Excel Art Curriculum Summary – Elementary Level

	Gr. 3-5 Year One of Rotation (2010-11)	Gr. 3-5 Year Two of Rotation (2011-12)	Gr. 3-5 Year Three of Rotation (2012-13)
Theme	Artistic conventions – the influence of culture on the meaning of art	Persuasive art – propaganda and advertisement	Functional art - art and design for the needs of the future
Essential Understandings	 Working knowledge of art elements and principles of design using a variety of art media and advanced techniques Critical and creative problem solving processes Overview of the study of art history and components of contextual analysis 	 Working knowledge of art elements and principles of design using a variety of art media and advanced techniques Critical and creative problem solving processes Overview of the history and uses of political propaganda and commercial advertisement to influence behavior 	 Working knowledge of art elements and principles of design using a variety of art media and advanced techniques Critical and creative problem solving processes Overview of the history of innovative design and the effect of design on the quality of life
	Semester 1:	Semester 1:	Semester 1:
Objectives and Skills	 Skill Building Students will explore the role of art history and culture and the effect of time and circumstance on artistic perspective Students will analyze the conventional markers of a specific culture's art Students will create artwork involving 2D and 3D design, drawing, painting, printmaking, and specialized media 	 Skill Building Students will analyze compositional skills and the relationship between affective response and message content Students will explore the perspective of audience Students will create artwork involving 2D and 3D design, drawing, painting, printmaking, and specialized media 	 Skill Building Students will analyze the role of artists and designers in effecting change during various periods of history Students will develop a sense of self as an artist within a community Students will create artwork involving 2D and 3D design, drawing, painting, printmaking, and specialized media
Learning Outcomes and Products	 Artwork may include: Fundamental experiences with unfamiliar media, such as glazing mediums, acrylic paint, canvas, ceramic ware and glazes, 	 Artwork may include: Fundamental experiences with unfamiliar media, such as such as glazing mediums, acrylic paint, canvas, ceramic ware and glazes, 	Artwork may include: • Fundamental experiences with unfamiliar media, such as glazing mediums, acrylic paint, canvas, ceramic ware and glazes, metalwork,

	metalwork, printmaking tools, inks and a variety of drawing media that are not typically available in the regular elementary art curriculum • Fundamental exercises in technique • Art products that reflect concept development utilizing best practices in critical and creative problem solving • Subject matter and technique correlated to a particular period in cultural history	metalwork, printmaking tools inks and a variety of drawing media that are not typically available in the regular elementary art curriculum • Fundamental exercises in technique • Art products that reflect concept development utilizing best practices in critical and creative problem solving • Subject matter and technique correlated to the use of the graphic arts to teach or persuade	printmaking tools inks and a variety of drawing media that are not typically available in the regular elementary art curriculum • Fundamental exercises in technique • Art products that reflect concept development utilizing best practices in critical and creative problem solving • Divergent solutions to problems that stimulate the students use of imagination
	Semester 2:	Semester 2:	Semester 2:
	Development of Artwork for	Development of Artwork for	Development of Artwork for Exhibition
	Exhibition	Exhibition	
Objectives and Skills	 Students will analyze contextual and cultural information as it applies to their artwork Students will analyze transdisciplinary connections between artistic and academic domains Students will create theme-based artworks within the scope of the show, using iconography which demonstrates common traits in subject, symbol and theme as well as how the art work is made as an object of design from various world cultures, such as the ancient worlds of Mesopotamia, Egypt, Greece, Rome, Asia and the Americas. The thematic 	 Students will interpret meaningful ideas through artistic presentations Students will develop artworks intended to influence behavior Students will create theme-based artworks within the scope of the show, using media that shows an ability to examine visual culture and manipulate underlying themes, messages, and plans to influence human behavior. Student presentation pieces will focus on affecting positive changes in the community. The classroom experience will provide a historical look at both the positive and negative use of 	 Students will analyze their intellectual and creative ownership of graphic decision making processes Students will analyze transdisciplinary connections between design and academic domains Students will create theme-based artworks within the scope of the show, two-dimensional plans and/or finished functional pieces that address anticipated needs with an emphasis on economics and resources that focus on problems such as overcoming scarcity, environmental stewardship, creating technology, increasing food supply, improving communication and living meaningful lives

	content of the work could additionally explore the role of artists through history and the development of styles such as seen in the Italian Renaissance or	design to affect human behavior.	
	other art movements relevant to the core curriculum.		
Learning Outcomes and Products	Artwork created for the show may include: Theme-based work focused on the conventions and characteristics of a particular time in history such as: Greco-Roman inspired ceramic vessels Ukiyo-e inspired Japanese prints French impressionist styled painting Byzantine Russian icon inspired repousse metalwork wrapped self-portraits Post-modern American inspired sculptures exploring the symbolic value of shapes African inspired Adinkra cloth	Artwork created for the show may include: Theme-based work focused on the use of graphic media for advertisement and/or propaganda such as: • Prints influenced by World War II styled propaganda posters • Product logo design such as the symbols used by Pepsi, Coca Cola or McDonalds • Paintings inspired by Japanese-American Roger Shimomura whose work combines aspects of Pop Art and cartoon-based imagery with reminiscences of his family's internment during	Artwork created for the show may include: Theme-based artwork focused on innovative design as conceptual drawings and finished product design such as: • Persuasive multimedia presentations to encourage global consciousness • Futuristic house designs based on research • Photo-essays about changing human perceptions • Re-designing simple and standard chairs or other basic need furnishings • Futuristic fashion design • Installations • Printmaking derived from the union of cosmopolitan and local aspects of
Assessment	 Portfolio review – individual critique and evaluation of student's artworks Students will defend the design, purpose and value of their art Participation in formal art show 	 World War II Portfolio review – individual critique and evaluation of student's artworks Students will defend the design, purpose and value of their art Participation in formal art show 	globalization • Portfolio review – individual critique and evaluation of student's artworks • Students will defend the design, purpose and value of their art • Participation in formal art show

Excel Art Curriculum Summary –Middle School Level

	Gr. 6-8	Gr. 6-8	Gr. 6-8
	Year One of Rotation (2010-11)	Year Two of Rotation (2011-12)	Year Three of Rotation (2012-13)
Theme	Portfolio Development:	Portfolio Development:	Portfolio Development:
	Two-dimensional design	Advanced Drawing	Three-dimensional design
Essential	Working knowledge of art	Working knowledge of art	Working knowledge of art
Understandings	elements and principles of design	elements and principles of design	elements and principles of design
	using a variety of art media and	using a variety of art media and	using a variety of art media and
	advanced techniques	advanced techniques	advanced techniques
	Critical and creative problem solving processes	Critical and creative problem solving processes	Critical and creative problem solving processes
	Processes of reflection and	 Processes of reflection and 	Processes of reflection and
	analysis, including description,	analysis, including description,	analysis, including description,
	interpretation, and evaluation	interpretation, and evaluation	interpretation, and evaluation
	Processes of advanced portfolio	 Processes of advanced portfolio 	 Processes of advanced portfolio
	development in alignment with	development in alignment with	development in alignment with
	pre-AP studio art class	pre-AP studio art class	pre-AP studio art class
	requirements	requirements	requirements
	Semester 1:	Semester 1:	Semester 1:
	Breadth of Portfolio	Breadth of Portfolio	Breadth of Portfolio
Objectives and	Students will utilize aesthetic	Students will utilize aesthetic	Students will utilize aesthetic
Skills	questioning and art criticism	questioning and art criticism	questioning and art criticism
	Students will create artwork	Students will create artwork	Students will create artwork
	focused on two-dimensional	focused on the use of line and	focused on three-dimensional
	design using a variety of media,	gesture in a variety of media,	design using a variety of media,
	which may include print, paint,	which may include print, paint,	which may include clay, wire,
т .	dry, and digital media	dry, and digital media	wood, paper mache and plaster
Learning	Artwork may include:	Artwork may include:	Artwork may include:
Outcomes and Products	Spatial investigations	Printmaking derived from	Clay built vessels – hand and wheel thrown
rioducts	Color theory Abstractions	figure study Color portraits – realism to	
	Curved and angled	abstraction	Paper sculpture Additive sculpture
	compositions	Ink drawings with sticks –	Slab constructed vessels
	Compositions	Tilk drawings with sticks –	Stati Constructed vessels

	Photograms Digital portraits or landscapes Still life as design	expressive line variation Still life with black and white media Still life with color media Figure study with black and white media Figure study with color media Interiors/exteriors Repetition of objects	Planes in space Jewelry Ceramic portraits or figures Installations Carving Fashion design
	Semester 2:	Semester 2:	Semester 2:
01: 4: 1	Depth of Portfolio	Depth of Portfolio	Depth of Portfolio
Objectives and Skills	Students will build on the skills	Students will build on the skills	Students will build on the skills
SKIIIS	gained, developing a specific area of primary interest and concentration	gained, developing a specific area of primary interest and concentration	gained, developing a specific area of primary interest and concentration
Learning	Artwork in the student's area of	Artwork in the student's area of	Artwork in the student's area of
Outcomes and	concentration may include:	concentration may include:	concentration may include:
Products	Interior spatial development	Portraits of friends	Hand-constructed ceramics
Troducts	Character development	Still life renderings with color	Jewelry design and
	Photographic patterns	Printmaking	construction
	Organic abstractions	People in context	Fashion design and
	Illustration	Biological forms	construction
	Portrait photography	Landscapes	Sculptural abstractions
	Tortium photography	Mixed media with photocopies	Mixed media with social
		Transa media wim pricecopies	observations
Assessment	Portfolio review – individual	Portfolio review – individual	Portfolio review – individual
	critique and evaluation of	critique and evaluation of	critique and evaluation of
	student's artwork to determine	student's artwork to determine	student's artwork to determine
	development of concept,	development of concept,	development of concept,
	composition, and execution of	composition, and execution of line	composition, and execution of
	two-dimensional design problems	based artwork	three-dimensional design
	Students will use portfolio	Students will use portfolio defense	problems
	defense critique techniques	critique techniques	Students will use portfolio
	Participation in art exhibition	Participation in art exhibition	defense critique techniquesParticipation in art exhibition