

## Elementary Art Second Grade

### Program Goal:

Through the visual art program, the learner will use art as a means of self-expression and communication through a variety of media. The learner will develop a life-long appreciation through exposure, understanding and knowledge of diversity in the fine arts.

### Grade Level Goal:

The students will access prior knowledge and demonstrate self-expression through structured assignments.

### Content Criteria:

#### Elements of Design:

- The learner will recognize and use the concepts of
  - Abstract and realistic
  - Intermediate colors
  - Warm, cool and neutral colors
  - Foreground, middle ground, and background

#### Principles of Design:

- The learner will further their knowledge of symmetry and patterns.
- The learner will investigate visual movement in design.

#### Media:

- The learner will practice paper skills.
- The learner will be introduced to overlapping and using a ruler.

**Art History Focus:**

- The learner will be exposed to the Expressionist Fauvist artists such as: Matisse, Gauguin, Rousseau, Munch, Dufy, Kandinsky, Klee and Kollwitz.
- The learner will create artwork reflective of these artists' styles.

**Instructional Criteria:**

**Scope:**

I. Elements of Art

A. Line

1. Vocabulary
2. Variety
3. Direction

B. Color

1. Vocabulary
2. Property of colors
3. Color schemes
4. Primary colors
5. Secondary colors
6. Intermediate colors
7. Warm/cool/neutral
8. Tints and shades

C. Value

1. Vocabulary

D. Shape (2-D)

1. Vocabulary
2. Recognizing shapes in objects

E. Space

1. Vocabulary
  2. Fore-Mid- and background
  - F. Form (3-D)
    1. Vocabulary
    2. Abstract/realistic
  - G. Texture
    1. Vocabulary
    2. Visual (Pattern)
    3. Tactile
- II. Principles of Art
- A. Pattern
    1. Vocabulary
    2. Repetition
    3. Natural/created
  - B. Rhythm
    1. Vocabulary
  - C. Movement
    1. Vocabulary
    2. Visual
  - D. Variety
    1. Vocabulary
    2. Contrast
  - E. Balance
    1. Vocabulary
    2. Symmetrical/Asymmetrical
    3. Bilateral symmetry
  - F. Unity
    1. Vocabulary
- III. Media
- A. Paper
    1. Cutting
    2. Weaving
    3. Folding
    4. Gluing
  - B. Drawing

1. Using a variety of utensils
  2. Overlapping
  3. Using a ruler
  4. Using a template
- C. Painting
1. Correct use of brush
  2. Mixing colors
  3. Tempera
  4. Watercolor
- D. Printing
1. Finger
  2. Stamping
  3. Found Object/Vegetable
- E. 3-D construction
1. Clay
  2. Sculpture-additive
  3. Mobile
- F. Fiber Arts
1. Weaving
  2. Stitchery