



Art - Grade 2 Scope and Sequence

Course #5001030
[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.2.S.3.3	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.2.S.3.1 VA.2.S.2.1 VA.2.C.2.2	The Building Blocks of Drawing	8
			Introduce Famous artists that use the Element: Line			
			Create a Contour Line Drawing			
			Create and fill a space with Line and Pattern			
			Plan and create a Line drawing that is Realistic and/or Abstract			
Second Quarter	Shape		Review Geometric and Free-Form / Organic Shapes	VA.2.S.1.1 VA.2.S.2.1 VA.2.S.3.1 VA.2.S.3.3 VA.2.C.1.1		
			Explore how Simple Shapes can create Complex Shapes			
			Explore and create shapes that are Symmetrical and Asymmetrical			
			Study famous artists that use the Element: Shape			
	Color		Identify warm and Cool Colors	VA.2.O.2.1 VA.2.H.1.1 VA.2.H.2.1 VA.2.S.1.1 VA.2.S.2.1		
			Demonstrate how Colors have moods and emotions			
			Complementary and Intermediate colors			
			Choose Colors to create Emphasis			
	Value		Demonstrate Value using Tints and Shades	VA.2.S.3.1 VA.2.S.3.2		
			Use Value to create Form in 2 D art work			
Third Quarter	Studio Week		Complete, assess and critique artworks to date.	VA.2.C.1.1 VA.2.F.1.2		1
			Plan and prepare for future student art shows			
	3D / Form		Building block - create artwork that demonstrates Form by using highlights	VA.2.S.3.1 VA.2.C.2.1 VA.2.C.2.2 VA.2.S.1.1		
			Create 3D Clay Sculpture - slab, coil or pinch			
			Create 3D Form using mixed media			
			Explore variety of artists that use Form			
	Space		Explore Weaving and Fiber Arts	VA.2.S.1.1		
			Tie elements of art together - Positive and Negative Space			
Fourth Quarter	Texture		Overlapping, Foreground, Midground, Background. Negative and Positive.	VA.2.F.1.1 VA.2.F.1.2 VA.2.C.1.1 VA.2.C.2.1 VA.2.C.2.2 VA.2.S.1.1 VA.2.S.2.1 VA.2.S.3.1 VA.2.S.3.2		9
			Experiment with the application of mixed media to create real Texture on surfaces			
			Review Real and Implied Texture			
			Analyze artworks that incorporate Texture			
	Explore different uses of media for Texture, Color and Pattern to create a 3 D artwork					



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.*

