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Unit Name: Unit 5-Value Scale through Color Media-Rendering

Unit Description:

Create a series of drawings that demonstrate your ability with color media. Show value changes and rendering techniques with each drawing to create the illusion of 3-dimensionality on a 2-dimensional surface.

Specifics:

- Work must be 16 x 20 minimum or other sizes provided, 10 x 14 if color pencil
- Work must show full shading using the method discussed for each project
- Work must be done in a variety of media including: color pencil, pastel, oil pastel
- Strong composition and design should be evident: Pick a compositional tip to try to emulate in your drawing
- Work must show a strong focal point: Subject of drawing
- Work must show an interesting, meaningful and purposeful break-up of space
- Work must show an awareness of positive and negative spaces
- Work must be completed in the time frame given and meet all deadlines
- Work should combine several reference photos to create a unique composition
- Final collection should include:
 - o Fully rendered colorful still life
 - o Sketchbook page with color wheel and media shapes experimentation
 - o Fully rendered drawing illustrating a subject from nature based on your own photographs, or 3 combined/zoomed in photos by someone else

Sketchbook Requirements:

- Experiment with color media (pencil, chalk pastel and oil pastel). Draw from the handout and practice rendering and try to make the shapes look 3-dimensional. Fill one page with this in color pencil.
- Draw a fully rendered color wheel using the color media of your choice (chalk or oil pastel). You may only use the primary colors to create a fully blended wheel of color. Make sure the placement of the colors is correct and that they blend smoothly from one to another.

Reportable Standard	Priority Standard
In each box list the reportable standard to be assessed <u>in the unit</u>	In each box list the Priority Standard(s) associated with each Reportable Standard that will be assessed <u>in the unit</u>
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.

Summative Assessment(s)

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

Sketchbook/Visual Journal collection of color work including 3D shapes, color wheel and other media experimentation, notes on color theory as well.

Full color still life in color media of your choice.

Critique of final free choice Nature inspired drawing based on your own photography or 3 combined images by someone else.

Written artist statement

Learning Targets

The Student Will....

PS 1

- Create a series of drawings from observation with natural/organic objects that illustrate your knowledge of value through color media. (K, S, P)
- Design compositions that utilize the principle of balance (asymmetrical or symmetrical). (K, S, P)

PS2-

- Create Fully rendered color drawings from observation that show fully rendered value range through using students' choice of rendering style and media (pastel, oil pastel or color pencil) (S, P, K)
- Design a full sketchbook page that illustrates your observational drawings of shapes making them look 3-dimensional with rendered color and value. Be creative with your design of the sketch pages. (S, P)

PS3-

- Establish a strong *focal point* in 2D composition. (S, K, P)
- Develop an interesting, meaningful and purposeful break-up of 2D *space*. (S, K, P)
- Illustrate an awareness of positive and negative spaces. (S, K, P)

PS5-

- Prepare final drawings for presentation during critique and gallery display. (P, S)

PS6-

- Evaluate the free-choice nature based drawing with a written artist statement using the It's CLEAR format for writing. (R,K)
- Explain how the criteria was met for this unit. (R,K)
- Explain what elements and principles of art were used. (R,K)
- Explain the strengths of your free choice nature drawing (R,K)
- Describe improvements or changes (R,K)
- Explain how to implement these changes. (R, K)

PS7-

- Create original fully rendered drawings based on students' own observations of real life illustrating contrast, strong composition, proportion and a full color value range. (R, S, P)

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 & 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>