

# STRATFORD PUBLIC SCHOOLS

## Art Department\* - Design

### Curriculum Scope and Sequence

*\*Units in all Visual Art courses are cumulative. Students will be expected to utilize and combine skills and knowledge from previous units and courses as they move forward to create and respond to a continuum of artwork in each course.*

	Concept/Units	Application – Students will:
<b>HIGH SCHOOL</b>	Line	<ul style="list-style-type: none"><li>• Learn that line is one of the basic elements we use to create art.</li><li>• Use a variety of lines in a variety of ways.</li><li>• Understand the implications of line use.</li></ul>
	Shape	<ul style="list-style-type: none"><li>• Create a variety of shapes using a variety of tools and techniques.</li><li>• Create overlapping designs using shapes.</li><li>• Create contrast using freeform vs. geometric.</li><li>• Create a focal point.</li><li>• Develop an understanding of contrast</li></ul>
	Space	<ul style="list-style-type: none"><li>• Create shapes using one point perspective.</li><li>• Create a cityscape using 2 point perspective.</li><li>• Recognize the use of space in famous works of art.</li></ul>
	Value	<ul style="list-style-type: none"><li>• Create a grey scale.</li><li>• Create observational drawings.</li><li>• Practice using Value to create three dimensional forms using a variety of tools.</li><li>• Learn shading techniques to emphasize form.</li><li>• Use crosshatching and stippling to create value.</li><li>• Understand how light sources are used to create cast shadows.</li></ul>

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Concept/Units	Application – Students will:
Form	<ul style="list-style-type: none"><li>• Create a 3 –D solution with a 2-D design.</li><li>• Analyze solid Forms in our environment.</li><li>• Use Value to create Form.</li></ul>
Texture	<ul style="list-style-type: none"><li>• Create artwork with real and simulated texture</li><li>• Analyze real and simulated texture in artwork.</li><li>• Use a variety of materials and media to create texture</li></ul>
Color	<ul style="list-style-type: none"><li>• Students will create a 12-hued color wheel using only primary hues.</li><li>• Students will create a light to dark intensity scale.</li><li>• Students will create a complementary color design</li><li>• Students will improve painting techniques and eye – hand coordination</li><li>• Students will create a monochromatic composition</li><li>• Students will create a neutral composition</li></ul>