

Design Basics: Drawing/Painting

Unit #: APSDO-00067492

Team: Kathryn-Ann O'Brien (Author), Jan Cohen, Suzanne DelGallo

Grade(s): K

Subject(s): Visual Arts Course(s): GR. K - ART

Unit Focus

In this unit, kindergartners will be introduced to various types of line using a variety of drawing materials. They will learn how lines can create both geometric and organic shapes and that shapes can be combined to form real-life objects. Kindergartners will learn how to trace along a template and/or a ruler. They will also learn the difference between sketching and drawing techniques and how to add texture to their drawings. Student will apply their learning to a variety of projects. Primary instructional materials/tools include pencils, tracers/templates, rulers, paper, texture materials, and a variety of other art media.

In this unit, kindergartners will also learn the care and use of a paint brush and how to mix colors using a paintbrush and palette. Student growth will be measured by observation. Primary instructional materials include paint, brushes, and palettes.

Established Goals	Trai	nsfer	
Standards	What kinds of long-term, independent accomplishments are desired? Students will be able to independently use their learning to		
Connecticut Goals and Standards Visual Arts: PK-12 CREATING Generate and conceptualize artistic ideas and work. (ART.CREA.01 PK-12) Organize and develop artistic ideas and work. (ART.CREA.02 PK-12) Refine and complete artistic work. (ART.CREA.03 PK-12)	T1 (T100) Work through a creative process to make art that communicates meaning and/or achieves a desired result T2 (T101) Experiment with diverse materials, tools, techniques, and concepts in order to grow one's capacity as an artist. T3 (T103) Analyze a piece of artwork according to the elements and principles of design. Meaning		
	Understanding(s)	Essential Question(s)	
	 What specifically do you want students to understand? What inferences should they make? Students will understand that U1 (U100) Artists plan, problem solve, and revise ideas throughout the creative process. U2 (U105) The materials and techniques you use and the way you use them affect the craftsmanship/quality of your work. U3 (U104) Artists improve through exploration and experimentation with materials, tools, techniques, and concepts. U4 (U101) Artists effectively communicate by using the elements and principles of design. 	What thought-provoking questions will foster inquiry, meaning making, and transfer? Students will keep considering Q1 (Q100) Where do I find inspiration to create art? Ho do I choose an idea? Q2 (Q104) How do I use materials, tools, techniques, a concepts to express my ideas? Q3 (Q101) What do I do when I'm stuck? What will help me keep improving?	

Knowledge	Skill(s)
What facts and basic concepts should students know and be able to recall? Students will know	What discrete skills and processes should students be able to use? Students will be skilled at
K1 How to identify lines in the environment and in artwork	S1 Drawing a variety of types of lines, (e.g., straight, zig-zag, wavy) using various materials
K2 That artists can use a variety of lines (type and weight) to create art with different results	S2 Drawing simple geometric and organic shapes and combining shapes
K3 That there are various types of lines (e.g., straight, zig-zag, wavy)	S3 Naming a variety of types of lines, (e.g., straight, zigzag, wavy)
K4 That closing/connecting a line creates a shape	S4 Tracing using simple templates
K5 That shapes can be used and combined to create real	S5 Distinguishing between sketching and drawing
life objects	S6 Adding simple textures to a drawing or painting
 K6 That texture is an element of design that can be added to enhance a drawing and/or painting K7 That through practice and controlled use of tools and 	S7 Using drawing/painting materials in a variety of ways for a different effect
materials, drawing and/or painting skills can be developed	S8 Demonstrating proper care and use of a paint brush
,	S9 Mixing paint to create new colors
	S10 Drawing and/or selecting and combining shapes to draw real-life objects