

1. Entering Class Procedures:

Conversation: Level 1- Whisper

Help: Ask 3 before me

Activity:

1st-Find your assigned seat.

2nd- Take out a pencil and your student planner.

3rd-Place your backpack and water bottle in the appropriate location.

4th- Pick up the Sketchbook holder.

5th- Take out your sketchbook and Blue Folder.

6th-Be in your assigned seat, **before** the bell rings. See Mrs. Stewart if you don't know.

7th - Start working on your Bellwork.

Movement: Art Cart, Backpack Zone, and Assigned Seat

Participation: Preparing for Class

Sound: Instructor's Music

2. Beginning of Class Procedures:

Conversation: Level -0-Silent

Help: Raise your Hand

Activity: Use the Bellwork Handout that is in your BLUE FOLDER and complete the prompt.

Movement: The Art Cart

Participation: Drawing and Writing

Sound: Instructor's Music

2d1=Gray

2d2=green

2d3= blue

WEEKEND HIGHLIGHT:

Watching Buddy Hangout w/ Our Family



2D1

Directions:

Place this paper in your Blue Folder.
Draw the prompt in your sketchbook.
You have 5 mins

Bellwork
2D Week 2-Q4
Space- 1-point City
2nd week of project

Monday**Dream Destination**

If you could travel anywhere in the world (or beyond), where would you go? List **three details** that would appear in that place.

Tuesday**City Inspiration**

Think about a city or world from a book, movie, or game. What makes it unique? Write **three visual features** that make that place recognizable.

Wednesday**Building Ideas**

Sketch **three different building designs** that could appear in your themed city.

Thursday**Street Design**

What might the streets in your city look like? Are they modern, futuristic, magical, or ancient? Sketch a quick street idea.

Friday***No Bellwork**

***Complete the Agenda**

***Complete the Data Day
Drawing
in your sketchbook
Due Week 9 - Friday**

Reminders:

Find assignment information:

➔ Go to katundra.com

Submit all assignments:

➔ Upload work on [Artsonia](https://artsonia.com)

Artsonia Info:

-School ID: Odyssey19

-Access Code: JPPT-BWDB

! Missing Work? Follow These Steps

1. Go to the **Art Cart**.
2. Find your class color bin:
*2D1 – Gray **2D2 – Green** **2D3 – Blue**
3. Look for the **manila folder** with the correct **number in the top-left corner**.
4. Take the handout you need.

📁 Assignment Handout Numbers

0. Syllabus
1. Bellwork
2. Agenda
3. Project Info
4. Notes
5. Project Exercise
6. Theme Research & . Thumbnail Sketches
7. Preliminary Sketch
8. Final Checklist
9. Rough Draft
- Artist Statement
10. T.A.G Ticket
11. Final Paper
12. Folder Check


✅ After You Finish

- *Submit the assignment in the **Make-Up Window** on Artsonia
- *You **may submit more than once** under the Make-Up Window.
- Window Closes Week 9

Week 2 q4 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

<u>Projects:</u> 2d1- Space - One Point City 2d2- Pattern-Zentangle Animal 2d3- Visualizing Ideas	Agenda
Monday 3/16	<ol style="list-style-type: none">1. Review Exercise2. Complete Exercise3. Submit Wk 1 Assignments
Tuesday 3/17	<ol style="list-style-type: none">1. Discuss Thumbnails2. Complete Thumbnails
Wednesday 3/18	<ol style="list-style-type: none">1. Review Thumbnail Sketch2. Complete Thumbnail Sketch
Thursday 3/19	<ol style="list-style-type: none">1. Review Preliminary Sketch2. Complete Preliminary Sketch3. Receive grade printout * Take Home Q3 Assignments
Friday 3/20 *No Bathroom Passes*	Data Day <ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing: Sushi * Review Class Data and Personal Data
 Grading Schedule *Monday: 1st & 2nd Period *Tuesday: 3rd & 5th Period *Wednesday: 6th & 7th Period	This Week's Assignment Submissions <ol style="list-style-type: none">1. BW2. Agenda3. Thumbnail Sketches4. Preliminary Sketch

Space-"A Place I Want to Visit"

Name: _____ Per. _____ Date: _____ #3

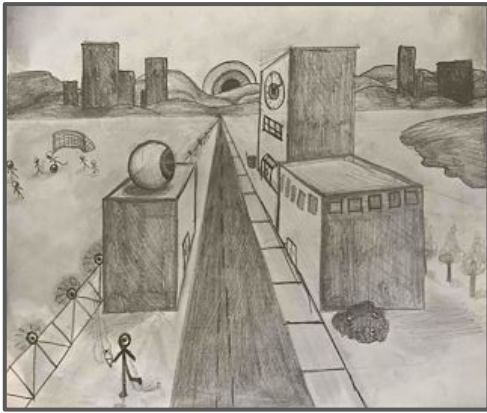
Class: 2D1

Duration: 8 Class Sessions

(20 minutes each)

Focus Element: Space

Medium: Graphite on Drawing Paper



Essential Questions:

1. How can I generate creative ideas for a cityscape that communicates a clear theme and sense of place?
2. How can I use planning sketches and perspective techniques to organize my composition before creating the final drawing?
3. How does using a horizon line, vanishing point, and converging lines help create the illusion of space in a drawing?
4. How can I use details, value (highlight, midtone, core shadow), and theme to make my artwork more realistic and visually engaging?
5. How can reflecting on my artwork and observing others' work help me grow as an artist?

What will I learn:

Florida Visual Arts Standards

VA.68.C.1.1 – Apply a range of interests and contextual connections to influence the art-making process.

VA.68.S.1.4 – Use accurate art vocabulary to describe techniques and creative processes.

VA.68.S.1.2 – Use various media, tools, and techniques to develop imagery.

VA.68.S.3.1 – Use the elements of art and principles of design to create visually interesting compositions.

VA.68.C.2.1 – Assess personal artwork using established criteria.

How will I learn it?:

Objective: In this project, you will learn how to make your drawings look 3D by using one-point perspective. You will choose a theme, based on a place you would like to visit ; it can be real, imaginary, futuristic, or from a story. Then, you will design a street, path, or road that leads to this place, using a horizon line, vanishing point, and lines that go back in space to show depth. You will also add creative details that connect to your theme, like buildings, signs, trees, or characters, to help tell the story of your scene. By the end, you will be able to explain how you used perspective and why you chose this place to show in your art.

Summary: First, you will choose a theme by thinking of a place you want to visit — it can be real, imaginary, or from your dreams. Next, you will plan what your scene will look like by sketching out ideas and deciding what will be in your picture, like buildings, roads, trees, signs, or people. Then, you will start your final drawing by drawing a horizon line and placing a vanishing point off-center of your paper. From the vanishing point, you will draw lines to help guide everything in your picture, making sure it looks like it is going back into space. After you finish drawing the main shapes and details, you will add shading. Finally, you will write or share a short reflection about your artwork, explaining the place you chose and how you used perspective to make it look 3D.

How will I know I learned it?:

When I can say I understand the following criteria:

Criteria	Excellent
1. Use of One-Point Perspective	The drawing shows strong use of one-point perspective with accurate horizon line, vanishing point, and converging lines.
2. Use of Value	Effective use of value with clearly defined highlights, midtones, and core shadows, creating depth and realism.
3. Attention to Detail	Thoughtful, detailed elements that enhance the theme, and follow perspective lines appropriately.
4. Composition & Use of Space	Balanced composition with clear foreground, middle ground, and background; space used to create depth.
5. Theme	The theme is clear and well-developed, with detailed, creative representation. The artwork effectively reflects the theme with at least 7 buildings.

Vocabulary for One-Point Perspective and Value Project

1. **Horizon Line** – A horizontal line across your paper that represents where the ground and sky meet. It's where your eye level is.
2. **Vanishing Point** – A point on the horizon line where all the lines in your drawing seem to disappear. It helps objects look like they are going back into space.
3. **Converging lines** – Diagonal lines that angle toward the vanishing point. These lines guide your drawing to help objects look 3D and show depth.
4. **One-Point Perspective** – A drawing technique that uses one vanishing point to show how things look smaller as they go farther away.
5. **Illusion of Space** – Making a flat drawing look like it has depth and distance.
6. **Foreground** – The part of the picture that is closest to the viewer (the front).
7. **Middle Ground** – The part of the picture that is in between the foreground and background.
8. **Background** – The part of the picture that is farthest away from the viewer (the back).
9. **Value** – How light or dark something is in a drawing.
10. **Light Source** – The place where the light is coming from in your drawing (like the sun, lamp, or moon).
11. **Depth** – How far back space seems to go in an artwork; how "deep" a picture looks.
12. **Theme** – The main idea or message of your artwork — in this project, the place you want to visit.

Directions:

Before you begin your thumbnail sketches, complete this planning sheet to help you develop ideas for your themed city. Think about the place you want to create and answer the questions about your theme, the types of buildings you might include, important details, and the mood or feeling of the city. Use your answers to brainstorm creative ideas that will help bring your city to life. The goal of this planning sheet is to help you organize your thoughts so that when you start your thumbnail sketches, you already have several strong ideas to explore.

1. What is the theme of your city?

Describe the **place you are designing**. Is it real, imaginary, futuristic, magical, underwater, from a story, or somewhere you want to visit?

2. What makes this place unique?

List **3 things someone would see in this city** that clearly show the theme.

Example ideas: special buildings, unusual transportation, unique plants or animals, cultural decorations or symbols

1. _____
2. _____
3. _____

3. What types of buildings will appear in your city?

Think about what the buildings might be used for.

Examples: shops, homes, towers, castles, futuristic structures

1. _____
2. _____
3. _____

4. What details will help tell the story of your city?

What objects or features could you add to make your city interesting?

Examples: signs, streetlights, bridges, vehicles, fences, statues, floating objects

5. Where will your light source come from?

Decide where the light is coming from in your scene.

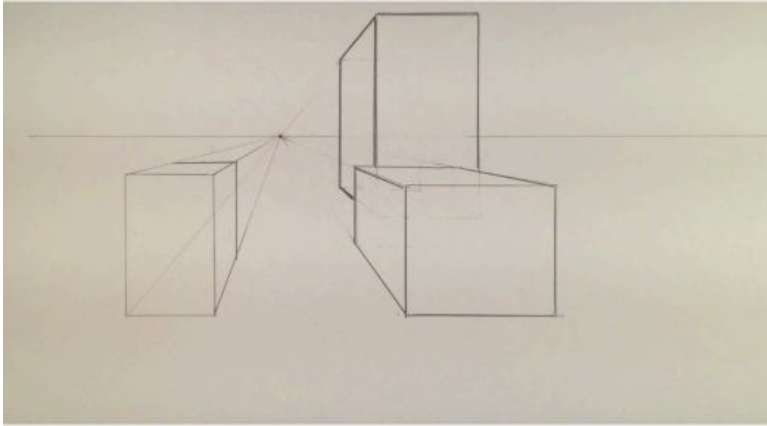
Sun Moon Street Lights Neon lights Something else: _____

What side will the **highlights and shadows**? _____

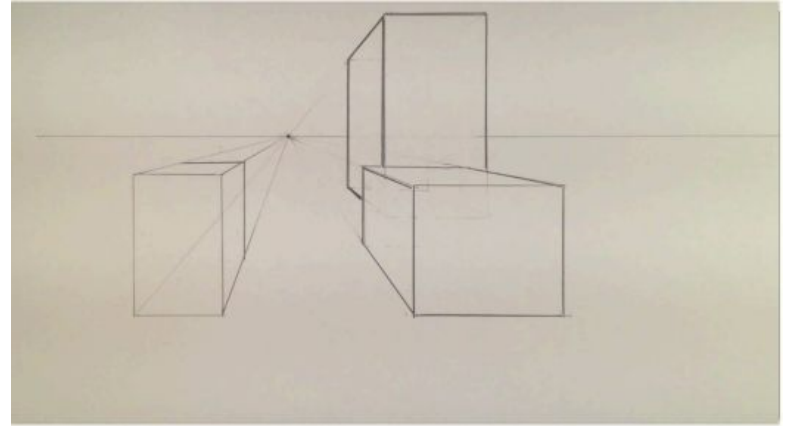
Space- Thumbnail Sketches

Directions: Use this worksheet which has **four copies of the one-point perspective city** you practiced drawing. Your job is to use each of the four spaces to explore different ways you could decorate the city to match your **theme**. Keep the basic perspective drawing the same, but add different ideas for buildings, windows, signs, textures, objects, people, vehicles, plants, or anything else that fits your theme. Your theme can be **real, imaginary, futuristic, or inspired by a story**. Each box should show a **different idea or approach** for how your city could look. These are **thumbnail sketches**, so they should be quick idea sketches and do not need to be perfect. The goal is to experiment with creative ideas and decide which version you like best before starting your final drawing.

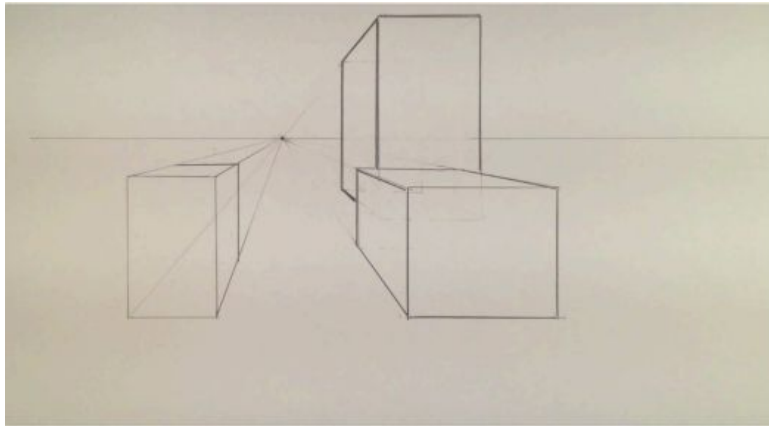
1



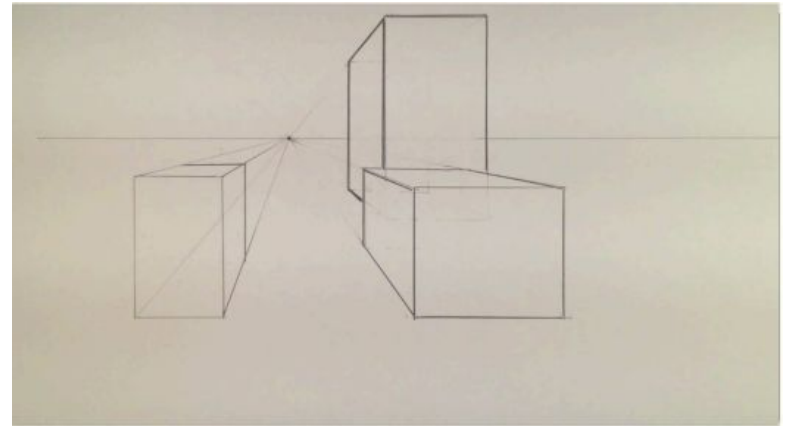
2



3



4



Student Examples

10 TAG Ticket
11 Final Paper
12 Poster Check

10 TAG Ticket
11 Final Paper
12 Poster Check

This Week's Assignment Submissions
1. BW
2. A-pencil

Name: _____ Date: _____ Per: _____ #6

Space- Research for Thumbnail Sketches

Directions: Before you begin your thumbnail sketches, complete this planning sheet to help you develop ideas for your themed city. Think about the place you want to create and answer the questions about your theme, the types of buildings you might include, important details, and the mood or look of the city. Use your answers to brainstorm creative ideas that will help bring your city to life. The goal of this planning sheet is to help you organize your thoughts so that when you start your thumbnail sketches, you already have several strong ideas to explore.

1. **What is the theme of your city?**
Describe the place you are designing. Is it real, imaginary, futuristic, magical, underwater, from outer space, or somewhere you want to visit?
Futuristic city with glowing lights robotic animals and plants.

2. **What makes this place unique?**
List 3 things someone would see in this city that clearly show the theme.
Example ideas: special buildings, unusual transportation, unique plants or animals, cultural decorations or symbols.
*flaming towers
robotic animals
metal trees*

3. **What types of buildings will appear in your city?**
Think about what the buildings might be used for.
Example: shops, homes, towers, castles, futuristic structures
*flaming towers
robotic shaped buildings
build that seem cut in half*

4. **What details will help tell the story of your city?**
List objects or features you could add to make your city interesting?
Examples: signs, streetlights, bridges, vehicles, fences, statues, floating objects
flying vehicles, robots, and

5. **Where will your light source come from?**
List where the light is coming from in your scene.
Examples: Moon Streetlights Neon lights Something else: _____

6. **How will the highlights and shadows?**
light left

Space- Thumbnail Sketches

Directions: Use this worksheet which has four copies of the one-point perspective city you practiced drawing. Your job is to use each of the four spaces to explore different ways you could decorate the city to match your theme. Keep the basic perspective drawing the same, but add different ideas for buildings, windows, signs, textures, objects, people, vehicles, plants, or anything else that fits your theme. Your theme can be **real, imaginary, futuristic, or inspired by a story**. Each box should show a **different idea or approach** for how your city could look. These are **thumbnail sketches**, so they should be quick idea sketches and do not need to be perfect. The goal is to experiment with creative ideas and decide which version you like best before starting your final drawing.

1

2

3

4

Space: Preliminary Sketch

Using half of a page in your sketchbook, create your **preliminary sketch** based on your best thumbnail idea. You will use your one-point perspective city as your base, so make sure your **horizon line**, **vanishing point**, and **converging lines** are correctly placed. Inside the box, begin developing your city by adding your **theme details** such as buildings, signs, objects, textures, and environment. This is where you turn your idea into a clear plan for your final drawing. You should also decide where your **light source** is coming from and begin showing where your **highlight, midtone, and core shadow** will go. Your preliminary sketch should be neat, detailed, and clearly show what your final artwork will look like.



✓ Preliminary Sketch Checklist

Perspective

- I included a **horizon line**
- I included a **vanishing point**
- My **converging lines** go to the vanishing point
- My buildings and objects follow correct perspective

Theme

- My city clearly shows my **theme/place I want to visit**
- I added **details** (buildings, signs, objects, etc.) that support my theme
- My ideas match one of my **thumbnail sketches**

Composition

- My drawing fills the space (not too empty, not too crowded)
- I included **foreground, middle ground, and background**

Value Planning

- I chose a **light source**
- I planned where **highlight, midtone, and core shadow** will go

Effort & Craftsmanship

- My sketch is **neat and easy to understand**
- I took my time and added thoughtful details

What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Your Hand

Activities

Thumbnail Sketches

Space- Research for Thumbnail Sketches

Directions:
Before you begin your thumbnail sketches, complete this planning sheet to help you develop ideas for your themed city. Think about the place you want to create and answer the questions about your theme, the types of buildings you might include, important details, and the mood or feeling of the city. Use your answers to brainstorm creative ideas that will help bring your city to life. The goal of this planning sheet is to help you organize your thoughts so that when you start your thumbnail sketches, you already have several strong ideas to explore.

1. What is the theme of your city?
Describe the place you are designing. Is it real, imaginary, futuristic, magical, underwater, from a story, or somewhere you want to visit?

2. What makes this place unique?
List 3 things someone would see in this city that clearly show the theme.
Example ideas: special buildings, unusual transportation, unique plants or animals, cultural decorations or symbols
1. _____
2. _____
3. _____

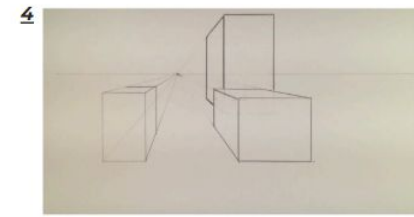
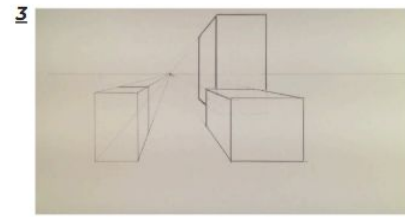
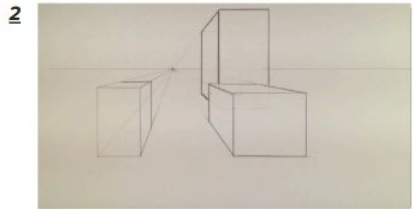
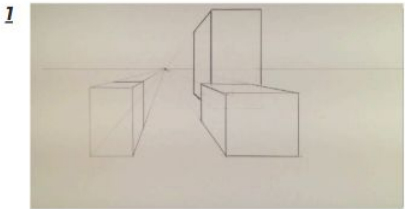
3. What types of buildings will appear in your city?
Think about what the buildings might be used for.
Examples: shops, homes, towers, castles, futuristic structures
1. _____
2. _____
3. _____

4. What details will help tell the story of your city?
What objects or features could you add to make your city interesting?
Examples: signs, streetlights, bridges, vehicles, fences, statues, floating objects

5. Where will your light source come from?
Decide where the light is coming from in your scene.
 Sun Moon Street Lights Neon lights Something else: _____
What side will the highlights and shadows? _____

Space- Thumbnail Sketches

Directions: Use this worksheet which has four copies of the one-point perspective city you practiced drawing. Your job is to use each of the four spaces to explore different ways you could decorate the city to match your theme. Keep the basic perspective drawing the same, but add different ideas for buildings, windows, signs, textures, objects, people, vehicles, plants, or anything else that fits your theme. Your theme can be real, imaginary, futuristic, or inspired by a story. Each box should show a different idea or approach for how your city could look. These are thumbnail sketches, so they should be quick idea sketches and do not need to be perfect. The goal is to experiment with creative ideas and decide which version you like best before starting your final drawing.



Movement

Materials Cart

Participation

Type

What You Will Do: Independent Time

Conversation

At a Level-1

Help

Ask 3 Before Me

Activities

Thumbnail Sketches

Space- Research for Thumbnail Sketches

Directions:

Before you begin your thumbnail sketches, complete this planning sheet to help you develop ideas for your themed city. Think about the place you want to create and answer the questions about your theme, the types of buildings you might include, important details, and the mood or feeling of the city. Use your answers to brainstorm creative ideas that will help bring your city to life. The goal of this planning sheet is to help you organize your thoughts so that when you start your thumbnail sketches, you already have several strong ideas to explore.

1. What is the theme of your city?

Describe the place you are designing. Is it real, imaginary, futuristic, magical, underwater, from a story, or somewhere you want to visit?

2. What makes this place unique?

List 3 things someone would see in this city that clearly show the theme.

Example ideas: special buildings, unusual transportation, unique plants or animals, cultural decorations or symbols

1. _____
2. _____
3. _____

3. What types of buildings will appear in your city?

Think about what the buildings might be used for.

Examples: shops, homes, towers, castles, futuristic structures

1. _____
2. _____
3. _____

4. What details will help tell the story of your city?

What objects or features could you add to make your city interesting?

Examples: signs, streetlights, bridges, vehicles, fences, statues, floating objects

5. Where will your light source come from?

Decide where the light is coming from in your scene.

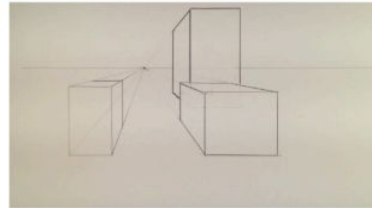
Sun Moon Street Lights Neon lights Something else: _____

What side will the highlights and shadows? _____

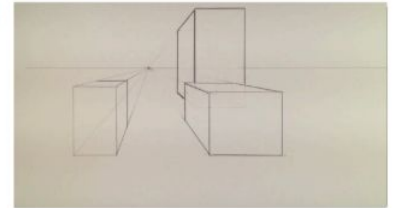
Space- Thumbnail Sketches

Directions: Use this worksheet which has four copies of the one-point perspective city you practiced drawing. Your job is to use each of the four spaces to explore different ways you could decorate the city to match your theme. Keep the basic perspective drawing the same, but add different ideas for buildings, windows, signs, textures, objects, people, vehicles, plants, or anything else that fits your theme. Your theme can be **real, imaginary, futuristic, or inspired by a story**. Each box should show a **different idea or approach** for how your city could look. These are **thumbnail sketches**, so they should be quick idea sketches and do not need to be perfect. The goal is to experiment with creative ideas and decide which version you like best before starting your final drawing.

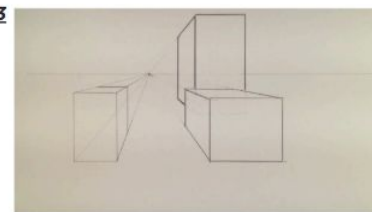
1



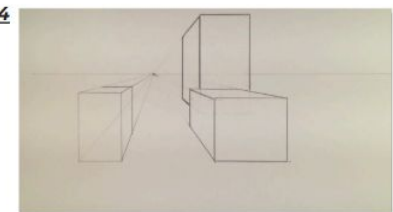
2



3



4



Movement

Materials Cart

Participation

Type

2D2

Directions:

Place this paper in your Blue Folder.
Draw the prompt in your sketchbook.
You have 5 mins

Bellwork**2D2 Week 2-Q4****Pattern- Zentangle Animal Design**

2nd week of project

Monday**Shape Observation**

Draw an animal using only **basic shapes** (circles, triangles, rectangles).

Reflection: How do simple shapes help artists draw complex objects?

Tuesday**Proportion Practice**

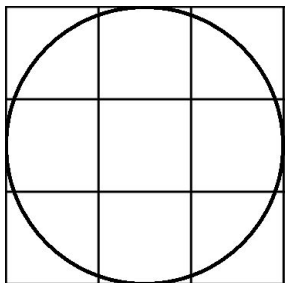
Draw a quick animal head twice: once small and once large.

Reflection: What changes when you scale something up or down?

Wednesday**Grid Mini Practice**

Draw a **3x3 grid** and copy a simple shape from one square into another.

Reflection: How does the grid help you keep proportions accurate?

**Thursday****Silhouette Thinking**

Draw the outline (silhouette) of an animal without any details inside.

Reflection: Why is the silhouette important in this project?

Friday***No Bellwork**

***Complete the Agenda**

***Complete the Data Day
Drawing
in your sketchbook
Due Week 9 - Friday**

Reminders:

Find assignment information:

➔ Go to katundra.com

Submit all assignments:

➔ Upload work on [Artsonia](https://artsonia.com)

Artsonia Info:

-School ID: Odyssey19

-Access Code: JPPT-BWDB

! Missing Work? Follow These Steps

1. Go to the **Art Cart**.
2. Find your class color bin:
***2D1 – Gray 2D2 – Green 2D3 – Blue**
3. Look for the **manila folder** with the correct **number in the top-left corner**.
4. Take the handout you need.

📁 Assignment Handout Numbers

0. Syllabus
1. Bellwork
2. Agenda
3. Project Info
4. Notes
5. Project Exercise
6. Theme Research & . Thumbnail Sketches
7. Preliminary Sketch
8. Final Checklist
9. Rough Draft
- Artist Statement
10. T.A.G Ticket
11. Final Paper
12. Folder Check


✅ After You Finish

- *Submit the assignment in the **Make-Up Window** on Artsonia
- *You **may submit more than once** under the Make-Up Window.
- Window Closes Week 9

Week 2 q4 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

<u>Projects:</u> 2d1- Space - One Point City 2d2- Pattern-Zentangle Animal 2d3- Visualizing Ideas	Agenda
Monday 3/16	<ol style="list-style-type: none">1. Review Exercise2. Complete Exercise3. Submit Wk 1 Assignments
Tuesday 3/17	<ol style="list-style-type: none">1. Discuss Thumbnails2. Complete Thumbnails
Wednesday 3/18	<ol style="list-style-type: none">1. Discuss Preliminary Sketch2. Start Preliminary Sketch
Thursday 3/19	<ol style="list-style-type: none">1. Review Preliminary Sketch2. Complete Preliminary Sketch3. Receive grade printout * Take Home Q3 Assignments
Friday 3/20 *No Bathroom Passes*	Data Day <ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing: Sushi * Review Class Data and Personal Data
 Grading Schedule *Monday: 1st & 2nd Period *Tuesday: 3rd & 5th Period *Wednesday: 6th & 7th Period	This Week's Assignment Submissions <ol style="list-style-type: none">1. BW2. Agenda3. Thumbnail Sketches4. Preliminary Sketch

Pattern-"Zentangle Animal"

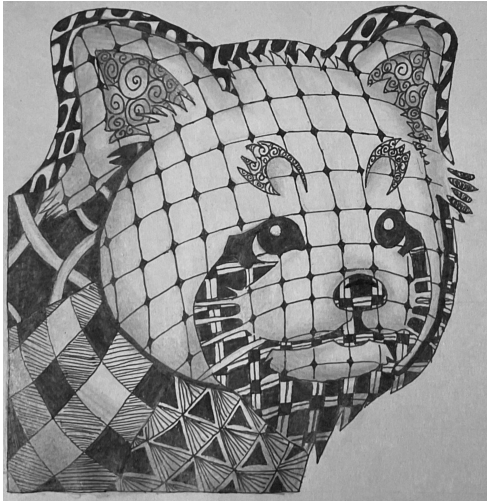
Name: _____ Per. _____ Date: _____ #3

Class: 2D2

Duration: 8 Class Sessions
(20 minutes each)

Focus Principle: Pattern

Medium: Graphite and Pen on
Drawing Paper



Essential Questions:

1. How do artists observe patterns in the world and transform them into creative designs?
2. How can artists use planning tools like the grid method to accurately draw and develop their ideas?
3. How do repetition and pattern help artists create unity and visual interest in their artwork?
4. How do craftsmanship and attention to detail improve the quality of an artwork?
5. How can reflecting on and discussing artwork help artists grow and improve their creative process?

What will I learn:

Florida Visual Arts Standards

VA.68.C.1.1 – Apply a range of interests and contextual connections to influence the art-making process.

VA.68.S.1.4 – Use accurate art vocabulary to describe techniques and creative processes.

VA.68.O.2.1 – Create works of art that demonstrate understanding of the principles of design.

VA.68.O.3.1 – Demonstrate how the elements of art and principles of design work together.

VA.68.C.3.1 – Discuss how ideas and experiences influence artwork.

How will I learn it?:

Objective: Students will create a visually engaging animal silhouette using zentangle patterns. They will apply principles of design by dividing the silhouette into at least six sections and filling each with unique patterns, including one pattern of their own design. Students will use the grid method to accurately draw their chosen animal silhouette.

Summary: For this project, you will choose an animal silhouette and use the grid method to draw it on your paper. Then, you will divide your animal into at least six sections. Each section will be filled with different zentangle patterns, which are detailed, repetitive designs. You'll get to create one original pattern of your own! Use black markers to carefully draw your patterns, making your lines clean and bold. This project will challenge your creativity, help you practice using patterns, and teach you how to balance design elements. Take your time, stay focused, and enjoy the calming process of creating zentangle art.

How will I know I learned it?:

When I can say I understand the following criteria:

Criteria	Excellent (4)
Creativity & Originality	Strong evidence of original thinking and unique pattern design
Craftsmanship	Clean, precise lines with excellent use of materials
Use of Zentangle Patterns	At least 6 patterns, including one original, used effectively
Application of Grid Method	Accurate and proportional drawing using the grid method
Effort and Participation	Consistent effort, stays on task, and actively participates in discussions

Vocabulary for Zentangle Animal Design

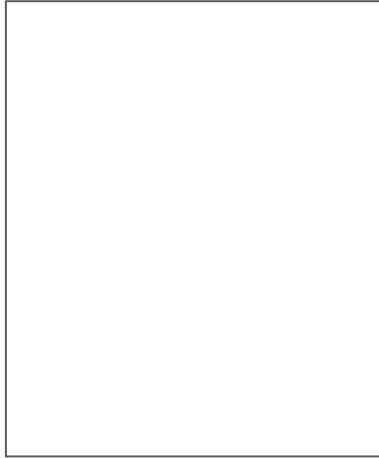
1. **Zentangle:** A form of meditative drawing using repetitive patterns.
2. **Silhouette:** The outline of a shape, usually filled with a solid color or design.
3. **Grid Method:** A technique used to enlarge or transfer an image accurately using a grid overlay.
4. **Pattern:** A repeated decorative design.
5. **Line Quality:** The thickness, smoothness, and texture of a line.
6. **Balance:** The distribution of visual weight in an artwork.
7. **Contrast:** The use of different elements (such as black and white) to create visual interest.
8. **Original Design:** A pattern or concept created by the student without copying existing designs.

Pattern- Thumbnail Sketches

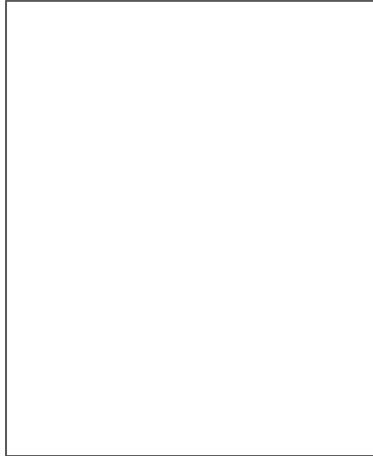
Name: _____ Per. _____ Date: _____ 6

Directions: Your thumbnails are where you test your ideas before starting your final drawing. First, quickly sketch 2 animals from the list to see which shape works best. Then choose one animal and draw it again, testing different ways to divide it into sections. Use your thumbnails to figure out what will make your design the most interesting before you start your final project.

1



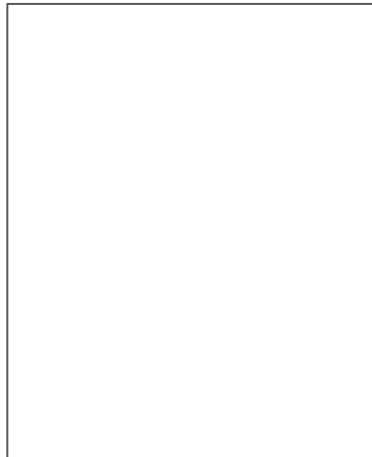
2



3



4

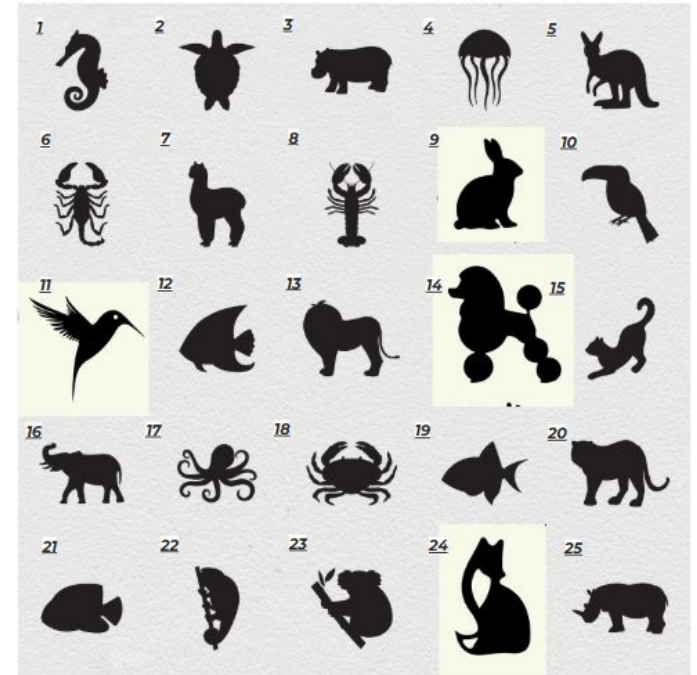


1 Animal Option 1

2 Animal Option 2

3 Same animal with section layout A

4 Same animal with section layout B

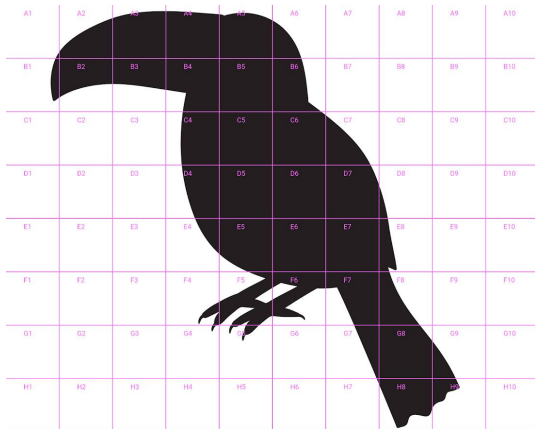


1. **My chosen animal:** _____
2. **Why I chose this animal:** _____
3. **My chosen section layout:**
 Layout 3 or Layout 4

Pattern- Preliminary Sketch

Name: _____ Per. _____ Date: _____ 7

Directions: The preliminary sketch is the first step of your final drawing. In this step, your goal is to **accurately draw the outline of your animal using the grid method**. Start by creating a **10 by 12 grid** on your 9 by 12 paper. Use the example shown to make sure your boxes are the correct size. Once your grid is complete, **label the rows with letters on the side and numbers across the top**. Next, pick up your animal reference photo that already has a grid on it. You will use this to help guide your drawing. **Work one box at a time**, carefully copying what you see in each square. Focus on drawing the **outline of the animal only**, not details or patterns yet. This will help keep your drawing in the correct proportion. When you finish your outline, **upload your drawing to Artsonia**. After that, you will move on to the next step, which is creating your **Zentangle patterns inside the animal**. Take your time and work carefully—this step sets you up for a successful final artwork!



Preliminary Sketch Checklist

- I created a **10 × 12 grid** on my 9 × 12 paper.
- My grid boxes are **even and match the example**.
- I labeled the **rows with letters** on the side.
- I labeled the **columns with numbers** across the top.

Drawing the Animal

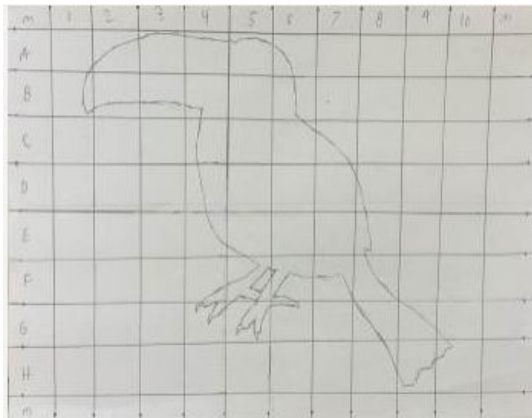
- I selected my **animal reference with a grid**.
- I worked **one box at a time**.
- I carefully followed the lines to keep my drawing **in proportion**.
- I focused on drawing the **outline only (no patterns yet)**.

Before Submitting

- My animal outline is **complete and easy to recognize**.
- My lines are **clean and not overly sketchy**.
- My drawing fills the space well.
- I uploaded my work to **Artsonia**.

Ready for Next Step

- I am ready to begin **dividing sections and creating Zentangle patterns**.



2D3

Directions:

Place this paper in your Blue Folder.
 Draw the prompt in your sketchbook.
 You have 5 mins

Bellwork**2D3- Week 2-Q4****Visualizing Ideas**

2nd week of project

Monday**Action Pose**

Draw an animal **jumping, running, or flying**. Focus on exaggerating the action.

Tuesday**Animal Riding Something**

Draw an animal riding something unusual (bike, rocket, skateboard, cloud, etc.).

Wednesday**Emotion Animal**

Draw an animal showing a strong emotion: excitement, fear, anger, or curiosity.

Thursday**Animal Perspective**

Draw an animal **from below or above** instead of eye level.

Friday***No Bellwork*****Complete the Agenda*****Complete the Data Day****Drawing**

in your sketchbook
Due Week 9 - Friday

Reminders:

Find assignment information:

➔ Go to katundra.com

Submit all assignments:

➔ Upload work on [Artsonia](https://artsonia.com)

Artsonia Info:

-School ID: Odyssey19

-Access Code: JPPT-BWDB

! Missing Work? Follow These Steps

1. Go to the **Art Cart**.
2. Find your class color bin:
*2D1 – Gray **2D2 – Green** **2D3 – Blue**
3. Look for the **manila folder** with the correct **number in the top-left corner**.
4. Take the handout you need.

📁 Assignment Handout Numbers

0. Syllabus
1. Bellwork
2. Agenda
3. Project Info
4. Notes
5. Project Exercise
6. Theme Research & . Thumbnail Sketches
7. Preliminary Sketch
8. Final Checklist
9. Rough Draft
- Artist Statement
10. T.A.G Ticket
11. Final Paper
12. Folder Check


✅ After You Finish

- *Submit the assignment in the **Make-Up Window** on Artsonia
- *You **may submit more than once** under the Make-Up Window.
- Window Closes Week 9

Week 2 q4 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

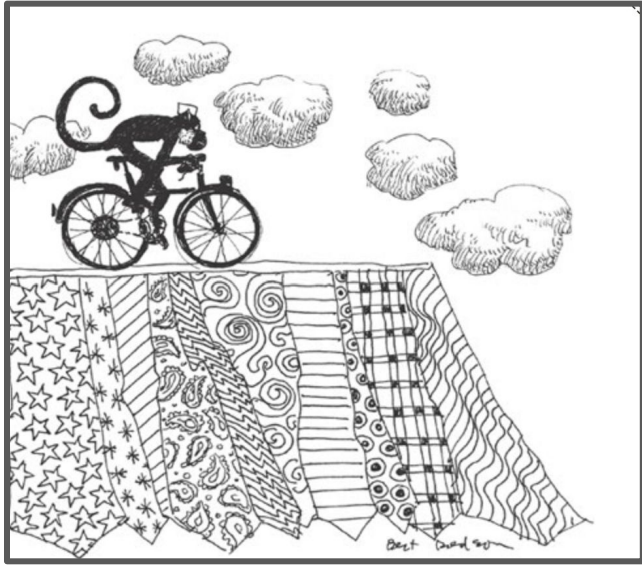
<u>Projects:</u> 2d1- Space - One Point City 2d2- Pattern-Zentangle Animal 2d3- Visualizing Ideas	Agenda
Monday 3/16	<ol style="list-style-type: none">1. Review Exercise2. Complete Exercise3. Submit Wk 1 Assignments
Tuesday 3/17	<ol style="list-style-type: none">1. Discuss Thumbnails2. Complete Thumbnails
Wednesday 3/18	<ol style="list-style-type: none">1. Discuss Preliminary Sketch2. Start Preliminary Sketch
Thursday 3/19	<ol style="list-style-type: none">1. Review Preliminary Sketch2. Complete Preliminary Sketch3. Receive grade printout * Take Home Q3 Assignments
Friday 3/20 *No Bathroom Passes*	Data Day <ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing: Sushi * Review Class Data and Personal Data
 Grading Schedule *Monday: 1st & 2nd Period *Tuesday: 3rd & 5th Period *Wednesday: 6th & 7th Period	This Week's Assignment Submissions <ol style="list-style-type: none">1. BW2. Agenda3. Thumbnail Sketches4. Preliminary Sketch

Visualizing Ideas

Name: _____ Per. _____ Date: _____ #3

Class: 2D2

Duration: 8 Class Sessions (20 minutes each)



Essential Questions:

1. How do artists use imagination and observation to develop ideas while they draw?
2. How can artists transform a simple idea into something imaginative and unexpected?
3. How can sketching and experimentation help artists improve their ideas before creating a final artwork?
4. How can artists develop their drawings by adding details, patterns, textures, and environments that strengthen the story of the image?
5. How can reflecting on and discussing artwork help artists understand their creative choices?

What will I learn:

Florida Visual Arts Standards

- VA.68.C.1.1 – Apply a range of interests and contextual connections to influence the art-making process.
- VA.68.S.1.4 – Use accurate art vocabulary to describe techniques and creative processes.
- VA.68.S.1.2 – Use various media, tools, and techniques to develop imagery.
- VA.68.S.3.1 – Use the elements of art and principles of design to create visually interesting compositions.
- VA.68.C.2.1 – Assess personal artwork using established criteria.

How will I learn it?

Objective: In this project, you will explore how artists use imagination to develop ideas while they draw. You will begin with a simple drawing of an animal doing an action, but as you work, you will look carefully at the shapes in your drawing and allow them to inspire new ideas. Just like artists do in creative sketching, you will transform parts of your drawing into unexpected objects, patterns, or environments. Your goal is to practice observing your work, making creative decisions, and letting your drawing evolve into something more imaginative. By the end of the project, you will create a finished drawing that shows an animal in motion, creative transformations within the scene, and added details such as patterns, textures, shading, or color to make your artwork feel complete.

How will I know I learned it?:

When I can say I understand the following criteria:

Criteria	4 – Exceeds Expectations
Creative Idea & Imagination	The drawing shows highly imaginative ideas. The animal and environment are unique, unexpected, and creative.
Transformation of Shapes (Letting the Drawing Evolve)	Shapes in the drawing are transformed in surprising and creative ways that strengthen the artwork.
Composition & Story	The artwork clearly tells a visual story. The composition is balanced and engaging.
Details, Patterns, & Environment	Excellent use of details, textures, patterns, and background elements that enhance the drawing.
Craftsmanship & Completion	Drawing is carefully finished with strong shading or color. Lines are clean and intentional.

Vocabulary for Zentangle Animal Design

1. **Imagination**- The ability to create new ideas, images, or possibilities in your mind.
2. **Transformation** - Changing one shape or object into something new within a drawing.
3. **Observation** - Carefully looking at shapes, lines, and details in order to develop ideas.
4. **Movement** - The feeling that something in the artwork is active or in motion.
5. **Action Pose** - A position that shows an animal or subject doing something active such as jumping, riding, flying, or climbing.
6. **Environment** - The setting or background where the subject exists.
7. **Texture**- The way something looks like it would feel (rough, soft, smooth, furry, etc.).
8. **Pattern** - A repeated design or shape used to decorate an area of the artwork.
9. **Detail**- Small elements added to make a drawing more interesting or realistic.
10. **Silhouette**- The outline shape of an object filled in with one solid color.
11. **Visual Storytelling** - Using images to communicate a story, idea, or message.
12. **Contrast** - The difference between light and dark or between different elements in an artwork.
13. **Creative Process** - The steps artists use to develop an idea from the beginning to the finished artwork.

Visualizing Ideas

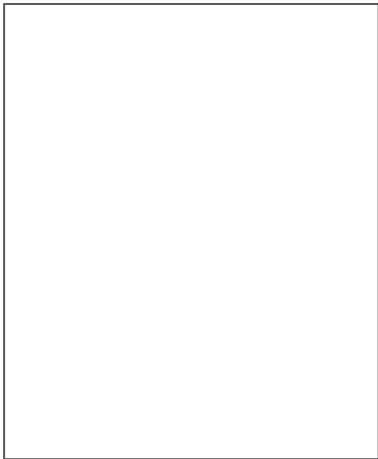
Name: _____ Per. _____ Date: _____ 6

Directions: 'Create **4 thumbnail sketches** below. Each sketch should explore a different idea before starting your final drawing. Circle the thumbnail you will use for your final drawing.

In EACH box, you must include:

- An **animal doing an action**
- A clear **composition** (placement and size)
- At least **one transformation idea** (something turns into something else)
- A **background/environment**

1

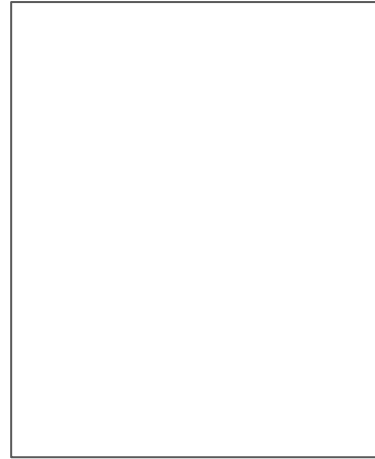


Animal + Action:

Transformation Idea:

Environment:

2

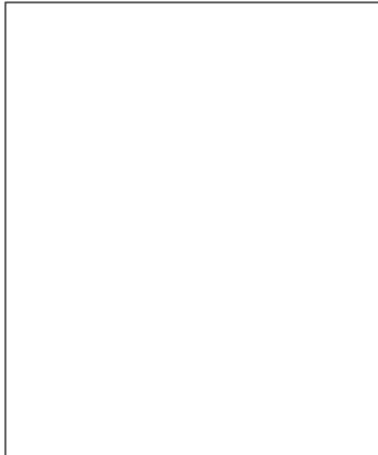


Animal + Action:

Transformation Idea:

Environment:

3



Animal + Action:

Transformation Idea:

Environment:

4



Animal + Action:

Transformation Idea:

Environment:

Visualizing Ideas-

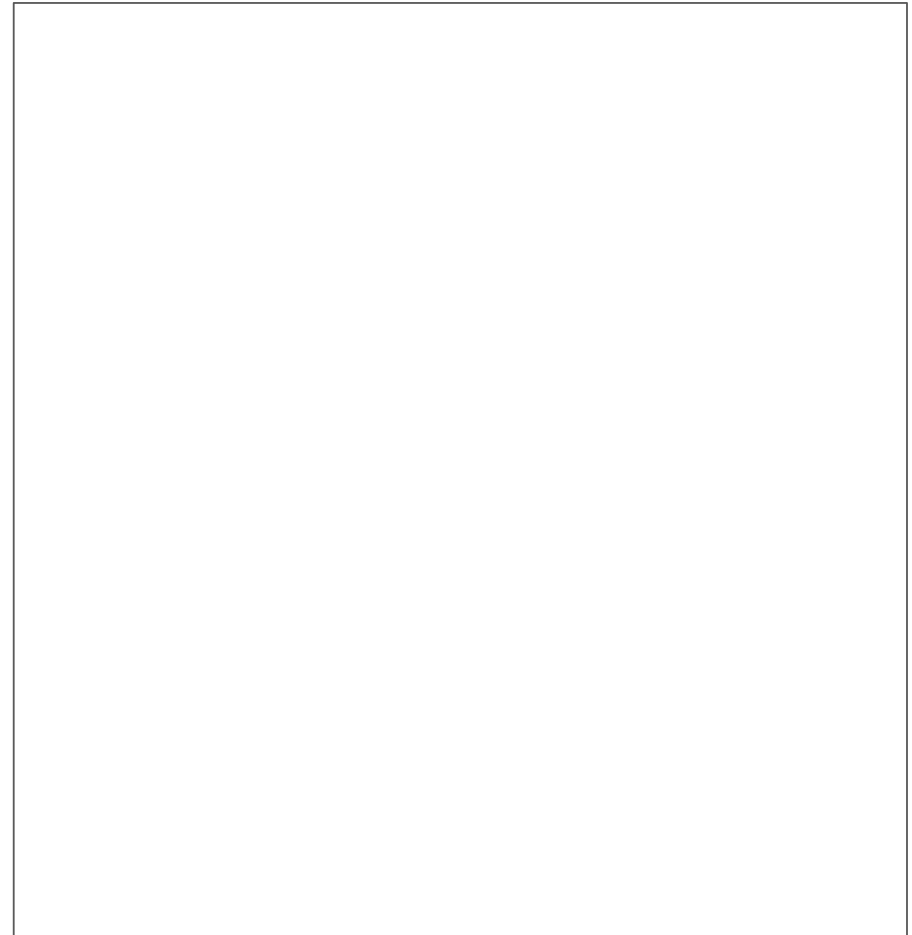
Preliminary Sketch

Name: _____ Per. _____ Date: _____ 7

Using the thumbnail you selected, begin your **preliminary sketch** by drawing a larger and more detailed version of your idea. Lightly sketch your animal in action, making sure your composition is clear and fills the space. As you draw, start developing your **transformation idea** by turning shapes into something new (for example, clouds into objects or landscapes into patterns). Add your environment and begin including important details, textures, and patterns that will make your drawing more interesting.

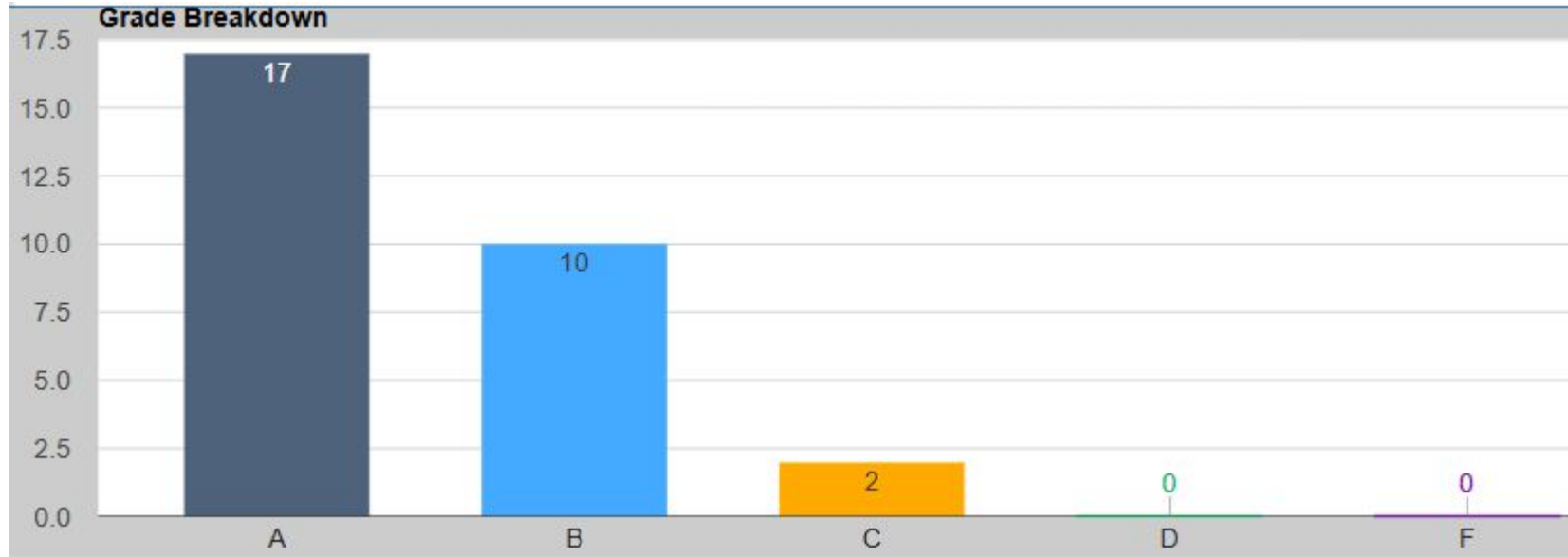
Focus on improving your idea from the thumbnail by adjusting the placement, proportions, and overall design. This is your chance to fix anything before your final drawing, so take your time and think about how to make your artwork more creative and complete. Keep your lines light and sketchy—you are still planning, not finishing.

- Animal in Action**
My animal is clearly doing an action (running, riding, flying, climbing, etc.).
- Strong Composition**
My drawing is well placed on the page (not too small, not floating, fills the space).
- Transformation Idea Included**
I have at least one creative transformation (something in my drawing turns into something else).
- Environment Added**
My drawing includes a background or setting that supports the scene.
- Details & Patterns Started**
I began adding details, textures, or patterns to make my drawing more interesting.
- Clear Story**
Someone can look at my drawing and understand what is happening.
- Improved from Thumbnail**
I made changes or improvements from my thumbnail to strengthen my idea.
- Light Sketch Lines**
My lines are light and easy to adjust (not dark or final).

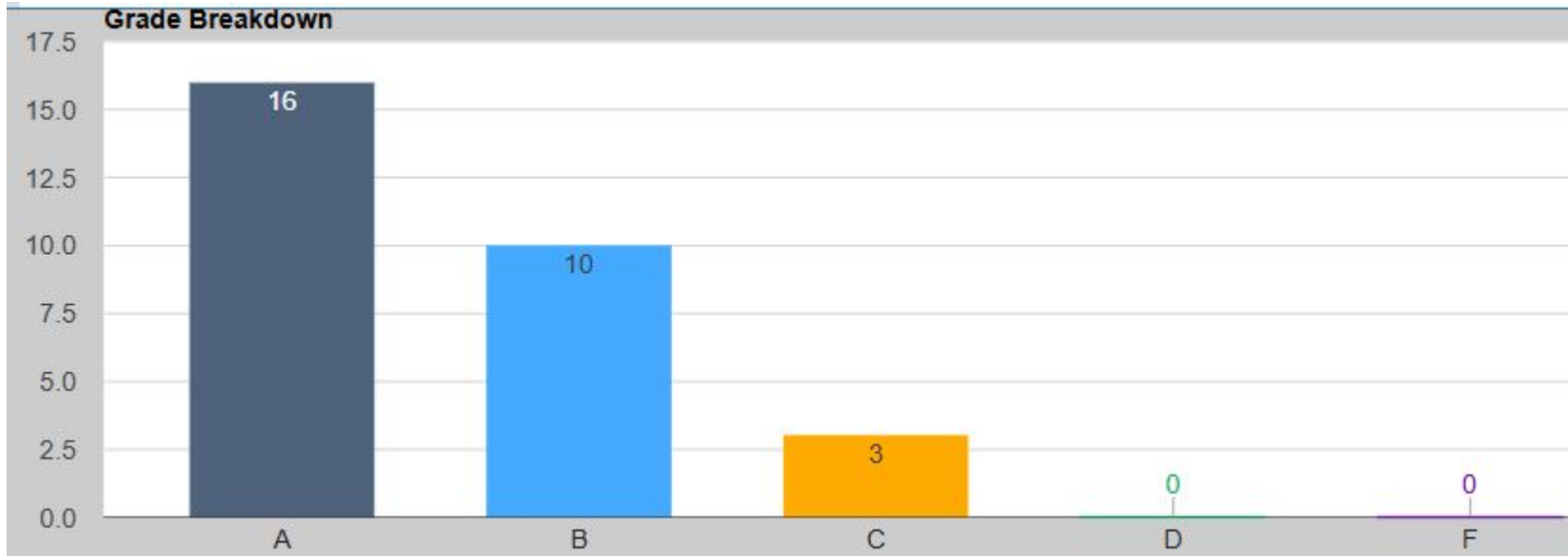


Please
remember
Mrs. StewART
only asks for your
Best!

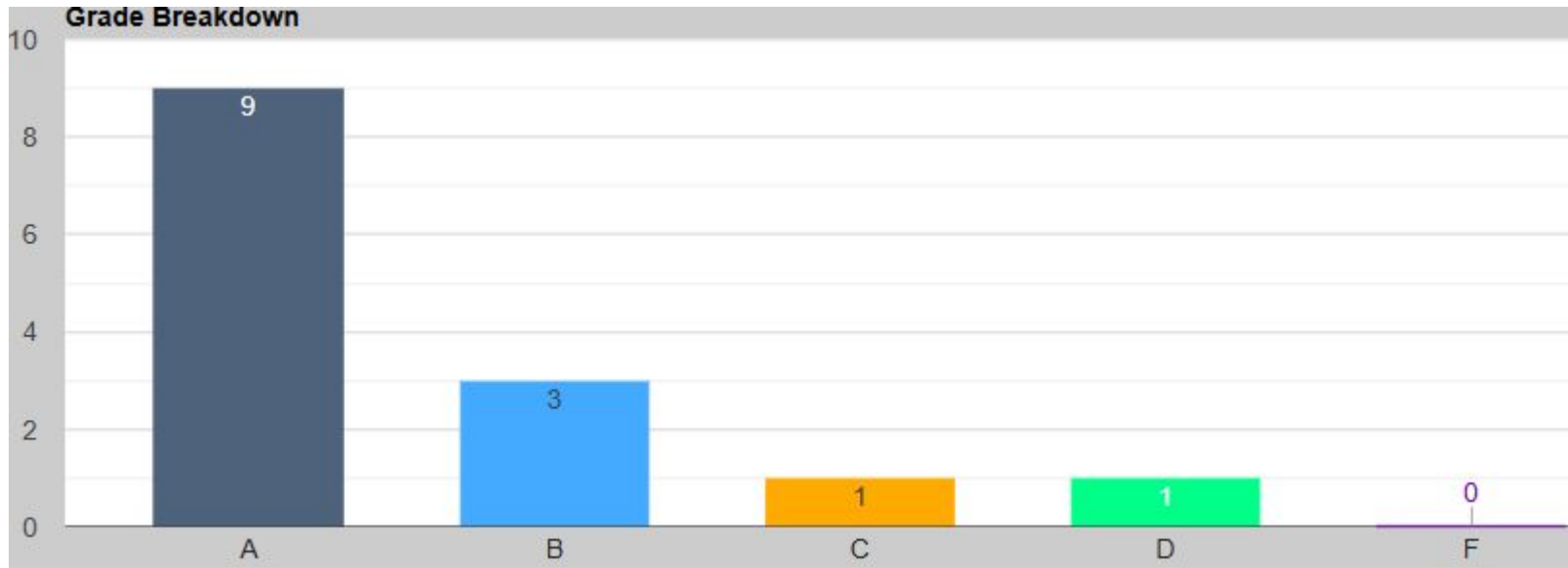
1st Period - 91%



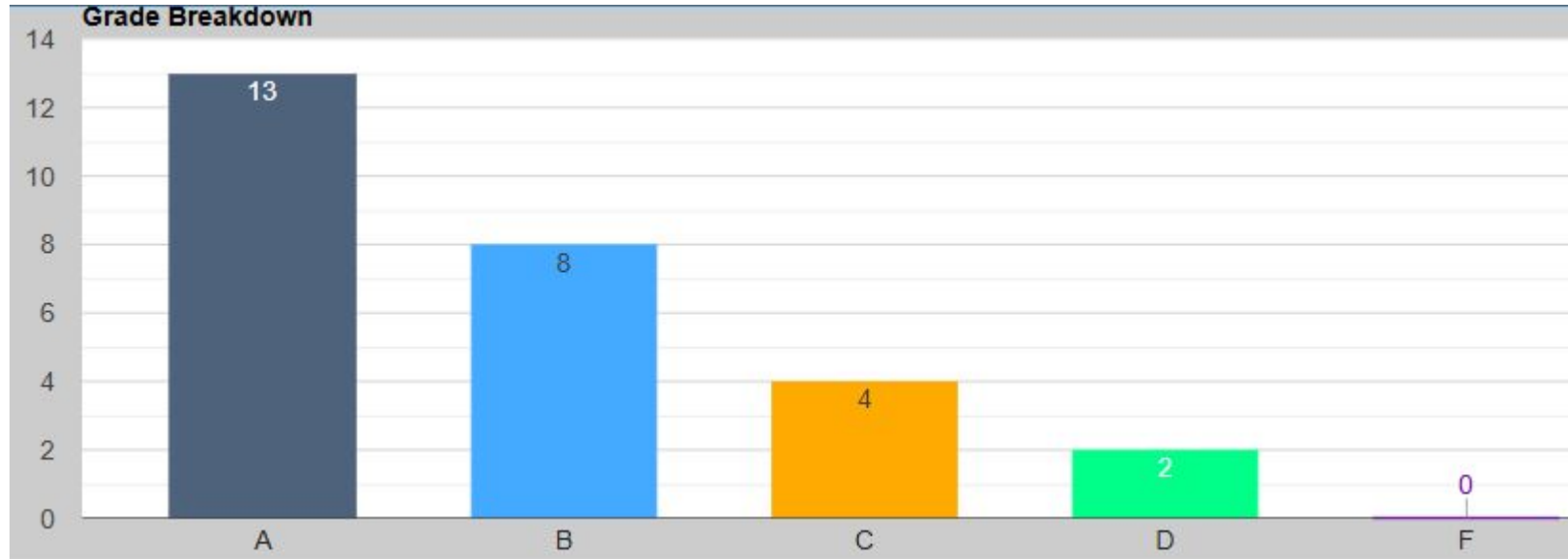
2nd Period - 91



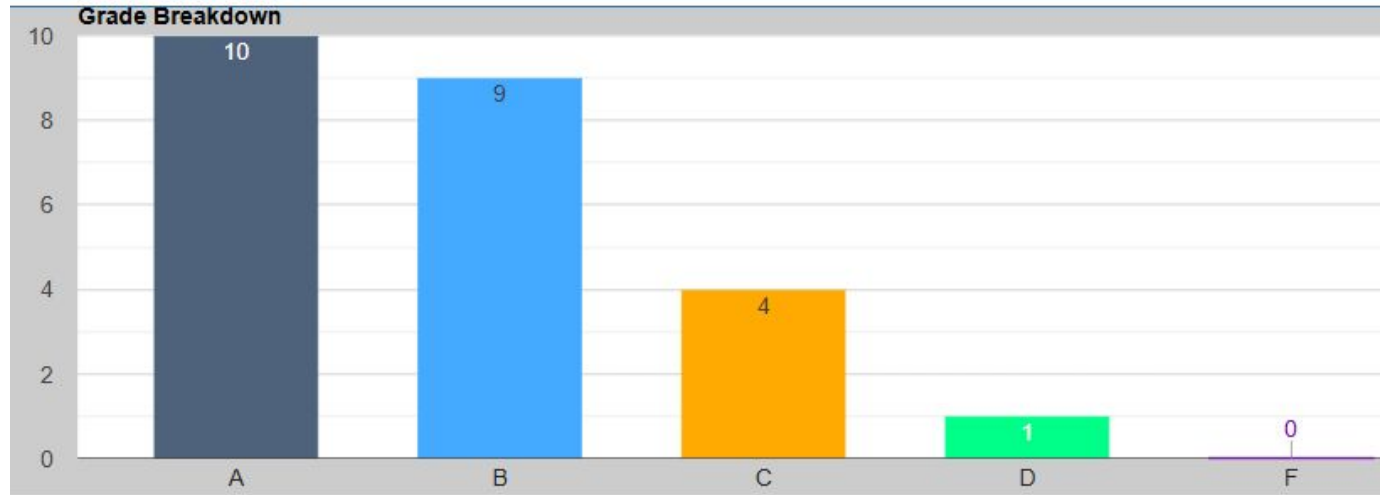
3rd Period - 89%



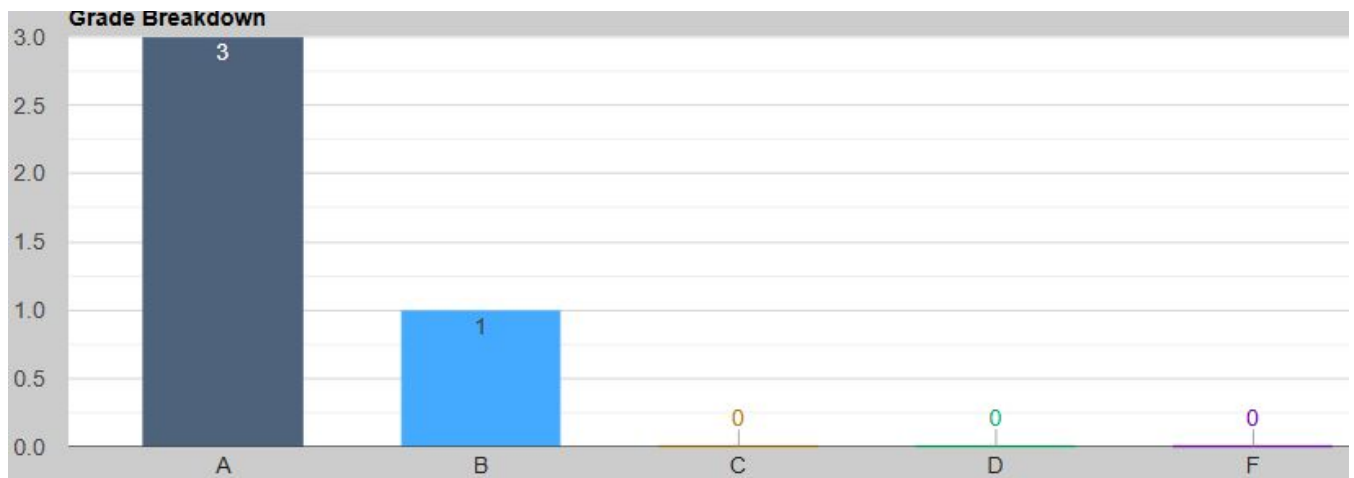
5th Period - 87%



6th Period - 86%-2D2



6th Period - 92%-2D3



7th Period - 87%

