



## Creating 2D Art ([#0101355](#))

### SCOPE AND SEQUENCE

Semester	Unit	Resources	Benchmarks	Historical/Cultural Connections
Semester 1 OR Semester 2	1. <b>Studio Habits of Mind</b>	<p><a href="#">Unit Shared Folder</a></p> <p>Develop Craft (Technique &amp; Studio Practice) Engage &amp; Persist (Finding Passion &amp; Sticking with It) Envision (Imagining &amp; Planning) Express (Finding &amp; Showing Meaning) Observe (Looking Closely) Reflect (Question &amp; Explain and Evaluate) Stretch &amp; Explore (Play, Use Mistakes &amp; Discover) Understand Art Worlds (Domain &amp; Communities)</p> <p><a href="http://www.studiothinking.org/the-framework.html">http://www.studiothinking.org/the-framework.html</a></p>	<p><a href="#">VA.912.E.2.1</a>, <a href="#">VA.912.H.1.2</a>, <a href="#">VA.912.H.2.1</a>, <a href="#">VA.912.S.1.4</a>, <a href="#">VA.912.S.3.3</a>, <a href="#">VA.912.S.3.4</a>, <a href="#">LAFS.910.RST.2.4</a>, <a href="#">LAFS.910.SL.1.1</a>, <a href="#">LAFS.910.SL.1.2</a>, <a href="#">LAFS.910.SL.1.3</a>, <a href="#">LAFS.910.WHST.3.9</a></p>	
	2. <b>Understanding the Elements &amp; Principles of 2D Design</b>	<p><a href="#">Unit Shared Folder</a></p> <p>-All strong design will have one or more of these elements: line, color, shape, form, pattern, texture, space, and value. -The principles of art are the rules or guidelines of art. -Used to organize or arrange the structural elements of design. -Principles are balance, proportion, rhythm, emphasis, harmony, variety and unity.</p> <p>Application of understanding implemented via student use of a variety of 2D materials</p>	<p><a href="#">VA.912.S.1.4</a>, <a href="#">VA.912.S.3.4</a>, <a href="#">LAFS.910.RST.2.4</a>, <a href="#">LAFS.910.SL.1.1</a>, <a href="#">LAFS.910.SL.1.2</a>, <a href="#">LAFS.910.SL.1.3</a>, <a href="#">LAFS.910.WHST.2.4</a>, <a href="#">LAFS.910.WHST.3.9</a></p>	
	3. <b>Introduction to Drawing</b>	<p><a href="#">Unit Shared Folder</a></p> <p>-Artwork dominantly rendered on a two-dimensional surface and can range from, the highly rendered, stylized, observational, and gestural. Examples: pencil, ink, charcoal, pastel, crayon, scratchboard, marker. -Investigate and create 2D works using a variety of drawing media and techniques -Produce 2-3 drawings using a variety of media and techniques.</p>	<p><a href="#">VA.912.C.1.4</a>, <a href="#">VA.912.C.2.1</a>, <a href="#">VA.912.C.3.1</a>, <a href="#">VA.912.E.1.3</a>, <a href="#">VA.912.E.3.4</a>, <a href="#">VA.912.O.2.2</a>, <a href="#">VA.912.S.1.4</a>, <a href="#">VA.912.S.2.2</a>, <a href="#">VA.912.S.2.5</a>, <a href="#">VA.912.S.3.1</a>, <a href="#">VA.912.S.3.3</a>, <a href="#">VA.912.S.3.4</a>, <a href="#">VA.912.S.3.10</a>, <a href="#">VA.912.S.3.11</a>, <a href="#">LAFS.910.SL.1.1</a>, <a href="#">LAFS.910.SL.1.3</a>, <a href="#">LAFS.910.SL.2.4</a>, <a href="#">MAFS.912.G-CO.4.12</a>, <a href="#">MAFS.912.G-CO.4.13</a>, <a href="#">MAFS.K12.MP.5.1</a>, <a href="#">MAFS.K12.MP.6.1</a>, <a href="#">MAFS.K12.MP.7.1</a>, <a href="#">ELD.K12.ELL.SL.1</a></p>	<p><a href="#">10 Master Drawers</a></p> <p><a href="#">Examples of Contemporary Masters</a></p>



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	<b>4. Introduction to Painting</b>	<p style="text-align: center;"><u><a href="#">Unit Shared Folder</a></u></p> <p>-Artwork dominantly created by applying pigment to a two-dimensional surface. Examples: oil, acrylic, watercolor, gouache, tempera, ink, encaustic, fresco, spray paint.</p> <p>-Investigate and create 2D works using a variety of painting media and techniques.</p> <p>-Produce 2-3 paintings using a variety of media and techniques.</p>	<p><a href="#">VA.912.C.1.4</a>, <a href="#">VA.912.C.2.1</a>, <a href="#">VA.912.C.3.1</a>, <a href="#">VA.912.E.1.3</a>, <a href="#">VA.912.E.3.4</a>, <a href="#">VA.912.O.2.2</a>, <a href="#">VA.912.S.1.4</a>, <a href="#">VA.912.S.2.2</a>, <a href="#">VA.912.S.2.5</a>, <a href="#">VA.912.S.3.1</a>, <a href="#">VA.912.S.3.3</a>, <a href="#">VA.912.S.3.4</a>, <a href="#">VA.912.S.3.10</a>, <a href="#">VA.912.S.3.11</a>, <a href="#">LAFS.910.SL.1.1</a>, <a href="#">LAFS.910.SL.1.3</a>, <a href="#">LAFS.910.SL.2.4</a>, <a href="#">MAFS.K12.MP.5.1</a>, <a href="#">MAFS.K12.MP.6.1</a>, <a href="#">MAFS.K12.MP.7.1</a>, <a href="#">ELD.K12.ELL.SL.1</a></p>	<p><b>Cecily Brown</b></p> <p><b>Takashi Murakami</b></p> <p><b>Luo Zhongli</b></p> <p><b>Njideka Akunyili Crosby</b></p>
	<b>5. Introduction to Printmaking</b>	<p style="text-align: center;"><u><a href="#">Unit Shared Folder</a></u></p> <p>-Artwork made by transferring ink from a prepared surface onto paper or another flat surface. Examples: woodcut/linocut, monotype, intaglio, lithography, etching, silkscreen printing, collagraph.</p> <p>-Investigate and create 2D works using a variety of printmaking media and techniques.</p> <p>-Produce 1-2 artworks using mixed media techniques.</p>	<p><a href="#">VA.912.C.1.4</a>, <a href="#">VA.912.C.2.1</a>, <a href="#">VA.912.C.3.1</a>, <a href="#">VA.912.E.1.3</a>, <a href="#">VA.912.E.3.4</a>, <a href="#">VA.912.O.2.2</a>, <a href="#">VA.912.S.1.4</a>, <a href="#">VA.912.S.2.2</a>, <a href="#">VA.912.S.2.5</a>, <a href="#">VA.912.S.3.1</a>, <a href="#">VA.912.S.3.3</a>, <a href="#">VA.912.S.3.4</a>, <a href="#">VA.912.S.3.10</a>, <a href="#">VA.912.S.3.11</a>, <a href="#">LAFS.910.SL.1.1</a>, <a href="#">LAFS.910.SL.1.3</a>, <a href="#">LAFS.910.SL.2.4</a>, <a href="#">MAFS.K12.MP.5.1</a>, <a href="#">MAFS.K12.MP.6.1</a>, <a href="#">MAFS.K12.MP.7.1</a>, <a href="#">ELD.K12.ELL.SL.1</a></p>	<p style="text-align: center;"><u><a href="#">Contemporary Printmakers</a></u></p>
	<b>6. Introduction to Mixed Media</b>	<p style="text-align: center;"><u><a href="#">Unit Shared Folder</a></u></p> <p>-Artwork dominantly made from more than one non-traditional medium on a two-dimensional surface. Examples: collage, assemblage, cut paper, handmade paper, batik, fiber-based art, fine art books.</p> <p>-Investigate and create 2D works dominantly made from more than one nontraditional medium on a two-dimensional surface.</p> <p>-Produce 1-2 artworks using mixed media techniques.</p>	<p><a href="#">VA.912.C.1.4</a>, <a href="#">VA.912.C.2.1</a>, <a href="#">VA.912.C.3.1</a>, <a href="#">VA.912.E.1.3</a>, <a href="#">VA.912.E.3.4</a>, <a href="#">VA.912.O.2.2</a>, <a href="#">VA.912.S.1.4</a>, <a href="#">VA.912.S.2.2</a>, <a href="#">VA.912.S.2.5</a>, <a href="#">VA.912.S.3.1</a>, <a href="#">VA.912.S.3.3</a>, <a href="#">VA.912.S.3.4</a>, <a href="#">VA.912.S.3.10</a>, <a href="#">VA.912.S.3.11</a>, <a href="#">LAFS.910.SL.1.1</a>, <a href="#">LAFS.910.SL.1.3</a>, <a href="#">LAFS.910.SL.2.4</a>, <a href="#">MAFS.K12.MP.5.1</a>, <a href="#">MAFS.K12.MP.6.1</a>, <a href="#">MAFS.K12.MP.7.1</a>, <a href="#">ELD.K12.ELL.SL.1</a></p>	<p style="text-align: center;"><u><a href="#">Mixed Media to Inspire</a></u></p>

### High Level Course Description



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***VERSION DESCRIPTION** Students explore the fundamental concepts, terminology, techniques, and applications of digital imaging to create original work. Students produce digital still images through the single or combined use of computers, digital cameras, scanners, photo editing software, drawing and painting software, graphic tablets, printers, new media, and emerging technologies. Through the critique process, students evaluate and respond to their own work and that of their peers to measure artistic growth. This course incorporates hands-on activities, the use of technology, and consumption of art materials.*

### **Big Idea VA.912.C: Critical Thinking and Reflection**

Enduring Understanding 1 **VA.912.C.1** : Cognition and reflection are required to appreciate, interpret, and create with artistic intent.

Enduring Understanding 2 **VA.912.C.2** : Assessing our own and others' artistic work, using critical-thinking, problem-solving, and decision-making skills, is central to artistic growth.

Enduring Understanding 3 **VA.912.C.3** : The processes of critiquing works of art lead to development of critical-thinking skills transferable to other contexts.

### **Big Idea VA.912.S: Skills, Techniques, and Processes**

Enduring Understanding 1 **VA.912.S.1** : The arts are inherently experiential and actively engage learners in the processes of creating, interpreting, and responding to art.

Enduring Understanding 2 **VA.912.S.2** : Development of skills, techniques, and processes in the arts strengthens our ability to remember, focus on, process, and sequence information.

Enduring Understanding 3 **VA.912.S.3** : Through purposeful practice, artists learn to manage, master, and refine simple, then complex, skills and techniques.

### **Big Idea VA.912.O: Organizational Structure**

Enduring Understanding 2 **VA.912.O.2** : The structural rules and conventions of an art form serve as both a foundation and departure point for creativity.

### **Big Idea VA.912.H: Historical and Global Connections**

Enduring Understanding 1 **VA.912.H.1** : Through study in the arts, we learn about and honor others and the worlds in which they live(d).

Enduring Understanding 2 **VA.912.H.2** : The arts reflect and document cultural trends and historical events, and help explain how new directions in the arts have emerged.

### **Big Idea VA.912.F: Innovation, Technology, and the Future**

Enduring Understanding 1 **VA.912.F.1** : Creating, interpreting, and responding in the arts stimulate the imagination and encourage innovation and creative risk-taking.

Enduring Understanding 2 **VA.912.F.2** : Careers in and related to the arts significantly and positively impact local and global economies.

Enduring Understanding 3 **VA.912.F.3** : The 21st-century skills necessary for success as citizens, workers, and leaders in a global economy are embedded in the study of the arts.

### **LAFS.910.SL: Standards for Speaking and Listening**

Cluster 1 **LAFS.910.SL.1** : Comprehension and Collaboration

Cluster 2 **LAFS.910.SL.2** : Presentation of Knowledge and Ideas



**PERSONAL  
PASSIONATE  
PROGRESSIVE**

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### **LAFS.910.RST: Reading Standards for Literacy in Science and Technical Subjects 6-12**

Cluster 1 **LAFS.910.RST.1** : Key Ideas and Details

Cluster 2 **LAFS.910.RST.2** : Craft and Structure

### **LAFS.910.WHST: Writing Standards for Literacy in History/Social Studies, Science, and Technical Subjects**

Cluster 2 **LAFS.910.WHST.2** : Production and Distribution of Writing

Cluster 3 **LAFS.910.WHST.3** : Research to Build and Present Knowledge

### **MAFS.912.G-CO: Geometry: Congruence**

Cluster 4 **MAFS.912.G-CO.4** : Make geometric constructions. (Geometry - Supporting Cluster)

### **MAFS.K12.MP: Mathematical Practice**

Cluster 5 **MAFS.K12.MP.5** : Use appropriate tools strategically.

Cluster 6 **MAFS.K12.MP.6** : Attend to precision.

Cluster 7 **MAFS.K12.MP.7** : Look for and make use of structure.

### **ELD.K12.ELL: English Language Development for English Language Learners**

Cluster SI **ELD.K12.ELL.SI** : Language of Social and Instructional Purposes