

Conceptual Curriculum Map (CCM)

Content Area: ART

Grade Level: 1

Version 2: Curriculum Mapping in conjunction with Long-Term Outcomes

Units 2-6 can be combined, repeated and sequenced as desired.

Unit 1 Art Room Expectations	Long-Term Outcomes: <i>Students will be able to independently use their learning to:</i> • Critical Thinking 1: Analyze and evaluate evidence, arguments, claims and beliefs to draw conclusions, make informed decisions, and solve problems. • Critical Thinking 2: Reflect on their own thinking when presented with alternative points of view, and revise and/or reconsider their thinking. • Collaboration: Respectfully engage with others in constructive and critical dialogue, and take initiative needed to accomplish a shared goal. Visual ART Content Area Transfer Goals • Maximize versatility and refinement with a variety of media and techniques.		
Timeframe: 1-2 class periods introduction and ongoing	Standards VA:Cr2.1.1a VA:Cr2.2.1a VA: Pr5.11a VA: Re7.1.1a	Conceptual Overview Students and teacher together review, and continually reinforce, what it means to be a member of the art studio classroom community: • Appropriate studio practices and behaviors, and expectations for grade 1 students. • Classroom procedures, protocols and routines. • Grade 1 ART Grading Standards. • Various ART materials, their properties and applications. • Efficient time management and consistent effort applied to every artistic challenge and endeavor. • Thorough concept development, creative risk-taking and exploration of original ideas. • The active study of art and design principles.	Rationale In order to have a successful operating art classroom/experience, class members need to: • Take ownership of the studio as their space to be managed and maintained respectfully. • Feel empowered to take more bold, exploratory risks as creators in a space with which they are invested and familiar.
Unit 2 2D Concepts	Long-Term Outcomes: <i>Students will be able to independently use their learning to:</i> • Critical Thinking 1: Analyze and evaluate evidence, arguments, claims and beliefs to draw conclusions, make informed decisions, and solve problems. • Critical Thinking 2: Reflect on their own thinking when presented with alternative points of view, and revise and/or reconsider their thinking. • Collaboration: Respectfully engage with others in constructive and critical dialogue, and take initiative needed to accomplish a shared goal. • Creativity & Innovation: Exhibit curiosity, imagination, flexibility, and perseverance in order to innovate and make valuable contributions to the community. Visual ART Content Area Transfer Goals • Engage in opportunities to take risks and alter existing conventions. • Conceptualize, create, refine and express original ideas, and further develop their aesthetic identity. • Use observation skills and design principles while interacting with the world critically, both as aficionados and creators. • Maximize versatility and refinement with a variety of media and techniques.		
Timeframe: ongoing	Standards VA:Cr1.2.1a VA:Cr2.3.1a VA: Cr3.1.1a VA:Re.7.1.1a VA:Re.7.2.1a VA: Re8.1.1a VA: Re9.1.1a VA:Cn11.1.1a	Conceptual Overview Students will develop their ability to integrate 2D Elements and merge them to compose more complex works of art. They will experiment, explore, and expand on their ability to combine the Elements throughout their artistic experience in order to create sophisticated finished products.	Rationale The Elements of Art allow young artists to express and communicate their ideas and feelings. This allows students to find their own inspiration and gain a greater understanding of the connections to the world around us.

Unit 3 Draw & Paint	Long-Term Outcomes: <i>Students will be able to independently use their learning to:</i> • Critical Thinking 1: Analyze and evaluate evidence, arguments, claims and beliefs to draw conclusions, make informed decisions, and solve problems. • Critical Thinking 2: Reflect on their own thinking when presented with alternative points of view, and revise and/or reconsider their thinking. • Collaboration: Respectfully engage with others in constructive and critical dialogue, and take initiative needed to accomplish a shared goal. • Creativity & Innovation: Exhibit curiosity, imagination, flexibility, and perseverance in order to innovate and make valuable contributions to the community. Visual ART Content Area Transfer Goals • Engage in opportunities to take risks and alter existing conventions. • Conceptualize, create, refine and express original ideas, and further develop their aesthetic identity. • Use observation skills and design principles while interacting with the world critically, both as aficionados and creators. • Maximize versatility and refinement with a variety of media and techniques.		
	Standards	Conceptual Overview	Rationale
Timeframe: ongoing	VA:Cr1.2.1a VA:Cr2.3.1a VA: Cr3.1.1a VA:Re.7.1.1a VA:Re.7.2.1a VA: Re8.1.1a VA: Re9.1.1a VA:Cn11.1.1a	Student artists create original drawings and paintings using a variety of materials and techniques while incorporating the Elements of Art and Principles of Design, thus improving their practice by observing the world, and responding at a varied level of representation and gaining a greater understanding of color theory concepts.	Drawing is: a form of communication just the same as speaking and writing. Being able to create art using drawing and painting are skills for the student artists to develop in order to help children develop and enhance fine motor, language, and decision making skills.
Unit 4 Printmaking	Long-Term Outcomes: <i>Students will be able to independently use their learning to:</i> • Critical Thinking 1: Analyze and evaluate evidence, arguments, claims and beliefs to draw conclusions, make informed decisions, and solve problems. • Critical Thinking 2: Reflect on their own thinking when presented with alternative points of view, and revise and/or reconsider their thinking. • Collaboration: Respectfully engage with others in constructive and critical dialogue, and take initiative needed to accomplish a shared goal. • Creativity & Innovation: Exhibit curiosity, imagination, flexibility, and perseverance in order to innovate and make valuable contributions to the community. Visual ART Content Area Transfer Goals • Engage in opportunities to take risks and alter existing conventions. • Conceptualize, create, refine and express original ideas, and further develop their aesthetic identity. • Maximize versatility and refinement with a variety of media and techniques.		
	Standards	Conceptual Overview	Rationale
Timeframe: ongoing	VA:Cr1.2.1a VA:Cr2.3.1a VA: Cr3.1.1a VA:Re.7.1.1a VA:Re.7.2.1a VA: Re8.1.1a VA: Re9.1.1a VA:Cn11.1.1a	Student artists create multiple printed works of art by using the Elements of Art and Principles of Design and a variety of materials and techniques, and expand understanding of specialized tools while improving their practice by exploring the world around us.	Student artists continually study historical artists, their artwork, and techniques for their own development of innovative, unique, and original ideas in order to translate their world through a series of artworks and an intentional incorporation of varied media.
Unit 5 Mixed Media	Long-Term Outcomes: <i>Students will be able to independently use their learning to:</i> • Critical Thinking 1: Analyze and evaluate evidence, arguments, claims and beliefs to draw conclusions, make informed decisions, and solve problems. • Critical Thinking 2: Reflect on their own thinking when presented with alternative points of view, and revise and/or reconsider their thinking. • Collaboration: Respectfully engage with others in constructive and critical dialogue, and take initiative needed to accomplish a shared goal.		

	● Creativity & Innovation: Exhibit curiosity, imagination, flexibility, and perseverance in order to innovate and make valuable contributions to the community. Visual ART Content Area Transfer Goals ● Engage in opportunities to take risks and alter existing conventions. ● Conceptualize, create, refine and express original ideas, and further develop their aesthetic identity. ● Use observation skills and design principles while interacting with the world critically, both as aficionados and creators. ● Maximize versatility and refinement with a variety of media and techniques.		
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Unit 6 3D Concepts	Long-Term Outcomes: <i>Students will be able to independently use their learning to:</i> ● Critical Thinking 1: Analyze and evaluate evidence, arguments, claims and beliefs to draw conclusions, make informed decisions, and solve problems. ● Critical Thinking 2: Reflect on their own thinking when presented with alternative points of view, and revise and/or reconsider their thinking. ● Collaboration: Respectfully engage with others in constructive and critical dialogue, and take initiative needed to accomplish a shared goal. ● Creativity & Innovation: Exhibit curiosity, imagination, flexibility, and perseverance in order to innovate and make valuable contributions to the community. Visual ART Content Area Transfer Goals ● Engage in opportunities to take risks and alter existing conventions. ● Conceptualize, create, refine and express original ideas, and further develop their aesthetic identity. ● Use observation skills and design principles while interacting with the world critically, both as aficionados and creators. ● Maximize versatility and refinement with a variety of media and techniques.		
	Standards	Conceptual Overview	Rationale
Timeframe: 3-4 class periods and ongoing	VA:Cr1.1.1a VA:Pr4.1.1a VA: Pr6.1.1a VA: Re7.1.1a VA: Re8.1.1a VA:Cn11.1.1a	Student artists establish the illusion of depth through purposeful placement of lines and shape while understanding the importance value and shading play in creating visual form, and the difference between 2D (shapes) and 3D (forms).	Students become more successful artists when they can observe the development of 3D images and understand how to create a form on a 2D surface.