

Deposit Central School District Curriculum Map

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| GRADE LEVEL: 5-6 | TOPIC: Pattern |
| Essential Questions: <ul style="list-style-type: none"> • What are the most effective ways to use the elements of art and principals of design in art? • In what ways can I incorporate the elements of art and principles of design together in art? • How does art affect our everyday lives? • Why is art important? • What is the purpose of art? • How does art make us feel? • What materials are used to create art? • How is art created? • How can we use art as a form of communication? | |

| Performance Indicators | Guided Questions | Grade Specific Performance Indicators | Classroom Ideas (Instructional Strategies) | Assessment Ideas (Evidence of Learning) |
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| Standard 1, 2, 3, and 4 | <ul style="list-style-type: none"> • What is a pattern? • How do artists create and use pattern in their work? • Who are some of the well known artists know for their distinctive use of texture in their art? • What different kinds of patterns do you find in art? • What is a radial pattern? • What is the difference between a natural pattern and a planned/regular pattern? • Is there pattern in sewing? • How do patterns create movement in a work of art? | <ul style="list-style-type: none"> • Recognize Pattern is a Principle of Art. • Define Patter as a repetition of a shape, color or line in art. • Identify the different kinds of patterns found in art. • Create patterns to create a specifics result. • Create patterns with increasing complexity and apply then to a variety of surfaces add excitement to the work. • Identify the styles of art and artists who use pattern as an intentional, important aspect of their work. • Discuss how different cultures use unique patterns in their art. • Recognize that textures can be patterns. • Look at the Scream by Edvard Munch and study how his lines become a pattern that creates | <ul style="list-style-type: none"> • Use lines to create a patterned piece of art. • Use different techniques to achieve texture with brushes and other tools and paint. • Use texture plates to make textured surfaces using a variety of different mediums. • Create texture in a three-dimensional medium such as clay or thickened paint. • Create patterns in a Zantagle design. • Look at how other artist use patter in their art. Discuss what the pattern is doing for the piece. • Use news paper or old books to create a patterned texture as the background and create a silhouette of a tree and bird. • Create a pattern on a clay fired plate. • Draw a picture that uses lines to create a pattern that expresses a specific emotion. | <ul style="list-style-type: none"> • Create a portfolio. • Design and create a piece of art • Self-Critique • Critique other art • Group centers • Written response • Active group participation in a discussion • Teach observation • Daily classroom work |

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| | | movement. <ul style="list-style-type: none">• Recognize that there is patterns in fabric and in sewing. | | |
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Connections to Technology:

Use various web sites and internet search engines to find works of art to complement the particular project or artist the class is studying. Use the projector to exhibit the examples of art. Incorporate the SmartBoard technology to help demonstrate, model or assess student understanding of the material.

Key Vocabulary:

pattern (regular/planned pattern/architectural, natural pattern, radial pattern), Aboriginal, Oaxacan Animals, Henri Rousseau.

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| GRADE LEVEL: 4-5 | TOPIC: Pattern |
| Essential Questions: <ul style="list-style-type: none"> • What are the most effective ways to use the elements of art and principals of design in art? • In what ways can I incorporate the elements of art and principles of design together in art? • How does art affect our every day lives? • Why is art important? • What is the purpose of art? • How does art make us feel? • What materials are used to create art? • How is art created? • How can we use art as a form of communication? | |

| Performance Indicators | Guided Questions | Grade Specific Performance Indicators | Classroom Ideas (Instructional Strategies) | Assessment Ideas (Evidence of Learning) |
|-------------------------------|--|---|---|--|
| Standard 1, 2, 3, and 4 | <ul style="list-style-type: none"> • What is a pattern? • How do artists create and use pattern in their work? • Who are some of the well known artists know for their distinctive use of texture in their art? • What different kinds of patterns do you find in art? • What is a radial pattern? • What is the difference between a natural pattern and a planned/regular pattern? | <ul style="list-style-type: none"> • Recognize Pattern is a Principle of Art. • Define Patter as a repetition of a shape, color or line in art. • Identify the different kinds of patterns found in art. • Create patterns to create a specifics result. • Create patterns with increasing complexity and apply then to a variety of surfaces add excitement to the work. • Identify the styles of art and artists who use pattern as an intentional, important aspect of their work. • Discuss how different cultures use unique patterns in their art. • Recognize that textures can be patterns. | <ul style="list-style-type: none"> • Use lines to create a patterned piece of art. • Use different techniques to achieve texture with brushes and other tools and paint. • Use texture plates to make textured surfaces using a variety of different mediums. • Create texture in a three-dimensional medium such as clay or thickened paint. • Create a painting that imitates the Aboriginal art patterns and movements in a X-Ray animal painting. • Make a head bust of an Oaxacan Mexican Animal, and paint on the patterns usually found in their sculptures. • Look at works of art by Henri Rousseau. Look at his rainforests and how he used patterns. Draw or print a tree, studying patterns found in nature and imitating them on the picture. • Study Islamic mosaic art and | <ul style="list-style-type: none"> • Create a portfolio. • Design and create a piece of art • Self-Critique • Critique other art • Group centers • Written response • Active group participation in a discussion • Teach observation • Daily classroom work |

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| | | | create a mosaic tile picture. | |
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| <p>Connections to Technology: Use various web sites and internet search engines to find works of art to complement the particular project or artist the class is studying. Use the projector to exhibit the examples of art. Incorporate the SmartBoard technology to help demonstrate, model or assess student understanding of the material.</p> |
| <p>Key Vocabulary: pattern (regular/planned pattern/architectural, natural pattern, radial pattern), Aboriginal, Oaxacan Animals, Henri Rousseau.</p> |

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| GRADE LEVEL: 1-2 | TOPIC: Pattern |
| Essential Questions: <ul style="list-style-type: none"> • What are the most effective ways to use the elements of art and principals of design in art? • In what ways can I incorporate the elements of art and principles of design together in art? • How does art affect our every day lives? • Why is art important? • What is the purpose of art? • How does art make us feel? • What materials are used to create art? • How is art created? • How can we use art as a form of communication? | |

| Performance Indicators | Guided Questions | Grade Specific Performance Indicators | Classroom Ideas (Instructional Strategies) | Assessment Ideas (Evidence of Learning) |
|-------------------------------|--|---|---|--|
| Standard 1, 2, 3, and 4 | <ul style="list-style-type: none"> • What is a pattern? • How do artists create and use pattern in their work? | <ul style="list-style-type: none"> • Recognize Pattern is a Principle of Art. • Define Patter as a repetition of a shape, color or line in art. • Know that pattern is created by systematically repeating an element or series of elements. • Recognize that artist us patterns to make their work of art more interesting or exciting. • Identify sources of patterns found in their environment. • Create a variety of patterns. | <ul style="list-style-type: none"> • Practice making different patterns using water and oil resist techniques. • Make patters using a variety of tools and media. • Create a pattern by making a printing plate. • Draw a house covered in patterns that you would find in architecture. • Make a bear with patterned cloths. • Study abstract designs that incorporate patterns and imitate those patterns in their own abstract design. | <ul style="list-style-type: none"> • Create a portfolio. • Design and create a piece of art • Self-Critique • Critique other art • Group centers • Written response • Active group participation in a discussion • Teach observation • Daily classroom work |

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| <p>Connections to Technology: Use various web sites and internet search engines to find works of art to complement the particular project or artist the class is studying. Use the projector to exhibit the examples of art. Incorporate the SmartBoard technology to help demonstrate, model or assess student understanding of the material.</p> |
| <p>Key Vocabulary: pattern</p> |

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| GRADE LEVEL: PK-K | TOPIC: Pattern |
| Essential Questions: <ul style="list-style-type: none"> • What are the most effective ways to use the elements of art and principals of design in art? • In what ways can I incorporate the elements of art and principles of design together in art? • What impact does art have on your day to day life? • Why is art important? • What is the purpose of art? • How does art make us feel? • What materials are used to create art? • How is art created? • What makes art unique? | |

| Performance Indicators | Guided Questions | Grade Specific Performance Indicators | Classroom Ideas (Instructional Strategies) | Assessment Ideas (Evidence of Learning) |
|-------------------------------|---|---|--|--|
| Standard 1, 2, 3, and 4 | <ul style="list-style-type: none"> • What is a pattern? • How do you recognize a pattern? | <ul style="list-style-type: none"> • Recognize Pattern is a Principle of Art. • Define Patter as a repetition of a shape, color or line in art. • Identify a color pattern. • Identify a pattern made with lines. • Replicate an existing pattern. • Create an original pattern using lines or color. | <ul style="list-style-type: none"> • Make an abstract design that uses color and shapes to create a pattern. • Look for patterns in the room and in their environment and try to replicate that pattern. • Create a unique pattern using shapes and colors. • Create a pattern using glue and use crayons to make a rubbing. | <ul style="list-style-type: none"> • Create a portfolio. • Design and create a piece of art • Self-Critique • Critique other art • Group centers • Written response • Active group participation in a discussion • Teach observation • Daily classroom work |

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| Connections to Text (Resources) | Time: |
| Connections to Technology: Use various web sites and internet search engines to find works of art to complement the particular project or artist the class is studying. Use the projector to exhibit the examples of art. Incorporate the SmartBoard technology to help demonstrate, model or assess student understanding of the material. | |
| Key Vocabulary: pattern | |