VISUAL ARTS Hobbs Municipal Schools 3rd Grade

Date	New Mexico State Standards	Core Knowledge Connection
Date	 New Mexico State Standards I. Content Standard 1: Learn and develop the essential skills and technical demands unique to dance, music, theater/drama, and visual arts. A. K- 4 BENCHMARK 1A: Participate in the process of making and looking at works of art to understand the <u>elements of art</u>: line, <u>shape</u>, form, <u>color</u>, and <u>texture</u>. 1. Group colors based on formal and informal criteria (warm cool, limited <i>color schemes</i>, etc.) 2. Predict how different elements of art will enhance images. B. K- 4 BENCHMARK 1B: Explore art <u>materials</u>, <u>tools</u> and <u>techniques</u>. 1. Associate various techniques with appropriate media/materials. C. K -4 Benchmark 1C: Use art materials and tools safely and responsibly. 1. Demonstrate responsibility for art materials. 2. Predict consequences of proper/improper use of materials. 	 Core Knowledge Connection Elements of art: Name the elements of art: line, shape, form, color, texture, and space Find examples of the elements of art in the Core Knowledge art prints Color: Create a color wheel showing the three primary colors (red, yellow, and blue) and, in between them, the colors (orange, green, and purple). Mix the primary colors to create the intermediate colors. Name the complementary colors on the color wheel: red and green, yellow and violet, blue and orange Recognize warm (red, yellow, orange) and cool (blue, green, purple) colors Space: Observe how artists can make two-dimensional look three-dimensional by creating an illusion of depth Examine the foreground, middle ground, and background in paintings, including <i>The Gleaners</i> by Jean Millet and <i>Peasant Wedding</i> by Pieter Bruegel
		Explore art materials by drawing, painting, cutting, pasting, creating mosaics, weaving, and sculpting with clay.

11.	 Content Standard 2: Use dance, music, theater/drama, and visual arts to express ideas. A. K- 4 Benchmark 2A: Create artwork that expresses ideas, feelings, and experiences about self, family, community and the world. 1. Interpret personal experiences through images. 2. Understand personal, local, and global events as inspiration for expression. 	
III.	 Content Standard 3: Integrate understanding of visual and performing arts by seeking connections and parallels among arts disciplines as well as all other content areas. A. K- 4 Benchmark 3A: Explore characteristics of the visual arts and other arts disciplines. 1. Describe similarities between visual art and other arts disciplines. 2. Associate visual design elements with concepts from other arts disciplines. B. K- 4 Benchmark 3B: Explore connections between the visual arts and other content areas. 1. Discuss art concepts such as texture, repetition, contrast, balance, symmetry and pattern within other content areas. 2. Understand connections between visual arts and other content areas. 	Understand two dimensional (height, width) and three-dimensional (height, width, depth) Observe relationship between two- and three-dimensional shapes: square to cube, triangle to pyramid, circle to spher and cylinder Discuss these terms as a part of math and art activities: symmetry, pattern, repetition, balance
IV.	 Content Standard 4: Demonstrate an understanding of the dynamics of the creative process. A. K- 4 Benchmark 4A: Understand that works of art come from diverse sources of inspiration including personal and cultural experiences. 1. Understand how works or art are produced using various steps and various sources of inspiration. 2. Interpret the possible sources of inspiration in works of art. B. K- 4 Benchmark 4B: Practice methods of reflection and self-evaluation of one's own artwork. 1. Discuss and reflect about the process of creating art. 2. Review and interpret the artistic intent in the creation of a work of art. 	Interpret the personal experiences that inspired the artists to paint the following: <i>Peasant Wedding</i> by Pieter Bruegel <i>The Interior of the Pantheon</i> by Giovann Panini <i>The Horse Fair</i> by Rosa Bonheur <i>The Bath</i> by Mary Cassatt <i>Icarus</i> by Henri Matisse <i>The Peaceable Kingdom</i> by Edward Hicks <i>Victorian Interior</i> by Horace Pippin Discuss the global events that inspired the following creations: <i>Belshazzar's Feast</i> by Rembrandt van Rijn San Vitale mosaics in Ravenna, Italy

V.	 Content Standard 5: Observe, discuss, analyze, and make critical judgments about artistic works. A. K- 4 Benchmark 5A: Develop necessary skills for identifying the design elements, narrative components and <u>symbolism</u> in a work of art. 1. Understand narration and symbolism as applied to art. 2. Compare at least two pieces of art in terms of similarities and differences. B. K-4 Benchmark 5B: Develop and practice skills necessary for communicating responses to a work of art. 1. Interpret the meaning of a piece of art. 2. Make a summary observation about a work of art using the vocabulary of visual art. 	Understand the spiritual purposes and significance of many American Indian works of art: blankets, rugs, sand paintings, masks, Kachina dolls Compare the use of light and shadow in <i>The Milkmaid</i> by Jan Vermeer and <i>Ruby</i> <i>Green Singing</i> by James Chapin.
VI.	 Content Standard 6: Show increased awareness of diverse peoples and cultures through visual and performing arts. A. K-4 Benchmark 6A: Explore the visual arts of diverse peoples, times, places and cultures. 1. Group art from various cultures or periods of history. 2. Make interpretations of art that reflects cultural and historical influences. 	Compare the following works of art by American artists: <i>Ruby Green Singing</i> by James Chapin <i>Victorian Interior</i> by Horace Pippin <i>Tar Beach</i> by Faith Ringgold Explore artwork of ancient Roman and Byzantine civilization: Le Pont du Gard, The Pantheon, Byzantine mosaics, Hagia Sophia
VII.	 Content Standard 7: Demonstrate knowledge about how technology and invention have historically influenced artists and offered new possibilities for expression. A. K-4 Benchmark 7A: Explore the role of specific inventions and their influence on art. 1. Describe an impact of invention and technology on art 2. Understand how various technologies are used to create works of art. 	Understand how a loom is used to weave a rug Discuss the use of Media Cast as an example of technology and visual art instruction
VIII	 Content Standard 8: Contribute to communities by sharing expertise in the visual arts and by participating in the activities of cultural institutions. A. K- 4 Benchmark 8A: View art in various community settings. 1. Discuss famous museums. 2. Associate types of art with likely display settings. B. K- 4 Benchmark 8B: Develop an awareness of how artists have contributed to the community, and/or contribute artistically to the community. 1. Describe various art careers. 	Discuss Hagia Sophia as a museum in Istanbul, Turkey Review the Guggenheim Museum in New York City from 2 nd grade View school's student art gallery

2.	Participate in school or community art displays.	Visit the Western Heritage Museum
		Each student will exhibit at least one art piece in the annual art fair

Art Resources:

Core Knowledge Sequence, pp. 74-75 Core Knowledge Art Prints HMS K-6 Art Resource Guide HMS 3rd Grade Art Resource Guide *What Your 3rd Grader Needs to Know*, pp. 161-179 "It's a Spiral Thing" art workshop through Media Cast (school network) Posters—Elements of Art and Principles of Design Art supplies and materials