen understanding.

Big Ideas: Course Objectives/Content Statement(s)

Creating and analyzing art leads to a connection to different ideas, beliefs, and experiences.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning? How does making art attune people to their surroundings? How do people contribute to awareness and understanding of their lives of their communities through art-making? How is art used to impact the views of a society?	Enduring Understandings What will students understand about the big ideas? The creation of art is driven by the principles of balance, harmony, unity, emphasis, proportion, and rhythm/movement. Themes in art are often communicated through symbolism, allegory, or irony. There are a wide variety of art mediums, each having appropriate tools and processes for the production of artwork.
In what ways does engaging in creating artworks enrich people's lives? Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Universal themes exist in art across historical eras and cultures. Art may embrace multiple solutions to a problem. People develop ideas and understanding of society through their interactions with and analysis of art. Lessons /Instructional Focus
Students will: 1.5.8.Re7a. Generate ideas to make art individually or collaboratively to positively reflect a group's identity. 1.5.8.Cn11a. Analyze and contrast how art forms are used to represent, establish, reinforce and reflect group identity and culture. 1.5.8.Cn11b. Analyze and contrast how art forms are used to reflect global issues, including climate change.	 To convey emphasis in a work of art. Recognize how artists use art elements and principles in a work of art. Responding to artistic processes by adding meaning to their work.

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CRP9: Model integrity, ethical leadership and effective management.

CRP10: Plan education and career paths aligned to personal goals.

CRP11: Use technology to enhance productivity.

CRP12: Work productively in teams while using cultural global competence.

Differentiation Assessments

Interdisciplinary Connections

- Mathematical understanding on
- linear perspective, shapes, angles and 3-dimensions.
- Hand-eye coordination
- Thinking in a 3 dimensional form
- Use of measuring and accuracy.

Technology Integration

Using Adobe Photoshop tools to create images in one point perspective

Using TinkerCad to render 3D imagery

Use understanding of composition to take photographs of still life objects.

Media Literacy Integration

- Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use
- Use of online resources for copyright free material
- Discussion of how the media digitally alters media using digital art programs

Sample projects:

- Respond to Picasso's use of color and shapes in his Cubist style by creating a self portrait using line, shape, and color representing the style.
- Compare and contrast artwork from both Impressionist and Post-Impressionist artists by studying artwork of Claude Monet and Vincent Van Gogh. Create a variety of landscape drawings by using pastels and/or Cray-pas. Applying the same image but applying different techniques and different line applications.
- Understand how art plays an important role in the Mandala designs used by Hindu and Buddhist religion. Create a mandala that integrates designs inspired by one of the religions but personalizing the image to represent student interests and/or beliefs.
- Still life drawing: Portray distant objects higher on the drawing paper.
- View works of art by Romare Bearden
- Study the proportions of figure drawing by using students as models while class practices drawing body gestures. How do we view people?
- One-Point perspective City: Create the illusion of

- Global Perspectives
- Understanding of human interactions with space and objects around us.
- Knowledge of seeing and perceiving
- Developing observational and critical thinking skills
- Developing measuring and spatial relationship skills
- depth by portraying parallel lines that move away from the viewer to converge at a point on the eye level. Students can refer to hallways and classroom space to identify horizon line and point of perspective. What kinds of cities surround us?
- Texture animal drawings/ paintings: Manipulate lines and patterns and their direction to describe the direction and texture of a surface.
- Create 3-D forms by cutting away, adding on, molding, and or carving parts of the whole.
 Experiment with tactile textures on plaster or paper Mache forms.

Supports for English Language Learners		
Sensory Supports	Graphic Supports	Interactive Supports
Real-life objects	Charts	In pairs or partners
Manipulatives	Graphic Organizers	In triands or small groups
Pictures	Tables	In a whole group
Illustrations, diagrams & drawings	Graphs	Using cooperative group
Magazines & Newspapers	Timelines	Structures
Physical activities	Number lines	Internet / Software support
Videos & Film		In the home language
Broadcasts		With mentors
Models & Figures		

Unit 4: PRESENTING

Anchor Standard 4: Select, Analyze, and interpret artistic works for presentation.

Anchor Standard 5: Develop and refine artistic techniques for presentation

Anchor Standard 6: Convey meaning through presentation of artistic work

Big Ideas: Course Objectives/Content Statement(s)

Through the critical process, students formulate judgments regarding artistic and aesthetic merits of an artwork.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
When is art criticism vital and when is it beside the point? How do artists' backgrounds influence the aesthetic and artistic choices they make? What formal art elements should we consider important to do a formal art critique? What methods and processes are considered when preparing artwork for presentation or preservation?	Assessing a work of art without critiquing the artist requires objectivity and an understanding of the work's content and form. Visual fluency is the ability to differentiate between formal and informal structures and objectively apply observable criteria to the assessment of artworks, without consideration of the artist. Universal elements of art and principles of designapply equally to artwork across cultures and historical eras. Artists and other presenters consider various techniques, methods, venues and criteria when analyzing various artworks.
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons /Instructional Focus
Students will: 1.5.8.CPr4a. Investigate and analyze ways artwork is presented, preserved, and experienced, including use of evolving technology. Evaluate a collection or presentation based on this criterion. 1.5.8.CPr5a. Individually or collaboratively prepare and present theme-based artwork for display and formulate exhibition narratives. 1.5.8.CPr6a. Analyze how exhibitions in different venues communicate meaning, and influence ideas, beliefs, and experiences.	 Discuss the ways that art can be persuasive. Discuss the elements of art, the principles of design, art techniques, and art media as they influence meaning in works of two-dimensional and three-dimensional art. Demonstrate inquiry skills and appropriate art vocabulary for: Describing works of art; Responding to works of art; Interpreting works of art; and Evaluating works of art.

CRP1: Act as a responsible and contributing citizen and employee.

CRP2: Apply appropriate academic and technical skills.

CRP3: Attend to personal health and financial well-being.

CRP4: Communicate clearly and effectively and with

CRP5: Consider the environmental, social and economic impacts of decisions.

CRP6: Demonstrate creativity and innovation.

CRP7: Employ valid and reliable research strategies.

CRP8: Utilize critical thinking to make sense of problems and persevere in solving them.

CRP9: Model integrity, ethical leadership and effective management.

CRP10: Plan education and career paths aligned to personal goals.

CRP11: Use technology to enhance productivity.

CRP12: Work productively in teams while using cultural global competence.

Differentiation Assessments

Interdisciplinary Connections

- Language and Literacy
- Teamwork and group discussion skills
- Learning human interactions and speaking skills in stating appropriate opinions about others' work.
- Using selectivity to decipher important artistic elements in an artwork.

Technology Integration

- Using online surveys and blogging to record student responses to artwork.
- Peer and teacher feedback through: google classroom, padlet.com,

Media Literacy Integration

- Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use of online resources for copyright free material
- Discussion of how the media digitally alters media using digital art programs
- Global Perspectives
- Learning multicultural perspectives in media literacy.

Sample Projects:

- Critique peer work by adding comments about each other's work on a comment sheet.
- Using the appropriate steps of describing, responding, interpreting, and evaluating works of art, walk around a classroom art gallery and respond to famous works of art.
- Journal on a daily log-contribute and share ideas/ suggestions about other classmate's improvements in their artwork.
- Choose from a selection of images and symbols to create a design that visually communicates a persuasive idea.
- Example: Discuss painting "I and the Village" by Marc Chagall in a group and class conversations answering the following questions in art journals. Present answers to the class:
 - 1. What makes this painting a fantasy painting?
 - 2. What is an icon?
 - 3. What icons are used in this composition?
 - 4. What is the point of emphasis in this world of art? Why?

 Developing global skills in critical dialoguing and decoding of a student's own cultural assumptions in a cooperative learning environment.

Sensory Supports	Graphic Supports	Interactive Supports
Real-life objects	Charts	In pairs or partners
Manipulatives	Graphic Organizers	In triads or small groups
Pictures	Tables	In a whole group
Illustrations, diagrams & drawings	Graphs	Using cooperative group
Magazines & Newspapers	Timelines	Structures
Physical activities	Number lines	Internet / Software support
Videos & Film		In the home language
Broadcasts		With mentors

Grade 8

Unit 1: CREATING

Anchor Standard 1: Generate and conceptualize artistic ideas and work.

Anchor Standard 2: Organize and develop artistic ideas and work.

Big Ideas: Course Objectives/Content Statement(s)

Active participation in the arts leads to a comprehensive understanding of the imaginative and creative process.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
How does viewing art aid in the personal search of ideas? To what extent is the art created for the artist or the viewer? How do underlying structures unconsciously guide the creation of art works? Does art have boundaries? What choices must an artist make before beginning a work? Is process more important than product?	Art serves multiple functions: to educate, to enlighten, to entertain, to communicate, to persuade, to provoke emotion, etc. The viewer is an important participant of art that should be acknowledged by the artist. Who determines meaning in the artwork?
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons /Instructional Focus
Students will: 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. 1.5.8.Cr1b. Develop criteria, identify goals and collaboratively investigate an aspect of present-day life, using contemporary practice of art or design. 1.5.8.Cr2a. Demonstrate persistence and willingness to experiment and take risks during the artistic process. 1.5.8.Cr2b. Demonstrate an awareness of ethical	 Experiment with different art materials and techniques to create original artworks. Demonstrate the creative process by journaling different ideas and pathways of arriving at the finished project. Recognize principles of design in a work of art. Use problem solving and inquiry to create original works of art and original designs. Understand the power of a technique (drawing, printmaking, sculpture, computer graphics, etc) in order to elaborate meaning.

responsibility as applied to artmaking including environmental implications, responsibility in sharing images online, appropriation, and intellectual property ethics.

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.

Career-Ready Practices

CRP1: Act as a responsible and contributing citizen and employee.

CRP2: Apply appropriate academic and technical skills.

CRP3: Attend to personal health and financial well-being.

CRP4: Communicate clearly and effectively and with reason.

CRP5: Consider the environmental, social and economic impacts of decisions.

CRP6: Demonstrate creativity and innovation.

CRP7: Employ valid and reliable research strategies.

CRP8: Utilize critical thinking to make sense of problems and persevere in solving them.

CRP9: Model integrity, ethical leadership and effective management.

CRP10: Plan education and career paths aligned to personal goals.

CRP11: Use technology to enhance productivity.

CRP12: Work productively in teams while using cultural global competence.

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Interdisciplinary Connections

- Compare and contrast how modern artworks differ from artworks from ancient civilizations.
- Integrate learning of historical artists and their artwork in the creation of a replica of their artwork along with artist research.
- Learn about scientific components of clay in the creation of clay sculptures.

Technology Integration

- Further developing technical skills using Wacom-boards and Adobe Suite.
- Watch videos from Art21 and The Art Project to investigate the work of current artists.
- Creating modern day art through animation,

Sample Projects:

 Create an artwork that is in the style of an artist communicating your own message.

Assessments

 Printmaking: Market a product/design by creating a poster that will be reproduced several times using the reduction printmaking technique. gifs, vector-based illustrations, and video manipulation

- Adobe Suite (PhotoShop and Illustrator)
- VectR
- Canva
- Pixlr
- Blender
- TinkerCad
- MakerBot
- SketchUp

Media Literacy Integration

- Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use
- Use of online resources for copyright free material
- Discussion of how the media digitally alters media using digital art programs

Global Perspectives

- Gain a global understanding or artwork around the world by researching, viewing, discussing art that is based on cultural and historical content.
- Understand current technological advances in artmaking.

Unit 2 Responding

Anchor Standard 7: Perceive and analyze artistic work.

Anchor Standard 8: Interpret intent and meaning in artistic work.

Big Ideas: Course Objectives/Content Statement(s)

Understanding the variety of ways to arrive at a solution in works of art.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
How do artists work? How do artists determine if a particular direction in their work is elective? How do artists learn from trial and error?	Craftsmanship is applied in all artworks whether elaborate or simple. The artist uses intention in the decision making process of the work. Once there is a groundbreaking idea, artists must continue to elaborate.
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons
Students will: 1.5.8.Re7a. Explain how a person's aesthetic choices are influenced by culture and environment, and impact how visual messages are perceived and conveyed. 1.5.8.Re7b. Compare and contrast cultural and social contexts of visual arts and how they influence ideas and emotions. 1.5.8.Rea. 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. 1.5.8.Re9a. Create a convincing and logical argument to support an evaluation of art. Explain the difference between personal and established criteria for evaluating artwork.	 Create a thematic timeline of a specific type of artwork (chairs in painting, landscapes, places, people at work, etc.). Make your own painting of that theme. Create a sculpture representing a personal focus/interest. Create artwork with the characteristics of a particular culture, period of time, style method or artist. Create a body of work that connects 3D, hands-on art-making that reaches into the current world of digital art-making.

CRP1: Act as a responsible and contributing citizen and employee.

CRP2: Apply appropriate academic and technical skills.

CRP3: Attend to personal health and financial well-being.

CRP4: Communicate clearly and effectively and with reason.

CRP5: Consider the environmental, social and economic impacts of decisions.

CRP6: Demonstrate creativity and innovation.

CRP7: Employ valid and reliable research strategies.

CRP8: Utilize critical thinking to make sense of problems and persevere in solving them.

CRP9: Model integrity, ethical leadership and effective management.

CRP10: Plan education and career paths aligned to personal goals.

CRP11: Use technology to enhance productivity.

CRP12: Work productively in teams while using cultural global competence.

Differentiation Assessments

Interdisciplinary Connections

- How the arts influence people and culture in societies
- Use of utilitarian objects in cultural fashion and architectural design

Technology Integration

 Use selective educational websites to research information about techniques and processes that could aid in the creation process. Taking ideas and designs from 2D and developing fully rendered, polished designs using Wacom boards, and Adobe Suite software.

Media Literacy Integration

- Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use
- Use of online resources for copyright free material
- Discussion of how the media digitally alters media using digital art programs

Global Perspectives

• Discover the arts of different time periods and how the times influenced the works.

- Create a series of prints that demonstrate a personal style of non-objective design.
- Use pencil and/or charcoal to make a portrait drawing that shows mood and feeling.
- Create a clay sculpture that shows understanding of diversity of textures and adding/subtracting of material.
- Create or illustrate a digital painting/ drawing that depicts a visual representation of a texture.
- Draw, design, and construct an architectural structure using TinkerCad/ SketchUp.

Unit 3- Connecting

Anchor Standard 10: Synthesize and relate knowledge and personal experiences to make art.

Anchor Standard 11: Relate artistic ideas and works with societal, cultural and historical context to deepen understanding.

Big Ideas: Course Objectives/Content Statement(s)

Art is a world language and its interpretations have an amalgam of connections with the world around us.

Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
How does engaging in creating art enrich people's lives? How does making art attune people to their surroundings? How does art help us understand the lives of people of different times, places and cultures?	Through art-making, people make meaning by investigating and developing awareness of perception, knowledge and experiences. People develop ideas and understandings of society, culture and history through their interactions with and analysis of art.
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons/Instructional Focus
Students will: 1.5.8.Re7a. Generate ideas to make art individually or collaboratively to positively reflect a group's identity. 1.5.8.Cn11a. Analyze and contrast how art forms are used to represent, establish, reinforce and reflect group identity and culture. 1.5.8.Cn11b. Analyze and contrast how art forms are used to reflect global issues, including climate change. Career-Ready Practices CRP1: Act as a responsible and contributing citizen and employee. CRP2: Apply appropriate academic and technical skills. CRP3: Attend to personal health and financial well-being. CRP4: Communicate clearly and effectively and with reason. CRP5: Consider the environmental, social and economic impacts of decisions. CRP6: Demonstrate creativity and innovation. CRP7: Employ valid and reliable research strategies.	 Demonstrate inquiry skills and appropriate art vocabulary for: a. describing works of art; b. responding to works of art; c. interpreting works of art; and d. Evaluating works of art. Engage in creating 2D and 3D works that highlight a student's interest. Use a personal childhood memory to create a painting or drawing. Find a favorite object and create a sculpture replica in the style of Pop Art.

CRP8: Utilize critical thinking to make sense of problems and persevere in solving them. CRP9: Model integrity, ethical leadership and effective management. CRP10: Plan education and career paths aligned to personal goals. CRP11: Use technology to enhance productivity. CRP12: Work productively in teams while using cultural global competence.	
Differentiation	Assessments
 Interdisciplinary Connections Language and literacy Learning human interactions and speaking skills in stating appropriate opinions about others' work. Using selectivity to decipher important artistic elements in an artwork. Technology Integration Using online tools such as surveys and blogging to record student responses to artwork. Google classroom forms, Powerpoint Media Literacy Integration Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use Use of online resources for copyright free material Discussion of how the media digitally alters media using digital art programs Global Perspectives Learning multicultural perspectives in media literacy. Developing global skills in critical dialoguing and decoding of a student's own cultural assumptions in a cooperative learning environment. 	 Journal on a daily log-to contribute and share ideas/ suggestions about personal and peer work. Choose from a selection of images and symbols to create a design that visually communicates a persuasive idea.

Unit 4: PRESENTING

Anchor Standard 4: Select, Analyze, and interpret artistic works for presentation.

Anchor Standard 5: Develop and refine artistic techniques for presentation

Anchor Standard 6: Convey meaning through presentation of artistic work

Big Ideas: Course Objectives/Content Statement(s)

There are multiform ways of presenting artwork to an audience to captivate and inform meaning.

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Essential Questions What provocative questions will foster inquiry, understanding, and transfer of learning?	Enduring Understandings What will students understand about the big ideas?
When is art criticism vital and when is it beside the point?	Craftsmanship is applied in all artworks whether elaborate or simple.
How are artworks cared for and by whom?	The artist uses intention in the decision making process of the work.
Why do people value objects, artifacts and artworks?	Once there is a groundbreaking idea, artists must continue to elaborate.
What criteria are important when selecting artwork for a portfolio?	
Areas of Focus: Proficiencies (New Jersey Student Learning Standards)	Lessons /Instructional Focus
Students will: 1.5.8.CPr4a. Investigate and analyze ways artwork is presented, preserved, and experienced, including use of evolving technology. Evaluate a collection or presentation based on this criterion. 1.5.8.CPr5a. Individually or collaboratively prepare and present theme-based artwork for display and formulate exhibition narratives. 1.5.8.CPr6a. Analyze how exhibitions in different venues communicate meaning, and influence ideas, beliefs, and experiences. Career-Ready Practices CRP1: Act as a responsible and contributing citizen and employee. CRP2: Apply appropriate academic and technical skills. CRP3: Attend to personal health and financial well-being. CRP4: Communicate clearly and effectively and with reason.	

CRP5: Consider the environmental, social and economic impacts of decisions. CRP6: Demonstrate creativity and innovation. CRP7: Employ valid and reliable research strategies. CRP8: Utilize critical thinking to make sense of problems and persevere in solving them. CRP9: Model integrity, ethical leadership and effective management.	
CRP10: Plan education and career paths aligned to personal goals. CRP11: Use technology to enhance productivity. CRP12: Work productively in teams while using cultural global competence.	
Differentiation	Assessments
 Interdisciplinary Connections How the arts influence people and culture in societies Use of utilitarian objects in cultural fashion and architectural design Technology Integration Use Google classroom to submit a portfolio with art images. Use photography for archiving work. Use of Google Drive to archive work Use of ChromeBox and HDTV to slideshow display current student work Use of Google Slides to display, critique, and discuss student work Media Literacy Integration Discussion of sourcing images for use in digital artwork, copyright, public domain, and fair use Use of online resources for copyright free material 	 Prepare for a classroom art discussion by investigating the process and interpretation of a specific type of artwork. Create a checklist with criteria for display of individual students. Students select a personal theme and make an artwork that represents that theme. Have class discussion analyzing artworks for various artists.
 Discussion of how the media digitally alters media using digital art programs Global Perspectives Understanding of human interactions with space and objects around us Knowledge of seeing and perceiving Understanding the future of illustration and artmaking within commercial art 	