VISUAL ARTS Hobbs Municipal Schools Kindergarten

| Date | Nev | v Mexico State Standards | Core Knowledge Connection |
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| | 1. | 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 elements of art: line, shape, form, color, and texture. 1. Know the basic colors. 2. Explore the use of lines, shapes, and other art elements for image-making. B. K-4 BENCHMARK 1B: Explore art materials, tools and techniques. 1. Use a variety of art materials and tools safely and responsibly. 1. Take care of classroom art materials. 2. Answer questions about safety. | Know basic colors: Observe how color can create different feelings Know warm colors: red, orange, yellow Know cool colors: blue, green, purple Compare Hunters in the Snow (cool) by Pieter Bruegel with Tahitian Landscape (warm) by Paul Gauguin Observe use of color in Blue Atmosphere by Helen Frankenthaler and Le Gourmet by Pablo Picasso Identify a variety of lines: Identify and use different lines: straight, zigzag, curved, wavy, thick, thin Observe different kinds of lines in Tuning the Samisen by Katsushikia Hokusai, The Purple Robe by Henri Matisse, People and Dog in the Sun by Joan Miró Explore art materials: Draw Paint Cut Paste Work with clay |
| | II. | 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. Explore many subjects and themes in art. 2. Observe the world at large through art. | Recognize lines and color in nature Recognize shapes in math |
| | III. | Content Standard 3: Integrate understanding of visual and performing arts by seeking connections and parallels among arts disciplines as well as all other | |

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| 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. Talk about/tell where ideas come from. | |
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| Look for clues as to creative processes used for some works of art. K- 4 Benchmark 4B: Practice methods of reflection and self-evaluation of one's own artwork. Tell about the process of creating a work of art. Talk about an artist's purpose for creating artwork. | |
| 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 symbolism in a work of art. 1. Talk about symbols in art and the stories they tell. 2. Identify some design elements in a work of art. B. K-4 Benchmark 5B: Develop and practice skills necessary for communicating responses to a work of art. 1. Talk about a painting (or other work of art). 2. Tell what it was like to make a work of art. | Observe and talk about: • Children's Games by Pieter Bruegel • The Bath by Mary Cassatt • Snap the Whip by Winslow Homer • Mother's Helper by Diego Rivera • The Banjo Lesson by Henry O. Tanne Discuss feelings about the paintings. Discuss lines and colors and other elements of art. |

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| A. K-4 Benchmark 6A: Explore the visual arts of diverse peoples, times, places and cultures. 1. Examine art that reflects cultural influences. 2. Know about one major art movement. | Know that a mobile is a moving sculpture and recognize the following mobile: • Lobster Trap and Fish Tail by Alexander Calder Recognize the following paintings as a part of the Modern Period: • The Banjo Lesson • The Purple Robe • Mother's Helper • Le Gourmet • People and Dog in the Sun |
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| 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. Discuss art materials & media and when they came into use. 2. Know about some different art media. | 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. Identify art in various settings. 2. Name some examples of local public art. B. K-4 Benchmark 8B: Develop an awareness of how artists have contributed to the community, and/or contribute artistically to the community. 1. Talk about art careers. 2. Show personal artwork in various settings. | View the school gallery of Core Knowledge art prints View the school's student art gallery Visit the Western Heritage Museum Each student will exhibit at least one art piece in the annual art fair |

Art Resources:

Core Knowledge Sequence, p. 14
Core Knowledge Art Prints
HMS K-6 Art Resource Guide
HMS Kindergarten Art Resource Guide
What Your Kindergartner Needs to Know, pp. 155-172
"It's a Spiral Thing" art workshops through Media Cast (school network)
Posters—Elements of Art and Principles of Design

Art supplies and materials