

## Visual Arts Curriculum Implementation Checklist ADV 3D Design

<u>Directions:</u> Check the topic boxes associated with each project to ensure that all aspects of the curriculum are implemented by course end. The project timeline is flexible and may be adjusted as necessary to adequately teach different subject matter, media, and related concepts.

		Quarter 1- (9 weeks)		Quarter 2- (9 weeks)			Quarter 3- (9 weeks)			Quarter 4- (9 weeks)			
Project Timeline		1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks	1-4 weeks
Insert Project Name Here →		Project 1	Project 2	Project 3	Project 4	Project 5	Project 6	Project 7	Project 8	Project 9	Project 10	Project 11	Project 12
	Topic I: Line												
	Topic II: Color												
	Topic III: Shape												
Unit 1: Elements of Art	Topic IV: Space												
	Topic V: <b>Value</b>												
	Topic VI: Texture												
	Topic VII: Form												

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Unit 2: Principles of Design	Topic I: Balance						
	Topic II: Proportion						
	Topic III: Unity						
	Topic IV: Contrast						
	Topic V: Emphasis						
	Topic VI: Rhythm/ Movement						
	Topic VII: Variety						
	Topic VIII: Pattern/ Repetition						
	Topic I: Realism						
Unit 3:	Topic II: Abstraction						
Subject Matter/ Theme	Topic III: Symbolism						
	Topic IV: Personal/ Group Identity						
Unit 4: Tools and Technique S	Topic I: Ceramics						
	Topic II: Sculpture						
	Topic III:						

	Fibers						
	Topic IV: Craftsmans hip						
Unit 5: Context and Critique	Topic I: Historical, Cultural, and Social Context						
	Topic II: Aesthetics						
	Topic III: Critique						