

Visual Art Grade 4 and 5	2025 Framework Standard	3rd Essential Question (1-3 can statements)	Estimated Date of Unit	Supporting Activities within a Unit
	<b>Creating Standard CG 2.3a</b> Identify, describe, and visually represent elements and aspects of personal experience. <b>Connecting Standard CG 2.3a</b> Identify, describe, and visually represent elements and aspects of personal experience. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How do artists make choices? Where can I find inspiration?	March 16, March 27	<a href="#">Art from Nature and the City</a>
	<b>Creating Standard CG 2.3a</b> Identify, describe, and visually represent elements and aspects of personal experience. <b>Connecting Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I draw what I see?	March 30, April 3	<a href="#">Art in</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I make a message of love, hope and inspiration?	April 6, April 10	<a href="#">Community Art</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I create a house for an outdoor festival?	April 19, April 17	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I combine words and images to show art?	April 20, April 24	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I make abstract objects to make art?	April 27, May 1	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 2.3a</b> Identify, describe, and visually represent elements and aspects of personal experience. <b>Connecting Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I make a floor plan?	May 4, May 8	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I design a new board game?	May 11, May 15	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I transform a found object?	May 18, May 22	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I make art with fabric materials?	May 29, May 30	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I make my drawings look 3D?	June 1, June 5	<a href="#">Art in the Community</a>
	<b>Creating Standard CG 1.4a</b> Apply formal and conceptual processes of art and design to view surroundings in new ways. <b>Presenting and Representing Standard PR 1.4a</b> Analyze the visual consequences for presenting and producing art in various mediums, including digital settings, and in temporary or permanent forms. <b>Re 2.4a</b> Analyzing the visual consequences of art and design in view surroundings.	How can I use paper to create a sculpture?	June 8, June 12	<a href="#">Art in the Community</a>