

# Year at a Glance



## Drawing 1

# 0104340

## 2021-2022 School Year

### Course Description:

Students experiment with the media and techniques used to create a variety of two-dimensional (2-D) artworks through the development of skills in drawing. Students practice, sketch, and manipulate the structural elements of art to improve mark making and/or the organizational principles of design in a composition from observation, research, and/or imagination. Through the critique process, students evaluate and respond to their own work and that of their peers. This course incorporates hands-on activities and consumption of art materials.

### Standards:

Available on [CPalms](#)  
[Drawing 1](#)

**Note: Teachers may use additional resources as listed on individual classroom syllabi. For specific questions regarding individual classrooms, please contact the teacher for clarification.**

**This guide represents a recommended sequence that can be used voluntarily by teachers. Dates may vary depending on individual classrooms. For specific questions regarding pacing please contact the individual teacher for clarification.**

Quarter	Major Concepts/Topics
I	<p><b>Foundations in Art Creation</b></p> <ul style="list-style-type: none"><li>• Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective.</li><li>• Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills.</li><li>• Use the structural elements of art and the organizational principles of design in works of art to establish an interpretive and technical foundation for visual coherence.</li><li>• Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience.</li><li>• Incorporate skills, concepts, and media to create images from ideation to resolution.</li><li>• Review, discuss, and demonstrate the proper applications and safety procedures for hazardous chemicals and equipment during the art-making process.</li><li>• Use and maintain tools and equipment to facilitate the creative process.</li></ul>

	<ul style="list-style-type: none"> <li>• Develop color-mixing skills and techniques through application of the principles of heat properties and color and light theory.</li> <li>• Develop skill in sketching and mark-making to plan, execute, and construct two-dimensional images or three-dimensional models.</li> </ul>
2	<p><b>Art History and Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Classify artworks, using accurate art vocabulary and knowledge of art history to identify and categorize movements, styles, techniques, and materials.</li> <li>• Make connections between timelines in other content areas and timelines in visual art.</li> <li>• Discuss how the aesthetics of artwork and utilitarian objects have changed over time.</li> <li>• Describe the significance of major artists, architects, or masterworks to understand their historical influences.</li> <li>• Identify transitions in art media, technique, and focus to explain how technology has changed art throughout history.</li> <li>• Interpret and reflect on cultural and historical events to create art.</li> <li>• Demonstrate effective and accurate use of art vocabulary throughout the art-making process.</li> <li>• Focus on visual information and processes to complete the artistic concept.</li> <li>• Demonstrate use of perceptual, observational, and compositional skills to produce representational, figurative, or abstract imagery.</li> </ul>
3	<p><b>Critical Thinking in Art</b></p> <ul style="list-style-type: none"> <li>• Apply art knowledge and contextual information to analyze how content and ideas are used in works of art.</li> <li>• Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork.</li> <li>• Demonstrate flexibility and adaptability throughout the innovation process to focus and re-focus on an idea, deliberately delaying closure to promote creative risk-taking.</li> <li>• Analyze the various functions of audience etiquette to formulate guidelines for conduct in different art venues.</li> <li>• Apply the critical-thinking and problem-solving skills used in art to develop creative solutions for real-life issues.</li> <li>• Solve aesthetic problems, through convergent and divergent thinking, to gain new perspectives.</li> </ul>
4	<p><b>Technology and Careers in Art</b></p> <ul style="list-style-type: none"> <li>• Identify rationale for aesthetic choices in recording visual media.</li> <li>• Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.</li> <li>• Investigate the use of technology and media design to reflect creative trends in visual culture.</li> <li>• Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art.</li> </ul>