

2D Studio Art 1 (Comprehensive)

	Topics	Major Concepts / Topics	Possible Materials & Resources
Quarter 1 Aug 10 – Oct 16	1	Introduction; rules; expectations; supply lists; syllabus	
	2	Introduce elements	Technology: Smarthistory videos; Scholastic magazines; Classroom textbooks Teacher generated powerpoints;
	3	Line	Sketchbook
	4	Line: studio project (example: cross hatching, printmaking)	Technology: Smarthistory videos; Scholastic magazines; Classroom textbooks Teacher generated PowerPoints; Classroom examples Still life items; sketchbook
	5	Line: studio project	
	6	Value/texture/form/shape Value scale	Technology: Smarthistory videos; Scholastic magazines; Classroom textbooks Teacher generated PowerPoints; Classroom examples; sketchbook
	7	Value/texture/form: studio project	
	8	Value/texture/form: studio project	
	9	Art Analysis: practice	
	Topics	Major Concepts / Topics	Possible Resources
Quarter 2 Oct 20 – Dec 18	1	Principles of Design Proportion/perspective	Sketchbooks, classroom examples; teacher generated PowerPoints; classroom textbook

All standards are designed to be learned by the end of the course. This guide represents a recommended time line and sequence to be used voluntarily by teachers for planning purposes. Specific questions regarding when content will actually be addressed in a specific course is best answered by the individual teacher.

2D Studio Art 1 (Comprehensive)

	2	Balance/Repetition/Unity Proportion: gridding	Teacher generated PowerPoints; examples of student work; classroom textbook; sketchbook
	3	Studio Projects (possible projects: linear perspective, figures in perspective, facial/figural proportion; gesture; scratchboard; printmaking)	
	4	Studio Projects cont'd (see above)	
	5	Studio Projects cont'd (see above)	
	6	Studio Projects cont'd (see above)	
	7	Studio Projects cont'd (see above)	
	8	Art Analysis: Critique practice (peer and self-evaluation) Review; reflect on learning;	
	9	Mid-Term/Semester Assessment- performance and/or written	
	Quarter 3 Jan 6 – Mar 17	Topics	
1		Color theory/color wheel Principles of design: movement & emphasis	Color wheels, teacher generated PowerPoints; videos (youtube how to videos)
2		Practice color mixing(watercolor/monochromatic)	Teacher generated PowerPoints; textbook
3		Practice painting techniques/brush maintenance/materials maintenance	Classroom materials and supplies; sketchbooks
4		Color Theory practice; preparatory instruction; viewing work from art history	Smarthistory videos; classroom materials including posters, visual aids; classroom textbooks; teacher generated PowerPoints; sketchbooks
5		Studio Project: complements/split complements/analogous (color theory)	Classroom materials; visual aids, project examples; classroom textbooks; sketchbooks
6		Studio Project: complements/ split complements/analogous	

All standards are designed to be learned by the end of the course. This guide represents a recommended time line and sequence to be used voluntarily by teachers for planning purposes. Specific questions regarding when content will actually be addressed in a specific course is best answered by the individual teacher.

2D Studio Art 1 (Comprehensive)

	7	Studio Project: applying color theory to still life/imagination inspired work or observational project	
	8	Studio Project: see above	
	9	Art Analysis: critique practice (peer and self-evaluation)	
	Topics	Major Concepts / Topics	Possible Resources
Quarter 4 Mar 29 – May 26	1	Synthesis: combining elements and principles/project utilizing comprehensive skills	Classroom examples; internet research; Smarthistory videos; examples of artwork ready for presentation;
	2	Art history research/presentation	
	3	Art history research/presentation	
	4	Displaying artwork; career opportunities in the visual arts; preparation of art for display	
	5	Course review (ongoing)	
	6	Collaborative art making: (examples: murals; stenciling; gesture activities; art in public places)	Classroom examples; artist examples
	7	Collaborative art marking Project completion	
	8	Studio maintenance	
	9	District Final Assessment- computer based	

All standards are designed to be learned by the end of the course. This guide represents a recommended time line and sequence to be used voluntarily by teachers for planning purposes. Specific questions regarding when content will actually be addressed in a specific course is best answered by the individual teacher.