PERSONAL | PASSIONATE | PROGRESSIVE

Art - Grade 1
Scope and Sequence

Course #5001020
CPALMS

Curriculum Map   Sequence   Supports   Feedback

Quarter	Unit	IG	Topic Name	Standards	AOE Pro Packs	Days*
First Quarter	Building an Arts Community		Classroom Procedures and Expectations	VA.1.S.3.3 VA.1.C.2.1	Behavior Management in Elementary Teaching Routines and Procedures	1
			Follow directions for safety procedures			
			Introduction- Studio Habits of Mind			
			Introduction to Universal Rubric			
	Line		Recall Line vocabulary	VA.1.S.3.1 VA.2.S.2.1 VA.1.C.2.2	The Building Blocks of Drawing	8
			Introduce Famous Artists that use the Element: Line			
			Create an artwork using Lines. Incorporate Contour lines			
			Explore various media to create Lines			
Second Quarter	Shape		Create an artwork using Geometric Shapes	VA.1.S.1.1 VA.1.S.2.1 VA.1.S.3.1 VA.1.S.3.3 VA.1.C.1.1		
			Create an Artwork using Organic / Free-form Shapes			
			Explore how Simple Shapes can create Complex Shapes			
			Explore and create Shapes that are Symmetrical and Asymmetrical			
			Introduce Famous Artists that use the Element: Shape			
	Color		Reflect and recall Color Wheel Theory	VA.1.O.2.1 VA.1.H.1.1 VA.1.H.2.1 VA.1.S.1.1 VA.1.S.2.1	Color Theory Basics	
			Mix Primary Colors to create Secondary Colors			
			Explore Painting Techniques			
			Experiment with various paint and drawing media			
			Introduce artists and/or cultural/historical events relating to color			
	Value		Create value using Tints and Shades	VA.1.S.3.1		
	Space		Overlapping, Foreground, Midground, Background. Negative and Positive.	VA.1.S.1.1	Perspective for Beginners	
Third Quarter	Studio Week		Complete, assess and critique artworks to date.	VA.1.C.1.1 VA.1.F.1.2		1
			Plan and Prepare for future student art shows			
	Form		Building block - create artwork that demonstrates Form by using Highlights	VA.1.S.3.1 VA.1.C.2.1 VA.1.C.2.2		8
			Create 3D clay sculpture - slab, coil or pinch			
			Create 3D form using Mixed Media			
			Explore variety of artists that use Form			
Fourth Quarter	Texture		Experiment with the application of mixed media to create real Texture on surfaces	VA.1.F.1.1 VA.1.F.1.2 VA.1.C.1.1 VA.1.C.2.1 VA.1.C.2.2		9
			Review Real and Implied Texture			
			Analyze artworks that incorporate Texture			

*The days provided for each unit/topic is an estimate that may be adjusted by subject-level PLCs based on student achievement data. The days are based upon **every other day scheduling** and should be adjusted, if necessary, based upon a daily format. The recommended days shown are less than the actual days for each quarter to allow for additional time for routines, testing, absences, remediation and outside considerations.*