

Assignment Description: PAINTING I-Color Theory

Create a series of studies and a finished painting that express the science, theory and psychology behind color. Interpret 2-dimensional space through color, shape and repetition, while creating an abstract work of art. Create a color wheel that shows a fully blended “doughnut” of color that illustrates how the color wheel works. Once you’ve learned about color create a design that has both positive and negative spaces and create a full color painting of this abstract design. Utilize only the primaries and black and white to create the full range of colors. Develop a complex concept for your abstract painting that utilizes variety, shape, color and space to create a unique painting. Incorporate what we learned about color psychology into the conceptual development of your painting.

Specifics

- Color wheel must be 12x18
- Color Design must be a minimum of 12 x 18
- Work must show a fully blended value range of colors
- Color wheel must be completed neatly, with cleanly designed elements
- Color wheel should include a tint into shade at the bottom and a tone created using complementary colors with a pure brown/gray in the middle
- Design must be rendered realistically to show blended color
- Work must be completed neatly, carefully with all primary, secondary and tertiary colors + additional tints, shades and complementary colors.
- Abstract composition must creatively utilize the 2-dimensional space
- Abstract composition should show a unique and creative concept
- Work must be completed in the time frame given and meet all deadlines.

Sketchbook Requirements

- Look at [Mrs. Bjork’s Pinterest Board on Color Design Project](#) before beginning your design. Make sure you understand the meaning of abstract design.
- Develop 6-8 thumbnails of your abstract design. Color these with marker or color pencil. Show how you plan to develop both the positive and negative spaces with color. Color choices must include: primary, secondary, tertiary, tints, shades and complementary

Reportable Standard	Priority Standard
In each box list the reportable standard to be assessed in the unit	In each box list the Priority Standard(s) associated with each Reportable Standard that will be assessed in the unit
RS 1 CREATE Plans and develops complex concepts for creative art work.	PS1- Apply and utilize the elements and principles of design in the creation of visual art. PS4- Create and plan artwork that illustrates Complex Conceptual Development: Evidence of a clearly thought-out and communicated idea.
RS 2 CREATE Plans and develops complex compositions through quality craftsmanship.	PS1- Apply and utilize the elements and principles of design in the creation of visual art. PS2- Create and plan artwork that illustrates quality Craftsmanship: Evidence of technical proficiency and visual acuity. PS3- Create and plan artwork that illustrates Complex Composition: Evidence of competent visual organization and design.

RS 3 CREATE Connects artistic ideas to history, society and personal life experiences	PS7- Connect artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.
RS 4 PRESENT & RESPOND Interpret and evaluate the meaning of art work through the critique process.	PS5- Present final artworks for public display via internet or gallery exhibit. PS6- Analyze, evaluate and critique artwork in oral and written form using art-specific vocabulary to Respond to and Interpret artwork

Learning Targets

The Student Will....

PS1:

- Create a color wheel that demonstrates a fully blended value range of colors (S)
- Understand the proper order and organization of a color wheel. (K)
- Understand color relationships and how they can be used in a work of art (K).
- Create a color wheel that includes a tint in to shade at the bottom, and a tone created using complementary colors with a pure brown/gray in the middle. (S)
- Create a painting that demonstrates all primary, secondary and tertiary colors + additional tints, shades and complementary colors. (P)

PS2:

- Create a color wheel neatly, with cleanly designed elements. (S)
- Create an abstract painting with neat and clean elements that demonstrates your ability to handle the selected media. (P)

PS3:

- Develop 6-8 thumbnails of your abstract design that demonstrate your use of positive and negative space. (P)
- Create an abstract composition that utilizes the 2-dimensional space. (P)

PS4:

- Create an abstract composition that demonstrates a unique and creative concept. (P)
- Develop 6-8 thumbnails of your abstract design that include color and demonstrate your concept. (P)

PS5:

Present a final painting through the written and oral critique process. (S)

PS6:

- Evaluate your painting with a written artist statement using the It's CLEAR format for writing. (R)
- Explain how the criteria was met for this unit. (R)
- Explain what elements and principles of art were used. (R)
- Explain which drawing(s) you feel are best and why. (R)
- Describe improvements or changes (R)
- Explain how to implement these changes. (R)

Summative Assessment(s)

Identify the summative assessment(s) that will be administered & graded in the unit.

- Painted color wheel and tint, tone, shade diagram
- Visual Journal planning and thumbnail sketches
- Final Abstract Color theory painting
- Written artist statement

Priority Standard Proficiency Scales

For each Priority Standard listed above create a Proficiency Scale that clarifies the levels of proficiency for the Priority Standard in the context of the unit.

Proficiency Scale: Describing levels of a Priority Standard vs. **Rubric:** Describing levels of a task
 You may use a Priority Standard to score an assessment or you may develop a rubric specific to the assessment

Priority Standard	4-Advanced	3-Proficient	2-Approaching	1-Minimal
PS1- Apply and utilize the elements and principles of design in the creation of visual art.	Intentionally and mindfully create works of art that creatively incorporate the elements and principles of design.	Intentionally and mindfully apply and utilize the elements and principles of design in the creation of visual art.	Apply and utilize the elements and principles of design as a basic foundation for creating visual art.	Use and application of elements and principles of design is not clear.
PS2- Create and plan artwork that illustrates quality Craftsmanship: Evidence of technical proficiency and visual acuity.	Create and plan artwork that illustrates exceptional quality Craftsmanship: Evidence of advanced technical proficiency and visual acuity.	Create and plan artwork that illustrates quality Craftsmanship: Evidence of technical proficiency and visual acuity.	Create artwork that illustrates basic craftsmanship, lacking detail and command of media chosen.	Underdeveloped quality and care with media. Final presentation is missing or incomplete.
PS3- Create and plan artwork that illustrates Complex Composition: Evidence of competent visual organization and design.	Create and plan artwork that illustrates innovative complex compositions: Evidence of exceptional visual organization and design of space (2D, 3D, 4D).	Create and plan artwork that illustrates complex compositions: Evidence of competent visual organization and design of space (2D, 3D, 4D)	Create artwork that illustrates basic compositions: Some evidence of visual organization and design of space (2D, 3D, 4D).	Underdeveloped composition, incomplete organization and design of space.
PS 4 Create and plan artwork that illustrates Complex Conceptual Development: Evidence of a clearly thought-out and communicated idea.	Create & plan artwork that illustrates imaginative,conceptual development with evidence of creative problem solving and interpretation of the idea.	Create and plan artwork that illustrates Complex Conceptual Development: Evidence of a clearly thought-out and communicated idea.	Create artwork that illustrates a basic concept.Followed directions but sought a simple, basic solution & interpretation of the idea.	Create artwork that does not illustrate a clear concept and planning process. Work did not solve the problem set forth by the assignment.
PS5- Present final artworks for public display via internet or gallery exhibit.	Design and create a final presentation of artworks that engages the viewer and becomes a work of art in and of itself.	Design final presentation of artworks for public display that enhances and highlights the original artwork via internet, classroom or gallery exhibit.	Design basic presentation of final artworks for public display via internet, classroom or gallery exhibit.	Final presentation of artwork is lacking finish and thought.

<p>PS6- Analyze, evaluate and critique artwork in oral and written form using art-specific vocabulary to Respond to and Interpret artwork.</p>	<p>Creatively engages in analysis and evaluation of artwork with meaningful critique contributions in oral and written form using art-specific vocabulary.</p>	<p>Analyze, evaluate and critique artwork in oral and written form using art-specific vocabulary.</p>	<p>Basic analysis and evaluation of artwork through oral and written critique, using simple art-specific vocabulary.</p>	<p>Analysis and evaluation of artwork through oral and written critique process is lacking, incomplete or does not use art specific vocabulary.</p>
<p>PS7 Connect artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.</p>	<p>Invents ways to innovatively connect to artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.</p>	<p>Connect artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.</p>	<p>Basic connection of artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.</p>	<p>Lacks connection of artistic ideas and works to personal, societal, cultural and historical context to deepen understanding.</p>