

6th Grade Art Scope and Sequence - Q3

Focus: Careers, impact of technology in art, media choices

Standards

- 6.1.2c Analyze works of art from various time periods and world cultures by their components of style and design
- 6.1.3b Create works of art using skills from other disciplines
- 6.3.2b Identify and differentiate the relationships between media choice, art processes, and final solutions
- 6.3.2c Create and display works of art using a wide variety of contemporary and available media
- 6.3.3a Evaluate the use of various technological processes used to make art
- 6.3.3b Recognize and discuss how technology operates in the creation of works of art
- 6.4.1a Explain and create works of art that incorporate everyday life, traditions, customs, and special events
- 6.4.1b Draw conclusions from representations of ancestry in works of art
- 6.4.1c Identify and explain cross-disciplinary connections in works of art
- 6.4.2a Investigate how art is incorporated into contemporary careers
- 6.4.2b Research an art related career of personal interest
- 6.4.2c Explain the contributions that art historians, cultural anthropologists, philosophers of art, engineers, computer designers, software engineers, or others make to their community and society as a whole

Enduring Understanding

Students should understand that...

There are a variety of art career possibilities in the 21st Century.

Essential Questions

Students will keep considering...

How does the type of media impact career choices in art?

What impact has technology had on art career choices?

Why is it important to experience different materials?

Key Knowledge

Students will know...

- Based on physical attributes and characteristics of artwork which career the art belongs to: storyboard artists, fashion artists, advertisers, conceptual designers etc. (6.4.2a, 6.4.2b, 6.4.2c)
- How to critique a work of art using the DAIIJ format (6.1.2c)
- What types of media exists to create art (6.3.2c, 6.3.3a)
- What type of media specific art careers deal with: photographers - Adobe Photoshop, graphic designers - Adobe Illustrator, printmakers- wood block, etc. (6.3.2c, 6.3.3a)
- What types of media are suitable choices for the end products in art (markers, oil

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pastels, chalk pastels, colored pencils) (6.3.2c)

-What technologies are available to create and document art (6.3.3a)

-What technologies are suitable for end works of art (6.3.3a)

-The advancements of technology in art the creation of art: cave art to modern art (6.1.2c) (6.3.3b)

-How modern artists utilize technology: social media (6.3.3a)

-Future careers connected to art and where art is in their lives today, (Illustrators, storyboard designers, conceptual designers, comic book drawers, graphic designers, fashion, photography, etc) (6.4.2a, 6.4.2b, 6.4.2c)

-How art history is preserved (6.4.1b)

-How art has contributed to the knowledge of history: without anthropologists we would have no knowledge of ancient cultures (6.4.2c)

-Relationships between media choice, art processes, and final solutions (6.3.2b)

-Everyday life, traditions, customs, and special events (6.4.1a)

-Cross-disciplinary connections in works of art (6.4.1c)

-How art is incorporated into contemporary careers

-Art related career of personal interest (6.4.2a, 6.4.2b)

-Contributions that art historians, cultural anthropologists, philosophers of art, engineers, computer designers, software engineers, or others make to their community and society as a whole (6.4.2c)

Key Skills

Students will be able to...

-Create artwork that is connected to modern art careers (6.3.2c)

-Compare and contrast works of art that from various modern art cultures (6.3.2b)

-Write about, discuss, and debate qualities in art (6.1.2c)

-Select a specific media and create an art product based on the characteristics of that media

-Use technology to create works of art: PowerPoint animation, Poster design etc. (6.3.3a) (6.3.3b)

-Compare and contrast technology processes in art (6.3.3a)

-Research how art has evolved with technology from Cave art to modern art (6.4.1b)

-Research a career that is connected to art (6.4.2b) (6.4.2a)

-Create artwork in the standard and style of a specific art career (6.3.2c)

-Research what higher education, training, and skills they will need to become successful in that career (6.4.2b)

-Hypothesize the effects of a society not maintaining and celebrating their art culture (6.4.1a)

-Create works of art using skills from other disciplines (6.1.3b)

-Identify how subject areas such as math, science, and reading are used in some art-making processes (6.4.1c)

-Explain the role of art historians. (6.4.2c)

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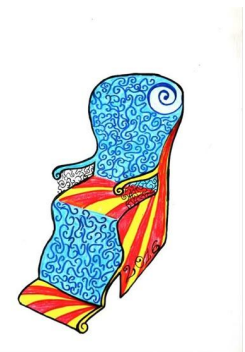
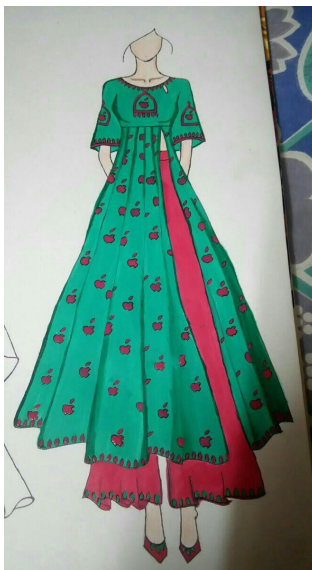
- Explain how cultural anthropologists have impacted the art world (6.4.2c)
- Differentiate specific roles of philosophers of art, engineers, computer designers, software and software engineers (6.4.2c)

Projects/Activities: *focus on art careers

1. Printmaking (block/foam printing)



2. Design Choice Board (fashion, car, home/architecture, furniture)



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3. All About Me - Digital Collage (Google Slides)

