

Clark County School District
Grade 1 Art Pacing Guide
2024–2025 School Year

This suggested pacing guide is intended to serve as a template to ensure that students receive the most comprehensive thematic units that maximize mastery of the [Nevada Academic Content Standards in Fine Arts](#) within the course timeframe.

Objectives	August 12, 2024– October 11, 2024	October 15, 2024– December 20, 2024	January 6, 2025– March 14, 2025	March 24, 2025– May 23, 2025
Criticism				
C.1 - Art Vocabulary	Introduction of specific art subject matter and media	Reinforce continually the name subject matter and media.	Embed within the instruction of other concepts, reinforcement of art vocabulary to name subject matter in works of art.	
		Recognize varied media, e.g., painting vs. sculpture.		
C.2 - Art Analysis	Name the elements of art such as line, shape, color, and/or texture.	Discover pattern and balance within artwork.	Embed within the instruction of other concepts the analysis of the elements of art such as line, shape, color, texture, pattern, and balance.	
			Identify the most important part of a picture.	
C.3 - Art Interpretation	Assist students in discovering the story art may tell.	Assist students in recognizing what is happening in the artwork.	Guide students in explaining works of art based on observation and interpretation.	
C.4 - Judgement Based on Merit	Guide students in stating their personal preference in art.	Guide students in choosing and explaining their favorite work.	Assist students in explaining why they selected an artwork as the best or their favorite.	
C.5 - Sharing and Evaluation of Own Work	Discuss your own artwork with others.	Embed within instruction students will develop a personal portfolio.		
History				
H.1 - Historical and Cultural Context		Introduce works of art within the context of culture, time, and place.	Reinforce continually how culture, time, and place influence art.	
H.2 - Materials, Processes, Purposes, and Functions			Guide students in recognizing materials and processes for art.	Guide students in recognizing the historical influence on materials and techniques.
Aesthetics				
A.1 - Aesthetic Inquiry		Assist students in discovering the message of the artist.	Embed within instruction students will learn to see the purpose behind functional art.	
A.2 - Aesthetic Positions and Stances	Guide students in separating realistic and unrealistic artworks.		Recognize mood in art.	Discover useful and decorative art.

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Production				
P.1 - Planning For Production	Introduction of using line, shape, color, and texture in art.	Reinforce continually the use of line, shape, color, and texture in art.		
P.2 - Safe and Ethical Use of Tools and Images	Introduction of safe and ethical use of art tools and images.	Reinforce continually the importance of safe and ethical use of art tools and images.		
P.3 - Elements of Art	Introduce lines: thick, thin, wavy, and zigzag.	Identify primary and secondary colors.	Combine shapes to create images.	Experience different textures, including rough, bumpy, slick, slippery, and smooth surfaces.
P.4 - Principles of Design	Create a simple pattern.	Create a repeated pattern.	With guidance, create an artwork using symmetrical balance.	
P.5 - Subject Matter and Symbols	Embed within the instruction of other concepts through the use of Enduring Ideas.			
P.6 - Drawing	Introduce drawing media to produce an intended image.			
P.7 - Painting	Introduce painting by practicing brush strokes using brushes of varied sizes.	Experience painting techniques by mixing secondary colors.	Investigate color blending and washes.	Apply painting techniques to produce different subjects/moods.
P.8 - Three-Dimensional Art			Experience three-dimensions by folding flat shapes into 3-D forms.	
P.9 - Ceramics/Mixed Media	Model and experience ceramics by sculpting an animal.		Create a pinch pot and impress texture to experience pottery.	
P.10 - Printmaking	Create prints by stamping.	Create a mono-print by pressing objects into paint and then onto paper.		
P.11 - Textiles	Introduce textiles by creating simple paper weaving.			
P.12 - Architecture	Observe with support types of buildings in terms of their appearances and functions.		Use varied shapes and forms to produce one or more buildings for a specific function.	
P.13 - Mixed Media	Create collages by cutting, tearing, and gluing paper. Create a work with crayon resist.	Create a simple puppet with mixed media.	Create wearable art: hat, vest, simple mask.	Create a simple book.
P.14 - Art with a Historical or Cultural Influence	Embed within the instruction of other concepts - Reinforce culture, time, and place based on a selected Enduring Idea.			
P.15 - Digital Media				Discover digital media through observation.
P.16 - The Use of Art in Daily Life	Embed within the instruction of other concepts - Reinforce continually the investigation of the role of artists and designers in daily life as a career.			