

Southern Cayuga Central School District – Curriculum Map

Subject: Drawing and Painting

School Year: 2018-2019

Title or Topics w/ NYS Standards	Essential Questions & Vocabulary	Content Skills (Activities to cover Essential Questions)	Major Assessments (Tests, Project, etc.)	Time Frame
-Basic Line Drawing Standard I: Create Art Standard II: Use of Materials	What are different ways to make lines? Principles of Design: -Line -Shape -Texture	-Exploration of line and mark making to create interesting patterns and designs.	-4x4 grid of different line designs.	1 week
-Contour Drawing Standard I: Create Art Standard II: Use of Materials	What are basic drawing techniques for drawing from observation? Principles of Design: -Line -Shape	-Explore contour (edge) drawing and blind contour drawing while drawing from observation.	-Collection of contour drawings from observation. -Collection of blind contour drawings from observation.	2 weeks
-Negative Space Drawing Standard I: Create Art Standard II: Use of Materials	What are different ways to explore shape when drawing from observation? Principles of Design: -Line -Shape	-Explore negative space drawing while drawing from observation.	-Collection negative space drawings from observation. -Finalized, large scale negative space drawing from still life from observation	2 weeks
-Illustration I (Song Illustration) Standard I: Create Art Standard II: Use of Materials Standard III: Analysis of Art Standard IV: Cultural Dimensions of Art	How can drawing be used to portray an idea? Principles of Design: -Line -Shape -Texture -Space -Value	-Examine fantastic illustration based on particular content (song lyrics). -Discssion of illustration as a way to get a specific idea across. -Discussion of various drawing techniques used in illustration (pen/ink; cross hatching; realism vs abstraction).	-Black and white pencil, pen, ink illustration based on the lyrics of a song. -Self evaluation/critique.	2 week
-Basic Face Structure Standard I: Create Art Standard II: Use of Materials	How can drawing be used to represent a particular character or person? Principles of Design:	-Information on face structure (proportion, placement, basic measurement). -Information on specific features (eye,	-Character face designed and finished.	1 week

	<ul style="list-style-type: none"> -Line -Shape -Texture -Space -Value 	<p>nose, mouth, ear).</p> <p>-Information on face value and shading.</p>		
<p>-Illustration 2 (color pastel flower design)</p> <p>Standard I: Create Art</p> <p>Standard II: Use of Materials</p>	<p>How does one use color in illustration?</p> <p>Principles of Design:</p> <ul style="list-style-type: none"> -Line -Shape -Texture -Space -Value -Color 	<p>-Examination of basic color theory (complementary, analogous, color triad, monochromatic).</p> <p>-Use of a color scheme in a illustration.</p> <p>-Use of pastel as a medium.</p>	<p>-Pastel color design of flower, using specific recognizable color scheme.</p>	2 weeks
<p>-Perspective Drawing</p> <p>Standard I: Create Art</p> <p>Standard II: Use of Materials</p> <p>Standard III: Analysis of Art</p> <p>Standard IV: Cultural Dimensions of Art</p>	<p>How can one create depth and realism in drawings?</p> <p>Principles of Design:</p> <ul style="list-style-type: none"> -Line -Shape -Texture -Space -Value 	<p>-Look at examples of historical perspective drawings.</p> <p>-Examination of techniques of one and two point perspective.</p> <p>-Demonstration of 1 and 2 point perspective.</p>	<p>-1 point perspective drawing of location.</p> <p>-2 point perspective architectural drawing.</p>	2 weeks.
<p>-Grid Drawing</p> <p>Standard I</p> <p>Standard II</p>	<p>What are techniques one can use to create realistic looking drawings?</p> <p>Principles of Design:</p> <ul style="list-style-type: none"> -Line -Shape -Texture -Space -Value 	<p>-Examine grid drawing techniques for replication of a photograph.</p>	<p>-Grid drawing replicating a black and white photograph, focusing on detail and realism.</p>	2 weeks
<p>-Value Drawing</p> <p>Standard I</p> <p>Standard II</p>	<p>What are various ways for creating value (light/dark) in a drawing.</p> <p>Principles of Design:</p> <ul style="list-style-type: none"> -Value 	<p>-Examination materials for maximizing value (pencils of different types, charcoal, white on black, conte crayon).</p> <p>-Examination of techniques for creating value.</p>	<p>-Collection of value based drawings (spheres).</p> <p>-White on black skull illustration from observation.</p>	2 weeks

	-Line -Shape -Texture -Space	-Pencil value grids.		
-Figure Drawing 1 Standard I Standard II Standard III	In what ways can drawing be used to reflect the human figure? Principles of Design: -Line -Value -Contrast -Unity -Space -Proportion	-Discussion of proportion, proportional measurement, and relative proportions in figure drawing. -Discussion of appropriate systems for drawing the human figure.	-Collection of figure drawings from life. -Single, long term figure drawing from life. -Self Evaluation/critique	2 weeks
-Gesture Drawing Standard I Standard II	How can one reflect movement and gesture in drawing? Principles of Design: -Line -Movement	-Discussion of gestural drawing techniques for the human figure in motion.	-Collection of gesture drawings from life.	1 week
-Illustration II (Comic Design) Standard I Standard II Standard III Standard IV	How can illustration be used to tell a story? Principles of Design: -Line -Shape -Color -Space -Value	-Examination of comics and sequential story telling. -Discussion of how one uses design in comics/graphic novels to tell a story. -Development of ideas and scripts. -Planning of comic page.	-Full page comic design, including characters and story. -Self evaluation/critique	2 weeks
-Basic Color Theory I Standard I Standard II	How can one create and use color in various art contexts? Principles of Design: -Color/hue -Value	-Examination of color mixing and application to color theory. -Techniques for use of paint.	-Painted color wheel. -Painted hue grid. -Painted value grid.	1 week
-Tempera Painting I Standard I Standard II Standard III	How can one paint and use color theory to create an interesting image? Principles of Design:	-Examination of painting techniques. -Examination of appropriate drawing techniques to use for creating a painting.	-Tempera painting of a subject (animal, insect, etc.) using color theory, color scheme, and appropriate	2 weeks

Standard IV	-Line -Shape -Color -Space -Value		painting technique.	
-Self Portrait Drawing Standard I Standard II Standard III Standard IV	How do artists use self portraits to portray the self? Principles of Design: -Line -Shape -Space -Value	-Examination of historic self portrait drawings. -Discussion of appropriate ways to create a self portrait. -Examination of drawing techniques useful for a self portrait.	-Large self portrait drawing from life. -Self Evaluation/critique	2 weeks
-Surrealist Painting Standard I Standard II Standard III Standard IV	What is the artistic idea of surrealism about? How can it be used to create an interesting image? Principles of Design: -Line -Shape -Color -Space -Value	-Examination of surrealist artists (Dali, Magritte, Kahlo, Ernst, etc.) -Discussion of ideas of surrealism. -Surrealist exercises for ideas. -Discussion of painting techniques.	-Painting that fits concept of surrealism. -Self evaluation/critique.	3 weeks
-Water Color Painting I Standard I Standard II	How can composition be used to make a painting more interesting? Principles of Design: -Line -Shape -Color -Space -Value	-Examination of the ideas of specific compositional manipulation in an image. -Examination of water color paint techniques. -Practice water color painting.	-Painting of insect in water color, emphasizing interesting composition. -Self evaluation/critique.	2 weeks.
-Self Portrait Painting Standard I Standard II Standard III Standard IV	How can color be used in a self portrait? -Line -Shape -Color -Space	-Examination of self portraits by Van Gogh. -Discussion of color theory and techniques employed.	-Self portrait painting done from life, tempera, focusing on color theory/scheme.	3 weeks

	-Value			
-Transformational Drawing Standard I Standard II Standard III	How can an artist use the concept of transformation to create an interesting composition? -Line -Shape -Color -Space -Value	-Examination of ideas of transformation from one object to another. -Examples of transformational drawings/paintings. -Techniques for transformation.	-4 part drawing/illustration of one object transforming into another object through extrapolated steps.	1 week.