

# Third Grade Visual Art Curriculum Map Overview

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|    | <div><b>Unit 1</b><br/><b>Suggested Pacing: 45 days</b></div> <p>In this unit, students will review the basic elements of art of line, shape, color, value, and space. Students will use these elements to begin creating principles of art such as pattern and balance. Lessons should build on what students have already learned in previous grades. Artists such as Heather Galler and Raewyn Harris are great for this unit.</p>                                                      |
|    | <div><b>Unit 2</b><br/><b>Suggested Pacing: 45 days</b></div> <p>In unit 2, students are building on their knowledge of the elements and principles of art with an emphasis on talking about their art and the art of others. In this unit, students should also develop skills for creating depth in landscapes and use asymmetry in their work. This is also a great unit to discuss and create portraits that tell stories. Suggested artists include Grant Wood and Romero Britto.</p> |
|  | <div><b>Unit 3</b><br/><b>Suggested Pacing: 45 days</b></div> <p>In Unit 3, there should be a focus on creating artist statements and places to present artwork. Students should continue to develop their skills using the elements and principles as well as using a variety of materials. In unit 3, students should explore sculptural materials like clay or a variety used for assemblage. Weaving and mosaics will also build foundational skills for students.</p>                 |
|  | <div><b>Unit 4</b><br/><b>Suggested Pacing: 45 days</b></div> <p>Unit 4 focuses on relating art to other content areas as well as art careers in the community. In third grade, there should also be a focus on developing printmaking skills. Students should also explore areas such as graphic design, stop motion animation, or other technology careers.</p>                                                                                                                          |

