Art - Grade 3 (Intermediate 1) Scope and Sequence

Course #5001040
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.3.S.3.3	Behavior Management in Elementary Teaching Routines and Procedures	1
			Following Directions for Safety Procedures			
			Introduction- Studio Habits of Mind			
			Introduction to Universal Rubric			
	Drawing		Recall Line and Shape vocabulary	VA.3.S.3.1 VA.3.S.1.1 VA.3.S.2.1 VA.3.S.3.3 VA.3.C.1.1 VA.3.C.2.1 VA.3.C.2.2	The Building Blocks of Drawing	8
			Identify famous artists that use line and shapes			
			Draw lines, simple / complex shapes and / or symbols			
			Draw expressive lines			
			Draw from observation and / or imagination			
			Create an illusion using line			
			Create patterns and movement through repetition			
			Experiment with a variety of drawing tools and media			
Second Quarter	Painting and Color		Demonstrate intermediate / tertiary colors	VA.3.O.2.1 VA.3.H.1.1 VA.3.H.2.1 VA.3.S.1.1 VA.3.S.2.1	Watercolor Painting and Basics	9
			Explore color schemes - complementary, monochrome			
			Demonstrate tints, shades and tones			
			Create a painting demonstrating basic perspective			
			Experiment with various paint media			
			Demonstrate various painting techniques			
Third Quarter	Studio Week		Complete, assess and critique artworks to date.	VA.3.C.1.1 VA.3.F.1.2		1
			Plan and Prepare for future student art shows			
	3 D		Create a sculpture - carving, modeling, casting, construction or assembling	VA.3.S.1.1 VA.3.S.2.1 VA.3.S.3.1 VA.3.C.2.1 VA.3.C.2.2		8
			Use scratch and attach with clay			
			Weaving - Loom, Warp, Weft			
Fourth Quarter	Printmaking		Mono printing	VA.3.S.1.1 VA.3.S.3.1 VA.3.S.3.2 VA.3.S.3.3 VA.3.F.1.1 VA.3.F.1.2		
			Relief printing			
			Study printmaking artists			
	Mixed Media		Study mixed media artists	VA.3.C.1.1 VA.3.H.1.1 VA.3.H.2.1 VA.3.S.1.1 VA.3.S.2.1 VA.3.O.2.1 VA.3.F.1.1		
			Explore options to create a unified mixed media 2D project			
			Use mixed media to create a textural artwork			
			Explore options using repurposed, recycled and /or natural materials			

*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.