Curriculum Scope and Sequence						
Content Area	Visual: Fine Arts	Course Title/Grade Level	Art 2 CP: 10th-12 th Grade- Full Year Course			

	General Overview and Pacing							
	Topic/Unit Name				Suggested Paci	ing (Days/Weeks)		
Topic/Unit 1	The Role of the Artist- Personal Work Versus Career I	Based Wo	rk		MP 1- On Going			
Topic/Unit 2	The Elements and Principles of Design				MP 1-	MP 1- On Going		
Topic/Unit 3	Visual/Academic Research and Documentation				MP 1-	On Going		
Topic/Unit 4	Technology Use and Application in the Fine Art Proce	ess			MP 1-	On Going		
Topic/Unit 5	The Academic Art Process Visual Components (Brain Layout Drawings and Color Studies	storming	Thumbnails, Layou	t Sketches,	MP 1-	On Going		
Topic/Unit 6	The Artist Signature: Authentication of Artwork				MP 1-	On Going		
Topic/Unit 7	Writing About Art: The Artist Statement and Title		MP 1- On Going					
Topic/Unit 8	The Critique: Articulation- Teacher to Student, Individ	lual, and	Whole Group		MP 1- On Going			
Topic/Unit 9	Presentation: Gallery Display Formats				MP 1-	On Going		
Topic/Unit 10	Art History/Culture				MP 1-	On Going		
Topic/Unit 11	Drawing (Graphite, Color Pencil, Charcoal, Pastel, Oi	l Pastel, a	nd Ink)		On Going/ 3	-4 Weeks Each		
Topic/Unit 12	Sketchbook Drawings (8 per marking period) Total of	32			Ful	l Year		
Topic/Unit 13	Establishing the Art Platform				1-2	Weeks		
Topic/Unit 14	Painting (Watercolor and Tempera)				3-4 We	eeks Each		
Topic/Unit 15	Mixed Media: (2D Collage) (3D Assemblage)				3-4	Weeks		
CREATED BY	M. Jacqueline Castro	DATE	2016	BOARD A	PPROVAL DATE	10/27/2016		

Unit/Topic Title	Unit 1 The Rol	e of the Artist-Personal Work Vers	us Career	Based Work	Approximate Pacing	On Going	g
		UNIT/TOPIC ENDURIN	G OBJE	CTIVES/UNDERSTAND	INGS		
 There are two Professional w The student ar 	 Professional work is original a created for a specific use or application. 						
	NEW JE	RSEY STUDENT LEARNING	STANDA	RDS/COMMON CORE	STATE STANDARDS		
1.1.12.D		isual and Performing Arts rocess: All students will demonstra	ate an und	erstanding of the elements	and principles that govern	the creation	n of works of
1.3.12.D		All students will synthesize those sl works of art in the visual art.	cills, med	ia, methods, and technolog	ies appropriate to creating,	performing	2
1.4.12.A-B		onses and Critique Methodologies: analysis to works of art in visual a		ents will demonstrate and a	pply an understanding of a	ts philosop	ohies,
21 ST CENTURY LI	E AND CARE	ER (STANDARD 9) AND/OR TH	ECHNOL	OGY STANDARD (STA	NDARD 8)		
9.2.12.C.1	Review career	goals and determine steps necessar	y for atta	inment.			
9.2.12.C.2	Modify persona	alized student learning plans to sup	port decla	ared career goal.			
9.2.12.C.7	Examine the pr	ofessional, legal, and ethical respo	nsibilities	5.			
		STUDENT LEARNING OBJE Are concepts being introduce					
Key Knowledge			I/R/M	Process/Skills/Procedure	es/Application of Key Kno	owledge	I/R/M
Students will know: Students will know: Students will be able to: I I/M • The categories of artists. I I Recognize artists and their discipline. I/M • Types of art forms. I Understand and articulate art forms and production. I/M • The responsibilities of the student artist as they pertain to their work. I/R/M • Understand and apply knowledge learned to their work and build on that knowledge. I/R/M					I/R/M		
				LEARNING			
Summative Assessm		Sketchbook/Notebook Task Perfo	ormance a	nd Authentic Art Productio	on.		
Formative Assessme	ents	Check list and Surveys.					
	1 . 1		RESOU		• • •		
Teacher developed ar examples), literature,		tations, demonstrations, handouts,	graphic o	rganizers, student organize	rs, visuals e.g. (naïve art vs	renaissanc	e art

Unit/Topic Title	Unit 2 The Eleme	ents and Principles of Design			Approximate Pacing	On Going	
		UNIT/TOPIC ENDU	RING OBJI	ECTIVES/UN	DERSTANDINGS		
The PrincipThe ElemeThe Princip	 Students will understand that: The Principles of Design are the rules by which artists use the elements (parts or components) of a composition/design. The Elements of Design are the parts or components of a design/composition. The Principles of Design are: balance, contrast, emphasis, movement, pattern, rhythm and unity. The Elements of Design are: line, color, shape, value, form, texture and space. 						
			NG STANDA	ARDS/COMM	ION CORE STATE STANDAR	DS	
1.1.12.D	The Creative Prod art in visual art.				the elements and principles that g		
1.2.12.A	History of the Art across cultures.	ts and Culture: All students v	will understar	nd the role, dev	velopment, and influence of the an	ts throughout his	tory and
1.3.12.D	12.D Performance: All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing and/presenting works of art in the visual art.						
1.4.12.A-B		ses and Critique Methodolog nalysis to works of art in visu		ents will demo	onstrate and apply an understanding	ig of arts philosoj	phies,
21 ST CENTURY L	IFE AND CARE	ER (STANDARD 9) AND/(OR TECHN	OLOGY STA	NDARD (STANDARD 8)		
9.3.12.AR-VIS.3	Analyze and crea	te two-dimensional visual ar	t forms using	various media	a.		
		STUDENT LEARNING C Are concepts being intr					
Key Knowledge			I/R/M	Process/Skil	ls/Procedures/Application of K	ey Knowledge	I/R/M
• The element their work	their work and the work of others.						
		EV	IDENCE O	F LEARNINC	, J		
Summative Assess		Portfolio Art Work.					
Formative Assess	ments	Checklist and Sketchbook/					
	· · ·		RESOU			•	
		tations, demonstrations, hand organizers, visuals, literature			ples e.g.(Project ARTiculate web	site resource), stu	dent

Unit/Topic Title	Unit 3 Visual /Ac	ademic Research and Docun	nentation		Approximate Pacing	On Going	
	UNIT/TOPIC ENDURING OBJECTIVES/UNDERSTANDINGS						
The academAcademicDocument	 Students will understand that: The academic art process requires discipline, structure, organization, academic and personal integrity. Academic and visual researches are required for authentic work. Documentation and note-taking are integral parts of the process. Academic and visual research extend the scope and breadth one's own ideas. 						
		<u>^</u>			CORE STATE STANDARDS		
		ual and Performing Arts					
1.1.12.D	art in visual art.				ements and principles that gove		
1.2.12.A	across cultures.				nent, and influence of the arts the	C	and
1.3.12.D	and/presenting w	orks of art in the visual art.	-		hnologies appropriate to creatir	g, performing	
21 ST CENTURY I	LIFE AND CARE	ER (STANDARD 9) AND/(OR TECH	INOLOGY STANDAR	RD (STANDARD 8)		
CRP2	Apply appropriat	e academic and technical ski	lls.				
CRP7	Employ valid and	I reliable research strategies.					
CRP8	Utilize critical thi	nking to make sense of prob	lems and j	persevere in solving the	m.		
CRP11	Use technology to	o enhance productivity.					
		STUDENT LEARNING C Are concepts being intr		VES WITH CONCEP viewed, or mastered in th			
Key Knowledge			I/R/M	Process/Skills/Proced	lures/Application of Key Kno	wledge	I/R/M
Students will know	v:			Students will be able t	to:		
	search methods and		I/R/M	Understand and	d apply research methods to the	ir work.	I/R/M
	nd the scope of orig		I/R	Recognize, exte	end and apply breadth to their i	deas.	
• How to authe	enticate one's work	with research	I/R/M	Authenticate th			I/R/M M
		EV	IDENCE	OF LEARNING			111
Summative Assess	sment	Sketchbook/Notebook Proc					
Formative Assess	ments	Checklist and Surveys.					
				OURCES			
Teacher developed and created presentations, demonstrations, handouts, graphic organizers, student organizers, visuals, literature, and technology.							
Unit/Topic Title	Unit 4 Technolog	y Use and Application in the			Approximate Pacing	On Going	
		UNIT/TOPIC ENDU	RING OF	BJECTIVES/UNDERS	STANDINGS		
Students will unders							
 Technolog 	y can be used as a t	ool in the art process.					

Technology	 Understand technology and it's application enhance the art process and product. Technology use in art dates back to the origins of the camera obscura. There are technology equipment and programs readily available in the studio for their use. 						
	There are technology equipment and programs reading available in the studio for their use. NEW JERSEY STUDENT LEARNING STANDARDS/COMMON CORE STATE STANDARDS						
		ual and Performing Ar		STATUTARDS/COMPONE CORE STATE STATUTARDS			
1.1.12.D				te an understanding of the elements and principles that govern the creatio	n of works of		
1.2.12.A	History of the Ar across cultures.	s and Culture: All stud	lents will u	inderstand the role, development, and influence of the arts throughout his	tory and		
1.3.12.D	and/presenting w	orks of art in the visual	l art.	ills, media, methods, and technologies appropriate to creating, performing	-		
1.4.12.A-B	judgement, and a	nalysis to works of art	in visual a		phies,		
21 ST CENTURY I				FECHNOLOGY STANDARD (STANDARD 8)			
9.3.12.AR.4		and ethical responsibi	A				
9.3.12.AR.6	Evaluate technolo	0		at are essential to occupations within the arts.			
				ECTIVES WITH CONCEPT ATTAINMENT ced, reviewed, or mastered in this Unit/topic?			
Key Knowledge			I/R/M	Process/Skills/Procedures/Application of Key Knowledge	I/R/M		
 The history A variety of the studio- 	plication of techno of technology use of available equipm	in art. ent and programs in	I/R/M I I/R/M I	 Students will be able to: Understand and apply a variety of technology methods to the creation of their work. Recognize artists who work using technology in their art process and product. Demonstrate a working knowledge of technology in the studio-classroom. 	I/R/M I/M I/R/M		
			EVIDE	NCE OF LEARNING			
Summative Assess		Sketchbook/Noteboo		on.			
Formative Assess	ments	Checklist and Survey					
T 1 1 1 1	1 . 1	1 4 4 1 1		RESOURCES			
Unit/Topic Title	Unit 5 The Acade		l Compone	rganizers, student organizers, visuals, literature, and technology. ents (Brainstorming, Thumbnails, Layout Approximate Pacing (On Going		
		UNIT/TOPIC I	ENDURIN	G OBJECTIVES/UNDERSTANDINGS			
These com	visual components/ ponents are require	d for the formulating,	trouble sho	academic art process. poting, planning and execution of the art product. crucial to extending creativity.			

• The layout sketch/drawing is used to plan out scale and the dimensions of one's artwork.

		o allows for resolving scale			
		or palette possibilities and al entation of color theory.	llows the artis	st to envision the final art product.	
• A color stu			NG STAND	ARDS/COMMON CORE STATE STANDARDS	
		ual and Performing Arts			
1.1.12.D			nstrate an un	derstanding of the elements and principles that govern the creation	of works of
1.2.12.A	History of the Art across cultures.	ts and Culture: All students	will understa	nd the role, development, and influence of the arts throughout histo	ory and
1.3.12.D		students will synthesize tho orks of art in the visual art.	se skills, med	lia, methods, and technologies appropriate to creating, performing	
1.4.12.A-B		ses and Critique Methodolo nalysis to works of art in vis		ents will demonstrate and apply an understanding of arts philosopl	nies,
21 ST CENTURY I	IFE AND CARE	ER (STANDARD 9) AND/	OR TECHN	OLOGY STANDARD (STANDARD 8)	
9.2.12.C.1	Review career go	als and determine steps nece	essary for atta	inment.	
9.2.12.C.2	Modify personali	zed student learning plans to	support dec	ared career goal.	
9.3.12.AR.3	Analyze the lifest	yle implications and physic	al demands re	equired in the arts.	
9.3.12.AR-VIS.2	Analyze how the	application of visual arts ele	ements and pr	inciples of design communicate and express ideas.	
9.3.12.AR-VIS.3	Analyze and creat	te two-dimensional visual an	rt forms using	y various media.	
				S WITH CONCEPT ATTAINMENT wed, or mastered in this Unit/topic?	
Key Knowledge			I/R/M	Process/Skills/Procedures/Application of Key Knowledge	I/R/M
Students will know: Students will know: Students will be able to: R/M • The components of the academic/professional art process. I/R/M • Apply and use all the components of the academic art process to their work. • Apply and use all the components of the academic art process to their work. • Extend their original thoughts and ideas. R/M • How to brainstorm. R/M I/R/M • Extend their original thoughts and ideas. I/R/M • How to develop and create: thumbnails, sketches, drawings and color studies. I/R/M • Learn to resolve issues in the planning stages prior to their final work. I/R/M					I/R/M
			IDENCE O	F LEARNING	
Summative Assess		Components Production.			
Formative Assess	ments	Checklist and Survey.			
Teacher developed technology.	and created presen	tations, demonstrations, han	RESOU	JRCES r examples, graphic organizers, student organizers, visuals, literatu	ire, and

Unit/Topic Title	Unit 6 The Artist	Signature: Authentication of A	rtwork		Approximate Pacing	On Going		
		UNIT/TOPIC ENDURI	NG OBJE	CTIVES/UN	DERSTANDINGS			
Students will unders	Students will understand that:							
	• The artist signature is comprised of the artist signing and dating his/her work.							
		ork during the renaissance.	,• , •	11/ 11				
		red finished/completed until the s and chronicles an artist's prog						
	signature authentica			time and throu	ign men career.			
	0		STANDA	ARDS/COMM	ION CORE STATE STANDAR	DS		
		ual and Performing Arts						
1.1.12.D	The Creative Pro	cess: All students will demonstr	ate an und	lerstanding of	the elements and principles that go	overn the creation	ı of works of	
1.1.12.D	art in visual art.							
1.2.12.A	History of the Art across cultures.	ts and Culture: All students will	understan	id the role, dev	velopment, and influence of the art	s throughout hist	ory and	
1.3.12.D			skills, med	ia, methods, a	nd technologies appropriate to cre	ating, performing	5	
1.5.12.D		orks of art in the visual art.						
1.4.12.A-B		ses and Critique Methodologies nalysis to works of art in visual		ents will demo	nstrate and apply an understandin	g of arts philosop	hies,	
21 ST CENTURY I	IFE AND CARE	ER (STANDARD 9) AND/OR	TECHNO	DLOGY STA	NDARD (STANDARD 8)			
CPI #		PROCESS INDICATOR (CP						
9.3.12.AR.4	Analyze the legal	and ethical responsibilities req						
		STUDENT LEARNING OBJ						
		Are concepts being introd						
Key Knowledge			I/R/M		ls/Procedures/Application of Ke	y Knowledge	I/R/M	
Students will know				Students will				
	artist signature.	4	R/M I/M		p, create and apply their own artist	signature to	I/M	
	nistory and applicative velop and create on		I/M I/R/M	their wo	ork. strate skill and process.		R/M	
			I	• Demons	strate skill and process.			
	Artists as they pertain to individual lessons. I EVIDENCE OF LEARNING							
Summative Assess	Summative Assessment Portfolio Artwork.							
Formative Assessments Checklist, Surveys, Sketchbook/Notebook Production.								
			RESOU					
			authentic a	urtist examples	e.g. (Duer, Matisse, Picasso), stude	it examples, graph	nic	
organizers, student of	Jiganizers, visuals, l	literature, and technology.					1	

Unit/Topic Title Unit 7 Writing A	bout Art: The Artist Statement and	l Title	Approximate Pacing On Going			
	UNIT/TOPIC ENDURING	G OBJE	CTIVES/UNDERSTANDINGS			
Students will understand that:						
• Each piece or body of work	 The artist statement is a written introduction to his/her work. Each piece or body of work must include a title. The title given by the artist should be meaningful to the work. (Untitled or untitled#, should be avoided when possible). 					
	npany each piece or body of work p					
	to the viewer the artist's intent with					
	written clearly, descriptively, though media used and size dimensions of		and using proper grammar.			
			RDS/COMMON CORE STATE STANDARDS			
	sual and Performing Arts		NDS/COMMON CONESTATE STATE STATE			
		nderstan	d the role, development, and influence of the arts throughout history	and		
and/presenting v	vorks of art in the visual art.	-	a, methods, and technologies appropriate to creating, performing			
I.4.12.A-B judgement, and	analysis to works of art in visual arts	S.	nts will demonstrate and apply an understanding of arts philosophie	s,		
			DLOGY STANDARD (STANDARD 8)			
9.3.12.AR-VIS.2 Analyze how the	**	^	nciples of design communicate and express ideas.			
			S WITH CONCEPT ATTAINMENT wed, or mastered in this Unit/topic?			
Key Knowledge	1	I/R/M	Process/Skills/Procedures/Application of Key Knowledge	I/R/M		
Students will know: • How to develop and create a	nd an artist statement.	R/M	<i>Students will be able to:</i>Develop and write an artist statement for each of their	I/R/M		
• How to create a meaningful	title for their work.		works.			
· · · · · · · · · · · · · · · · · · ·	8	R/M	• Develop and give a meaningful title for each of their	R/M		
 How to create a strong statement. R/M I/R/M Write a proper artist statement. R/M 						
			LEARNING			
Summative Assessment	Written Artist Statement and Title.					
Formative Assessments	Sketchbook/Notebook Check, Check					
Teacher developed and created presentat		RESOUI c organiz	RCES ers, student organizers, visuals, literature, and technology.			

Unit/Topic Title	Unit/Topic Title Unit 8 The Critique: Articulation- Teacher to Student, Individual, and Whole Group Approximate Pacing On Going						
		UNIT/TOPIC ENDU	RING OBJE	CTIVES/UNDERSTANDINGS			
Students will unders	stand that:						
				closure for both the artist and viewer.			
		e of art terminology and med					
Critiquing		and grounded on the MOM	· · · · · · · · · · · · · · · · · · ·				
			NG STANDA	ARDS/COMMON CORE STATE ST	TANDARDS		
		al and Performing Arts				. 1	
1.2.12.A	across cultures.	ts and Culture: All students v	will understar	d the role, development, and influence	e of the arts throughout hi	story and	
		students will swnthesize the	sa skills mad	ia, methods, and technologies appropr	ista to orașting parformir	a a a a a a a a a a a a a a a a a a a	
1.3.12.D		orks of art in the visual art.	se skills, lileu	ia, memous, and technologies appropr	face to creating, performin	·8	
1 4 10 A D			gies: All stud	ents will demonstrate and apply an und	derstanding of arts philoso	phies,	
1.4.12.A-B		nalysis to works of art in vis			C 1	1	
21 ST CENTURY I	LIFE AND CARE	ER (STANDARD 9) AND/	OR TECHN	OLOGY STANDARD (STANDARD	8)		
9.3.12.AR-VIS.3	Analyze and crea	te two-dimensional visual ar	t forms using	various media.			
				S WITH CONCEPT ATTAINMEN	Γ		
		Are concepts being int	roduced, revie I	wed, or mastered in this Unit/topic?			
Key Knowledge			I/R/M	Process/Skills/Procedures/Applicat	tion of Key Knowledge	I/R/M	
Students will know				Students will be able to:			
	ements of a critique		R/M	• Understand and apply critique	uing skills to their work ar	nd R/M	
	nology used in a cri		I/R/M	the work of others.	·.·1		
	ns and benefits for a tique objectively.	i critique.	I/R/M I/M	 Understand and apply teacher development or modification 		I/R/M	
The VTC	lique objectively.		I/NI I/R	 Recognize and apply the VT 		I	
			1/10	work of others.	e to their work and the	-	
		EV	IDENCE O	F LEARNING			
Summative Assess	sment	End of Project Final Indivi	dual Critique				
Formative Assess	ments	Individual and Group Disc	ussions/Critic	ues and Student Explanations.			
			RESOU				
1 1	1	tations, demonstrations, han	douts (MOM	A thinking curriculum), graphic organ	izers, student organizers,	visuals,	
literature, and tech	nology.						

Unit/Topic Title	Unit 9 Presentation	on: Gallery Exhibition Formats		Approximate Pacing	On Going	
		UNIT/TOPIC ENDURI	NG OBJE	CTIVES/UNDERSTANDINGS		
 Gallery exl Art display Artwork di Art exhibit 	al presentation of c hibition of artwork ys allow for intellec splays enrich the li	one's artwork protects, gives valu allows for viewer/society impac etual and emotional reflection fro ife and physical environment of art process to extend outside the	et and disc om viewer our schoo	urse.	zed as a valued p	part of a
	NEW JEF	RSEY STUDENT LEARNING	STANDA	RDS/COMMON CORE STATE STANDARDS		
		ual and Performing Arts				
1.1.12.D	art in visual art.			rstanding of the elements and principles that govern		works of
1.3.12.A		students will synthesize those s orks of art in the visual art.	kills, med	a, methods, and technologies appropriate to creating,	, performing	
1.4.12.A-B		ses and Critique Methodologies nalysis to works of art in visual		nts will demonstrate and apply an understanding of a	arts philosophies	3,
21 ST CENTURY I	IFE AND CARE	ER (STANDARD 9) AND/OR	TECHNO	LOGY STANDARD (STANDARD 8)		
9.3.12.AR-VIS.3	Analyze and crea	te two-dimensional visual art for	rms using	various media.		
				WITH CONCEPT ATTAINMENT ed, or mastered in this Unit/topic?		
Key Knowledge			I/R/M	Process/Skills/Procedures/Application of Key Kn	iowledge	I/R/M
		t and display their work. y exhibit.	I/R/M R/M	 Students will be able to: Present their work in a variety of matting fo Apply skills and procedures learned to prese Recognize presentation formats. 		I/R/M I/R/M I/R
		EVID	ENCE OI	LEARNING		
Summative Assess	sment	Final Portfolio Artwork Preser	ntation.			
Formative Assess	ments	Checklist and Surveys.				
			RESOU			
	Teacher developed and created presentations, demonstrations, handouts, and visuals.					
Unit/Topic Title	Unit10 Art Histor	ry/Culture/Current Events		Approximate Pacing	On Going	
		UNIT/TOPIC ENDURI	NG OBJE	CTIVES/UNDERSTANDINGS		
	ersal and it transce	nds time and culture.	of conten	porary art.		

 History/Culture and current events impact what artists communicate through their work. Individuals and foreign cultures directly or indirectly influence how art is created in our own culture. 						
 Globalization has produced a creative and enriching dialog in the art process. 						
	l/cultural perspective allows for an enhanced and cre					
	and art product are valued based on contemporary no					
	· · · · · ·		ARDS/COMMON CORE STATE STANDARDS			
	2014 NJSLS Visual and Performing Arts					
1.2.12.A	History of the Arts and Culture: All students will u across cultures.	nderstan	d the role, development, and influence of the arts throughout his	story and		
1.4.12.A-B			ents will demonstrate and apply an understanding of arts philoso	phies,		
21 ST CENTURY L	JFE AND CAREER (STANDARD 9) AND/OR T		OLOGY STANDARD (STANDARD 8)			
9.3.12.AR-VIS.1	Describe the history and evolution of the visual art					
	STUDENT LEARNING OBJE	CTIVE	S WITH CONCEPT ATTAINMENT			
	Are concepts being introduc	ed, review	wed, or mastered in this Unit/topic?	-		
Key Knowledge		I/R/M	Process/Skills/Procedures/Application of Key Knowledge	I/R/M		
History/cullessons.Artists and	Students will know: Students will know: • History/culture and current events as it pertains to individual lessons. I/R • Artists and art methods as they pertain to history. I/R • Artists and art methods as they pertain to history. I/R Students will be able to: • Recognize the historical/cultural aspects as they pertain to lessons. • Recognize artists and understand methods as they I/R					
		NCE OI	FLEARNING			
Summative Assess			10.1			
Formative Assess						
		RESOU				
Teacher developed	and created presentations, demonstrations, handouts	<u>, graphi</u>	c organizers, student organizers, visuals, literature, and technolog	gy.		

Unit/Topic Title	Unit 11 Drawing (Graphite, Color Pencil, G	Approximate Pacing	On Going 3-4 Weeks H	Each						
UNIT/TOPIC ENDURING OBJECTIVES/UNDERSTANDINGS										
Students will unders	tand that:									
	s the process of mark making and universal to	o all media.								
	an be created in many different media.									
	an combine media and techniques.									
	an be created from: observation, memory, or		3.							
	an be technical, expressive and/or imaginative edia requires a unique skill set for its use and									
• Specific in	NEW JERSEY STUDENT LEAR	<u> </u>	DARDS/COMMON CORE ST	ATE STANDARDS						
	2014 NJSLS Visual and Performing Arts									
1.1.12.D	The Creative Process: All students will der	nonstrate an u	nderstanding of the elements and	principles that govern th	e creation of v	works of				
1.1.12.D	art in visual art.		-							
1.2.12.A	History of the Arts and Culture: All students will understand the role, development, and influence of the arts throughout history and across cultures.									
1.3.12.D	Performance: All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing and/presenting works of art in the visual art.									
1.4.12.A-B Aesthetic Responses and Critique Methodologies: All students will demonstrate and apply an understanding of arts philosophies, judgement, and analysis to works of art in visual arts.										
21 ST CENTURY I	LIFE AND CAREER (STANDARD 9) AN	D/OR TECH	NOLOGY STANDARD (STAN	DARD 8)						
9.3.12.AR-VIS.1	Describe the history and evolution of the v	isual arts and i	ts role in and impact on society.							
9.3.12.AR-VIS.2	Analyze how the application of visual arts elements and principles of design communicate and express ideas.									
9.3.12.AR-VIS.3	Analyze and create two-dimensional visual	art forms usin	ng various media.							
			ES WITH CONCEPT ATTAI							
	Are concepts being	introduced, rev	iewed, or mastered in this Unit/topi	<i>c?</i>						
Key Knowledge		I/R/M	Process/Skills/Procedures/Ap	ocess/Skills/Procedures/Application of Key Knowledge		I/R/M				
 Students will know: Drawing as a mark making process. Wet and dry drawing media. Drawing styles, techniques and methods. The thought processes for mark making. Artists as they pertain to each lesson. 		I/R/M I/R/M R/M I/R/M	 Apply skills learned in Recognize artists who	n a variety of drawing me each media to their work work in each media. and thought processes in t		I I/R I I/R/M				

EVIDENCE OF LEARNING						
Summative Assessment Portfolio Artwork.						
Formative Assessments	Formative Assessments Checklists, Surveys and Components Completion.					
RESOURCES						
Teacher developed and created presentations, demonstrations, handouts, authentic artist examples (e.g. Cezanne, Close, Degas, Michelangelo, and						
Rembrandt), student examples, graphic organizers, student organizers, visuals, literature, and technology.						

Unit/Topic Title	Unit 12 Sketchbo	ok Drawings			Approximate Pacing	Full Year	
UNIT/TOPIC ENDURING OBJECTIVES/UNDERSTANDINGS							
Students will understand that:							
	• Sketchbook drawings are essential to the art process and enhance skill development and building.						
		al and technical skills.	.1				
		can be mastered over tim tire drawing surface and c			ad and background		
		ol with a wide range of g		e subject, loregiour	nu and background.		
		r the advancement of one		ideas and skills.			
• •	NEW JER	SEY STUDENT LEAR	NING STA	NDARDS/COMN	MON CORE STATE STANDARDS	5	
		al and Performing Arts					
1.1.12.D	The Creative Proe art in visual art.	cess: All students will der	nonstrate a	n understanding of	the elements and principles that gov	ern the creation of v	vorks of
1.3.12.D		students will synthesize t orks of art in the visual ar		, media, methods, a	and technologies appropriate to creat	ng, performing	
1.4.12.A-B	Assthatic Responses and Critique Methodologies: All students will demonstrate and apply an understanding of arts philosophies						,
21 ST CENTURY LIFE AND CAREER (STANDARD 9) AND/OR TECHNOLOGY STANDARD (STANDARD 8)							
9.3.12.AR-VIS.2	Analyze how the	application of visual arts	elements a	nd principles of des	sign communicate and express ideas.		
9.3.12.AR-VIS.3	Analyze and crea	te two-dimensional visual	art forms	using various media	a.		
					NCEPT ATTAINMENT		
		Are concepts being	introduced,	reviewed, or mastere	ed in this Unit/topic?		
Key Knowledge			I/R/M	Process/Skills/Pr	rocedures/Application of Key Know	vledge	I/R/M
Students will know:				Students will be a			
	skill building.		R		apply observational skills and technica	l strategies to their	I/R/M
 Observational Composition 	al, technical strategi	es and methods.	I/R/M I/R/M	work.	nplete composition.		R/M
	uild grit and perseve	erance.	R/M		skill and perseverance for the disciplin	e.	R/M
• Graphite as a media.			R/M		and fully apply graphite as a visual art		R/M
EVIDENCE OF LEARNING							
Summative Assessment Portfolio Sketchbook Drav							
Formative Assessments Checklist and Practice Stud							
RESOURCES Teacher developed and created presentations, demonstrations, handouts, authentic artist examples (e.g. da Vinci and Dürer drawings) student examples, graphic							
	organizers, student organizers, visuals, literature, and technology.						

Unit/Topic Title	Unit13 Establishi	ng the Art Platform	Approximate Pacing	1-2 Weeks					
UNIT/TOPIC ENDURING OBJECTIVES/UNDERSTANDINGS									
Students will understand that:									
		ires discipline, structure, organiza		demic and personal integrity.					
	Academic and visual researches are required for authentic work.								
• Documentation and note taking are integral parts of the process.									
The academic art process is a learning process that requires: practice, experimentation, risk taking and perseverance. NEW JERSEY STUDENT LEARNING STANDARDS/COMMON CORE STATE STANDARDS									
		al and Performing Arts	STAND	ARDS/COMMON CORE STATE STANDARDS					
			e an unde	rstanding of the elements and principles that govern	the creation of w	vorks of			
1.1.12.D	art in visual art.		e un unac			ond of			
1.2.12.A	History of the Art cultures.	s and Culture: All students will u	nderstand	the role, development, and influence of the arts through	oughout history a	nd across			
1.3.12.D		students will synthesize those ski orks of art in visual art.	ills, media	a, methods, and technologies appropriate to creating,	, performing				
1.4.12.A-B	A asthetic Pasponses and Critique Methodologies: All students will demonstrate and apply an understanding of arts philosophies								
21 ST CENTURY L	IFE AND CAREE	CR (STANDARD 9) AND/OR T	ECHNO	LOGY STANDARD (STANDARD 8)					
9.2.12.C.1	Review career go	als and determine steps necessary	for attair	nment.					
9.2.12.C.2	Modify personaliz	zed student learning plans to supp	ort decla	red career goal.					
9.3.12.AR.3	Analyze the lifest	yle implications and physical den	nands req	uired in the arts.					
				S WITH CONCEPT ATTAINMENT wed, or mastered in this Unit/topic?					
Key Knowledge			I/R/M	Process/Skills/Procedures/Application of Key Kno	wledge	I/R/M			
 Students will know: The academic art process in the creation of their work. How to create authentic work. How to document their work. The requirements for the creation of their work. 			R/ M R/M R/M I/R/M	 Students will be able to: Understand and apply the academic process Demonstrate these skills in their work. Create original and authentic work. 		R/M R/M R/M			
EVIDENCE OF LEARNING									
Summative Assessment Student Task Performance and Au									
Formative Assessm	nents	Sketchbook/Notebook, Check lis							
RESOURCES Teacher developed and created presentations, demonstrations, handouts: e.g. Davis Publications-5 steps in the creative process, graphic organizers, student organizers,									
visuals, literature, and technology.									

Unit/Topic Title	Unit 14 Painting: (Watercolor and Tempera)			Approximate Pacing	3-4 Weeks Each			
UNIT/TOPIC ENDURING OBJECTIVES/UNDERSTANDINGS								
Students will understand that:								
	• Watercolor is a water-based paint that comes in many forms and has many uses in the art process.							
	• Watercolor paint can be applied using a variety of methods and techniques.							
	 Tempera is a water-based paint dating back to prehistoric times. Tempera as a basic paint has endless possibilities in the art making process. 							
	a basic paint has endless possibilities in the art making a comparison of the painting requires knowledge, exploration							
	NEW JERSEY STUDENT LEARNING S							
	2014 NJSLS Visual and Performing Arts							
1.1.12.D	The Creative Process: All students will demonstra	ite an und	erstanding of	the elements and principles that gover	rn the creation of v	works of		
1.1.12.D	art in visual art.							
1.2.12.A	History of the Arts and Culture: All students will	understan	d the role, dev	velopment, and influence of the arts the	roughout history a	and		
	across cultures.	rilla mod						
1.3.12.D	Performance: All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing and / presenting works of art in the visual art.							
1.4.12.A-B	Aesthetic Responses and Critique Methodologies:		ents will demo	onstrate and apply an understanding of	f arts philosophies	,		
	judgement, and analysis to works of art in visual a							
CPI #	CUMULATIVE PROCESS INDICATOR (CPI	,	1 · 1 ·	· · · · · · · · · · · · · · · · · · ·				
9.3.12.AR-VIS.1	Describe the history and evolution of the visual ar							
9.3.12.AR-VIS.2	Analyze how the application of visual arts elemen	`	A					
9.3.12.AR-VIS.3	Analyze and create two-dimensional visual art for	U						
9.3.12.AR.6	Evaluate technological advancements and tools th							
	STUDENT LEARNING OBJE Are concepts being introduct							
Key Knowledge		I/R/M	Process/Ski	lls/Procedures/Application of Key K	Knowledge	I/R/M		
Students will know:			Students wil	l be able to:				
• All forms of watercolor as an art medium.		I/R I/R		ognize, and apply a variety of skills ar		I/M		
• Tempera as an art medium.				pertain to watercolor and tempera me				
 Techniques, applications and methods for each. Unitery related to tempore 				ognize and identify artists as they pert culate the history and use of tempera i		I/M		
History related to tempera.Artists who create work in each.			• Afti	curate the history and use of temperal	III all.	1/11/1		
- 1111010 1110		<u> </u>				I/R/M		

EVIDENCE OF LEARNING					
Summative Assessment Final Portfolio Artwork.					
Formative Assessments	Formative Assessments Sketchbook/Notebook Check, Practice Studies and Artwork Components.				
RESOURCES					
Teacher developed and created presentations, demonstrations, handouts, authentic artist examples e.g. (J.M.W. Turner), student examples, graphic organizers, student organizers, visuals, literature, and technology.					

Unit/Topic Title	Unit 15 Mixed M	edia (2D Collage/3D A	ssemblag	ge)	Approximate Pacing	3-4 Weeks			
UNIT/TOPIC ENDURING OBJECTIVES/UNDERSTANDINGS									
Students will understand that:									
• Drawing can be created in mixed media.									
• Mixed media is two or more mediums combined in one artwork.									
• A collage is a two-dimensional work of art.									
An assemblage is a three-dimensional work of art.									
	2014 NIELS View			UDENT LEARNING STANDA	ARDS				
		al and Performing Arts		ate an understanding of the eleme	ants and principles that govern t	he greation of	works of		
1.1.12.D	art in visual art.			C C					
1.2.12.A	History of the Arts and Culture: All students will understand the role, development, and influence of the arts throughout history and across cultures.								
1.3.12.D	Performance: All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing and/presenting works of art in the visual art.								
1.4.12.A-B	Aesthetic Responses and Critique Methodologies: All students will demonstrate and apply an understanding of arts philosophies								
9.3.12.AR-VIS.1	Describe the histo	ory and evolution of the	visual a	rts and its role in and impact on s	society.				
9.3.12.AR-VIS.2	Analyze how the	application of visual art	s elemei	nts and principles of design comr	nunicate and express ideas.				
9.3.12.AR-VIS.3	Analyze and creat	te two-dimensional visu	al art fo	rms using various media.					
9.3.12.AR.6	Evaluate technolo	gical advancements and	d tools th	nat are essential to occupations w	rithin the arts.				
				ECTIVES WITH CONCEPT					
Key Knowledge			I/R/M		dures/Application of Key Knowledge		I/R/M		
Students will know	:			Students will be able to:					
	a 2D mixed media.		Ι		variety of skills and procedures	as they	I/R		
	e as a 3D mixed m		I I/R/M	pertain to each media.					
• Techniques, applications and methods of use.					artists who work in each media		I		
• Artists who create work in each.				· · · · · · · · · · · · · · · · · · ·	and demonstrate methods for each	ch media.	I/R/M		
EVIDENCE OF LEARNING									
Summative Assessment Final Portfolio Artwork									
Formative Assessments Sketchbook/Notebook Check, Checklists and Practice Studies and Artwork Component					and Artwork Components.				
RESOURCES									
Teacher developed and created presentations, demonstrations, handouts, authentic artist examples e.g. (Rauschenberg), student examples, graphic organizers,									
student organizers, visuals, literature, and technology.									