

## Elementary Visual Arts Instructional Guide

## Module 3: Art Affects People's Lives

**Enduring Understanding**

Art affects people's lives.

**Essential Questions:**

How does art affect your life?

Domain	Process	Key Standards
<b>PERCEPTION</b>	Observing/ Responding	1.1 Perceive and describe rhythm and movement in works of art and the environment.  1.5 Identify and describe elements of art in works of art, emphasizing line, color, shape/form, texture, space, and value.
<b>CREATION</b>	Creating	<b>2.1 Explore ideas for art in a personal sketchbook.</b>  2.6 Create an original work of art emphasizing rhythm and movement, using a selected printing process.  3.3 Distinguish and describe representational, abstract, and nonrepresentational works of art.
<b>CONTEXT</b>	Analyzing	<b>5.4. Describe how artists (e.g., architects, book illustrators, muralists, industrial designers) have affected people's lives.</b>  4.2 Identify successful and less successful compositional and expressive qualities of their own works of art and describe what might be done to improve them.

**Essential standards** and **supporting standards** to be assessed.

## **Sample Performance Task**

1. Show your knowledge of different careers in the arts that affect people's lives, such as architect, fashion designer, animator, muralist, industrial designer. Explain what each artist does and how their work affects people's lives.

**Sample Scoring Tool:** 3rd grade module 3 checklist

Student is able to express their knowledge of various careers in the visual arts.  
Student is able to articulate how artists' work affects people's lives.

## **Developing Concepts**

<b>Art Discussion: Art Careers</b>	
<b>Key Idea</b>	
<ul style="list-style-type: none"><li>• Artists' work affects people's lives</li></ul>	
<b>Knowledge</b>	<b>Skills</b>
<b>Vocabulary</b>	<b>Oral/Creative Expression</b>
<ul style="list-style-type: none"><li>• Careers</li><li>• Affects</li><li>• Specific careers that are explored e.g. graphic designer, architect, fashion designer, landscape designer, photographer, web designer, animator, etc</li></ul>	<ul style="list-style-type: none"><li>• Identify arts careers</li><li>• Explain arts careers</li><li>• create artwork based on specific arts careers e.g. automotive designer, graphic designer</li></ul>
	<b>Use of Tools and Media</b>
	<ul style="list-style-type: none"><li>• Appropriate media to explore arts careers e.g. pencil, watercolor, computer design software programs</li></ul>
<b>Art Expression: Sketchbooks</b>	
<b>Key Idea</b>	
<ul style="list-style-type: none"><li>• Artists use sketchbooks to develop ideas</li></ul>	

<b>Knowledge</b>	<b>Skills</b>
<b>Vocabulary</b> <ul data-bbox="284 346 487 388" style="list-style-type: none"><li>• Sketchbook</li></ul>	<b>Oral/Creative Expression</b> <ul data-bbox="828 357 1201 430" style="list-style-type: none"><li>• Describe why artists use sketchbooks</li></ul> <b>Use of Media and Tools</b> <ul data-bbox="828 525 1226 598" style="list-style-type: none"><li>• Use sketchbooks to record ideas</li></ul>