

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. When completed, work on a Free Drawing.

Movement: The Art Cart

Participation: Drawing and Writing

Sound: Instructor's Music

2d1=Gray

2d2=green

2d3= blue

Weekend Highlight: Family Time at Turkey Creek



Level=1

**Take 1-minute to Share Your
Bellwork**

Directions:

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

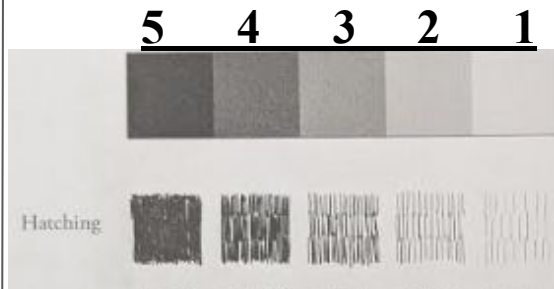
Bellwork**2D Week 7-Q4****Texture- Animal Texture**

2nd week of project

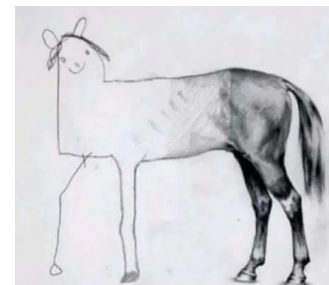
Monday**Light vs. Dark Lines**

Copy the Hatching value scale below.

👉 *Focus: Pencil control*

**Tuesday**

Study the drawing carefully and identify at least 3 proportion mistakes (for example: something too big, too small, too long, or misplaced). Write the errors. Then, next to each one, write how you would fix it.

**Wednesday****Slow Contour Drawing**

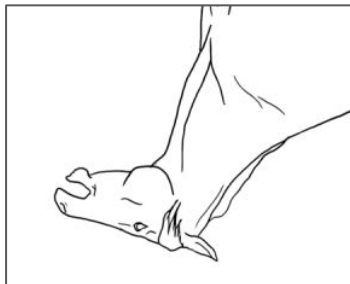
Draw the animal below, slowly using careful contour lines.

👉 *Focus: Accuracy and patience*

**Thursday****Upside-Down Drawing**

Draw the image below, as it is upside down.

👉 *Focus: Seeing shapes, not symbols*

**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 7 q4 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

<u>Projects:</u> 2d1- Texture - Animal Texture 2d2-Balance-Radial Printmaking 2d3- Storytelling	<u>Agenda</u> <i>*If you miss a day you need to work on your project at home in order to meet the due date.</i>
Monday 4/27	<ol style="list-style-type: none">1. Discuss Thumbnail Expectations2. Start Thumbnail Sketches
Tuesday 4/28	<ol style="list-style-type: none">1. Review Thumbnail Expectations2. Complete Thumbnail Sketches
Wednesday 4/29	<ol style="list-style-type: none">1. Discuss Preliminary Expectations2. Start Preliminary Sketch (Grid & Contour)
Thursday 4/30	<ol style="list-style-type: none">1. Discuss Preliminary Expectations2. Complete Preliminary Sketch (Grid & Contour) <ul style="list-style-type: none">• Receive grade printout
Friday 5/1 *No Bathroom Passes*	<ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing: Zebra <p>* Review Class Data and Personal Data</p>
 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

Monday	Tuesday	Wednesday	Thursday	Friday
<p>No Freeze/No Gym 4</p> <p>TESTING:</p> <p>1. AP Biology (8AM) – Dr. Caleb to Proctor room 249</p> <p>*Regular Rotation*</p>	<p>No Freeze/No Gym 5</p> <p>TESTING:</p> <p>1. PM3 ELA Grade 9,10</p> <p>*Regular Rotation*</p>	<p>*Freeze/Gym* 6</p> <p><u>SPECIAL SCHEDULE!!</u></p> <p>FREEZE Schedule:</p> <p>9:10–11:54am Period 5 11:58-1:28pm Period 4/Lunch 1:32-2:49pm Period 6 2:53-4:15am Period 7</p> <p>TESTING:</p> <p>1. PM3 ELA TEST 6,7,8 2. AP Eng. Lit. (8AM) Ms. Burnette to Proctor in room 253 3. Make ups</p>	<p>No Freeze/No Gym* 7</p> <p>TESTING:</p> <p>1. US Hist EOC 2. AP Stat (12PM) Parrish to proctor in Rm 238 3. AP World Hist (8AM) Hamzeh to Proctor in Rm 257 4. Make ups: Procaccino Rm 209- Frame displaced w/students to back patio Kunert Rm 253- Widmer displaced w/students to back patio *Regular Rotation*</p>	<p>No Freeze/No Gym 8</p> <p>Make ups:</p> <p>2 classes, as needed: Procaccino – Room 222 Rodriguez displaced w/students to back patio</p> <p>Kunert – Room 256 Briskey displaced w/students to back patio</p> <p>*Regular Rotation*</p>
<p>No Freeze/No Gym 11</p> <p>TESTING:</p> <p>1. Algebra 1 2. Geometry 3. Calc AB (8AM)– Caleb to proctor in Rm TLC2 4. AP Seminar (12PM)– Foster to proctor in Rm 220</p> <p>*Regular Rotation*</p>	<p>* Freeze/Gym* 12</p> <p><u>SPECIAL SCHEDULE!!</u></p> <p>FREEZE Schedule:</p> <p>9:10–11:54am Period 6 11:58-1:28pm Period 4/Lunch 1:32-2:49pm Period 1 2:53-4:15am Period 2</p> <p>TESTING:</p> <p>1. PM3 Math (excl. Alg.1/Geo Stud.) 2. Make ups</p>	<p>No Freeze/No Gym 13</p> <p>TESTING:</p> <p>1. Biology EOC 2. AP Lang. (8AM) – Widmer to proctor in Rm 258 3. Make ups</p> <p>*Regular Rotation*</p>	<p>Freeze/Gym 14</p> <p><u>SPECIAL SCHEDULE!!</u></p> <p>FREEZE Schedule:</p> <p>9:10–11:54am Period 3 11:58-1:28pm Period 4/Lunch 1:32-2:49pm Period 1 2:53-4:15am Period 2</p> <p>TESTING:</p> <p>1. 8th Grade Science 2. Civics EOC</p> <p>*Regular Rotation*</p>	<p>No Freeze/No Gym 15</p> <p>TESTING:</p> <p>1. AP Environmental Sci - (8AM) Velez to proctor in Rm 220 2. Make ups: Procaccino Rm 238- Hamzeh displaced w/students to back patio Kunert Rm 255 – N. Labreque displaced w/students to back patio *Regular Rotation*</p>

No Freeze/No Gym 18	Semester Exams 19	Semester Exams 20	Semester Exams 21	Semester Exams 22
<p><u>MAKE UPS:</u></p> <p>1. Procaccino Rm 254- Neustel displaced w/students to back patio</p> <p>2. Kunert Rm 236- Sleight displaced w/students to back patio</p> <p>*Regular Rotation*</p>	<p>9:05am to 4:15pm</p> <p>1st Period (9:05-9:48) 2nd Period (9:52-10:30) 3rd Period (10:34-11:12) 5th Period (11:16-11:54) 4th Period (11:58-1:28) 6th Period (1:32-2:06)</p> <p>7th Period (2:10-4:15) EXAM</p>	<p>Early Release Day 9:05am to 2:45pm</p> <p>1st Period (9:05-11:36) Exam</p> <p>2nd Period (11:40-2:45) Exam & Lunch</p> <p>Students will attend the lunch period (<u>A,B,C</u>) of their 2nd period teacher.</p>	<p>Early Release Day 9:05am to 2:45pm</p> <p>3rd Period (9:05-11:36) Exam</p> <p>4th Period (11:40-2:45) Exam & Lunch</p> <p>Students will attend the lunch period (<u>A,B,C</u>) of their 4th period teacher.</p>	<p>Early Release Day 9:05am to 2:45pm</p> <p>5th Period (9:05-11:36) Exam</p> <p>6th Period (11:40-2:45) Exam & Lunch</p> <p>Students will attend the lunch period (<u>A,B,C</u>) of their 6th period teacher.</p> <p>Last Day for Students NO BACK PACKS</p>

Reminders:**Find assignment information:**

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Friday 5/1 *No Bathroom Passes*	<ol style="list-style-type: none"> 1. Submit Assignments 2. Complete Data Day Drawing: Zebra * Review Class Data and Personal Data
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YOU HAVE 4 MINS. TO UPLOAD**D****C****B****A**

Free-Seat Friday will begin after the second rotation is completed.

Gallery Helpers- Curators

1st per.

1. Chi Chi
2. Benjamin S.

2nd Per.

1. Damian
2. Milton

3rd Per.

1. Clayton
2. Brayden

5th per.

1. Abel
2. Tripp

6th Per.

1. George
2. Allie

7th Per.

1. Yenn Dane
2. Ivy

Tuesday:

-Take down art from panels

-Take out the previous art

Wednesday

-Replace it with new art

Thursday:

Hang up the new art



Place the Gallery in the Foyer of the Gym. Use the elevator. Fold the first panel to the back. Fold the third panel inward. Make sure each art piece is protected so that it isn't folded.

5th per. - 1. Abel 2. Tripp 3. Kylie 4. Noah

Texture-" Animal Texture"

Name: _____ Per. _____ Date: _____ #3

Class: 2D1

Duration: 8 Class Sessions
(20 minutes each)

Focus Elements: Texture

Medium: Graphite on
Drawing Paper



Essential Questions:

1. How do I choose and plan an animal image that will allow me to clearly show texture and value in my drawing?
2. How can I use the grid method to accurately draw proportions and shapes in my animal portrait?
3. How does understanding value (light to dark) help me create the illusion of form and depth in my drawing?
4. How can I use different graphite shading techniques to create realistic textures like fur, feathers, or scales?
5. How does my use of value, texture, and proportion communicate realism and effort in my final artwork?

What will I learn:

Florida Visual Arts Standards

- VA.68.O.1.1** – Use the structural elements of art (line, shape, value) to organize a composition.
- VA.68.O.2.2** – Use visual information and prior knowledge to construct meaning.
- VA.68.S.1.3** – Use tools, media, and techniques to achieve desired effects.
- VA.68.C.2.2** – Evaluate artwork using criteria based on the elements of art and principles of design.

How will I learn it?:

Objective: I will use the grid method to accurately draw an animal portrait and use graphite shading techniques to create realistic texture and value. My goal is to show how light and shadow help describe the surface of my animal (fur, feathers, scales, etc.).

Summary: In this project, you will choose an animal and use the **grid method** to draw it with correct proportions. Once your drawing is complete, you will use **graphite (pencil)** to add shading and texture. You will focus on showing **value (light to dark)** and using different shading techniques to make your animal look realistic. Your final drawing should clearly show texture and depth using only pencil.

How will I know I learned it?:

When I can say I understand the following criteria:

Criteria	4 – Exceeds
Proportion (Grid Drawing)	Drawing is highly accurate; shapes and proportions closely match the reference
Value (Shading Range)	Full range of value (light → dark) clearly shown with strong contrast
Texture (Graphite Techniques)	Texture is highly developed and realistic using multiple techniques
Craftsmanship	Very neat, clean, and polished; no smudges or stray marks
Effort & Completion	Fully complete with strong effort and attention to detail

Vocabulary for Texture: Animal Texture

1. **Grid Method**- A technique that uses squares to help accurately copy an image and keep proportions correct.
2. **Proportion** - The size relationship between parts of a drawing to make it look realistic.
3. **Observation Drawing** -Drawing by carefully looking at a reference image and capturing what you actually see.
4. **Contour Line** - A line that outlines the edges and important details of an object.
5. **Line Weight**- The thickness or thinness of a line.
6. **Value**- The lightness or darkness of a surface.
7. **Value Scale** - A range of values from light to dark.
8. **Highlight** - The lightest area where light hits the object.
9. **Midtone**- The middle range of value between light and dark.
10. **Core Shadow** - The darkest area on the object where light does not reach.
11. **Blending**- Smoothing values together to create gradual transitions.
12. **Texture**- The way something looks like it feels (rough, soft, smooth, etc.).
13. **Implied Texture**- Texture that is created visually to look real, even though the surface is smooth.
14. **Hatching** - Using parallel lines to create shading.
15. **Cross-Hatching**- Layering intersecting lines to create darker value.
16. **Scribbling** - Using loose, overlapping lines to create texture or shading.
17. **Blending** - Smoothing graphite to create soft transitions.
18. **Erasing (Highlighting)** - Using an eraser to create light areas in a shaded drawing.

Texture: Animal Texture

Criteria	4 – Exceeds	3 – Meets	2 – Approaching	1 – Beginning
Proportion (Grid Drawing)	Drawing is highly accurate; shapes and proportions closely match the reference	Mostly accurate with minor errors	Some noticeable proportion issues	Proportions are incorrect or incomplete
Value (Shading Range)	Full range of value (light → dark) clearly shown with strong contrast	Good range of value with some contrast	Limited value range; mostly light or dark	Little to no shading present
Texture (Graphite Techniques)	Texture is highly developed and realistic using multiple techniques	Texture is clear and mostly consistent	Texture is attempted but lacks clarity	Texture is not clearly shown
Craftsmanship	Very neat, clean, and polished; no smudges or stray marks	Mostly neat with minor smudges	Some messy areas or smudging	Work is messy, rushed, or incomplete
Effort & Completion	Fully complete with strong effort and attention to detail	Mostly complete with good effort	Partially complete or lacks detail	Incomplete with minimal effort

Animal Texture- Thumbnail Sketches

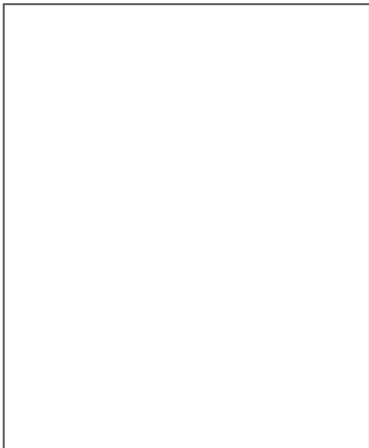
Name: _____ Per. _____ Date: _____ 6

Directions: Choose **2 different animal images** from the options provided. In the thumbnail boxes, sketch each animal quickly using basic shapes and light lines. Do not focus on details—focus on **placement, proportion, and composition**. Which thumbnail will allow you to show the best texture and value?

1



2

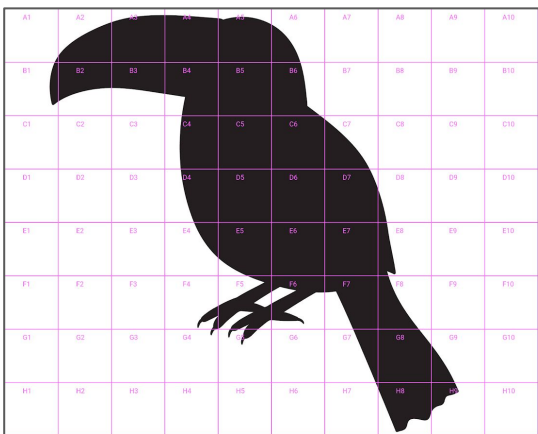


1. My chosen animal: _____

2. Why I chose this animal: _____

Animal Texture- Preliminary Drawing Name: _____ Per. _____ Date: _____ 7

Directions: The preliminary drawing 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 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 adding texture **inside the animal**. Take your time and work carefully—this step sets you up for a successful final artwork!

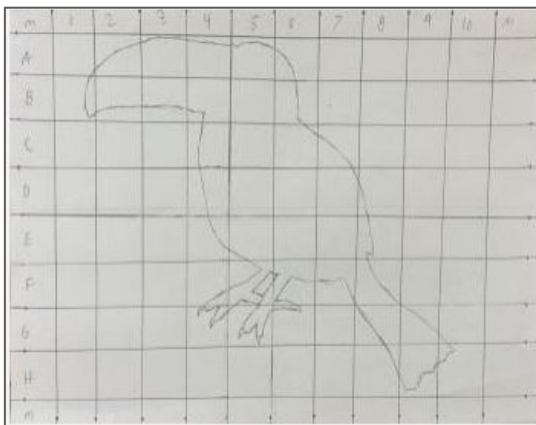


Preliminary Sketch Checklist

- 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 texture yet)**.



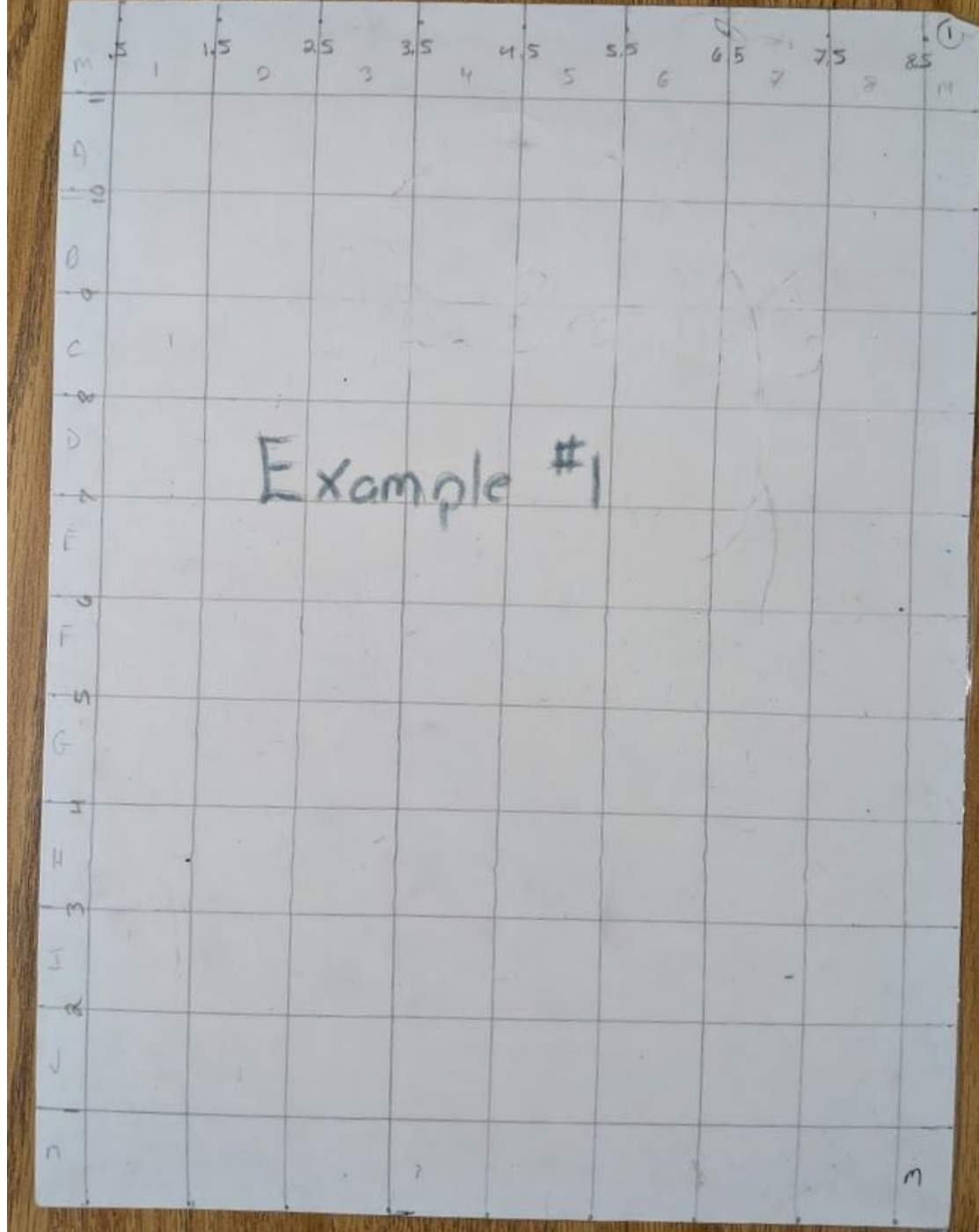
Before Submitting

- 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**.

Animal Texture-

Preliminary Drawing

Directions: The preliminary drawing 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 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 adding texture **inside the animal**. Take your time and work carefully—this step sets you up for a successful final artwork!

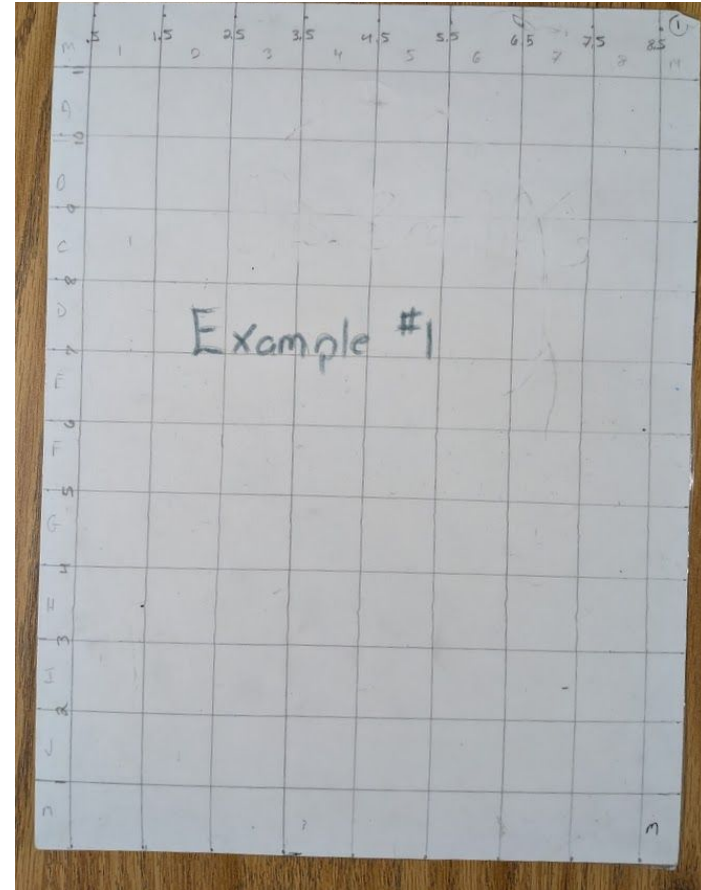


Animal Texture-

Preliminary Drawing

Vertical- Place dots at the top of the page and the bottom.

Horizontal - Place dots on the left and the right.



What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Your Hand

Activities

Animal Texture- Thumbnail Sketches

Directions: Choose **2 different animal images** from the options provided. In the thumbnail boxes, sketch each animal quickly using basic shapes and light lines. Do not focus on details—focus on **placement, proportion, and composition**. Which thumbnail will allow you to show the best texture and value?

I'm Done, Now What?

1. **Use this time to practice adding value and line within your chosen animal.**
2. **Submit to Artsonia**
3. **Finish your grid exercise. If you submitted it incomplete, you received a 50% (F). Once you complete it, resubmit it to the Make Up window to earn an A.**
4. **Free Draw**

Animal Texture- Thumbnail Sketches

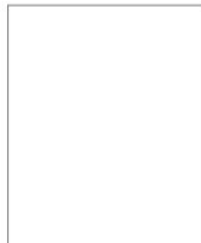
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1



2



1. My chosen animal: _____

2. Why I chose this animal: _____

Movement

Materials Counter

Participation

Drawing

What You Will Do: Independent Time

Conversation

At a Level-1

Help

Ask 3 Before Me

Activities

Animal Texture- Thumbnail Sketches

Directions: Choose **2 different animal images** from the options provided. In the thumbnail boxes, sketch each animal quickly using basic shapes and light lines. Do not focus on details—focus on **placement, proportion, and composition**. Which thumbnail will allow you to show the best texture and value?

I'm Done, Now What?

1. Use this time to practice adding value and line within your chosen animal.
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Animal Texture- Thumbnail Sketches Name: _____ Per. _____ Date: _____ 6

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1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

1. My chosen animal: _____

2. Why I chose this animal: _____

Movement

Materials Counter

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Drawing

What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Your Hand

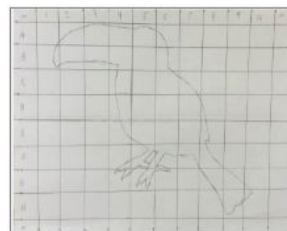
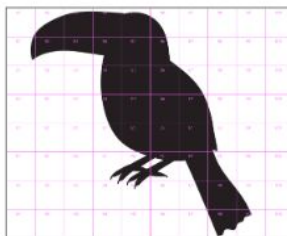
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At a Level-0

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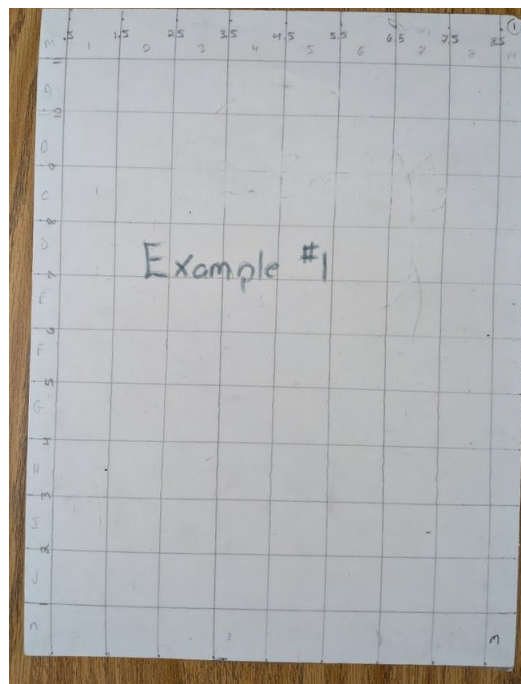
Raise Your Hand

Activities

Animal Texture-

Place dots at the top of the page and the bottom.

Place dots on the left and the right.



Movement

Materials Counter

Participation

Drawing

Directions:

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

Bellwork**2D2 Week 7-Q4****Balance- Radial Printmaking**

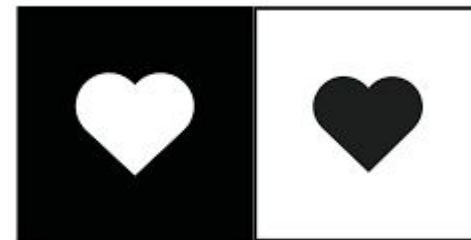
2nd week of project

Monday**Bold vs. Thin Lines**

Draw the same object twice—once using thin lines, once using bold lines. Which works better for printmaking?.

Tuesday**Positive vs. Negative Space**

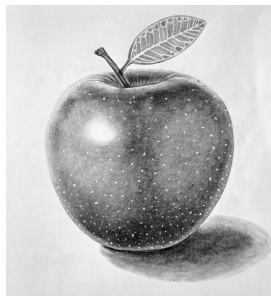
Draw and color in the two images below.
Observe and explain how negative space being shaded-in changes the design.

**Wednesday****Mirror Drawing**

Draw a vertical line down the center of the box to divide it in half. On one side, create half of a design. Then, use the line as a guide to draw the matching half on the other side, making sure both sides are symmetrical.

Thursday**Simplify It**

Choose one of the detailed drawings below and simplify it into basic shapes and lines (make a stamp).

**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

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! 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
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7. Preliminary Sketch
8. Final Checklist
9. Rough Draft
- Artist Statement
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✅ After You Finish

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Week 7 q4 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

<u>Projects:</u> 2d1- Texture - Animal Texture 2d2-Balance-Radial Printmaking 2d3- Storytelling	<u>Agenda</u> <i>*If you miss a day you need to work on your project at home in order to meet the due date.</i>
Monday 4/27	<ol style="list-style-type: none">1. Discuss Thumbnail Expectations2. Start Thumbnail Sketches
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Friday 5/1 *No Bathroom Passes*	<ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing: Zebra <p>* Review Class Data and Personal Data</p>
 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

Balance-"Radial Printmaking"

Name: _____ Per. _____ Date: _____ #3

Class: 2D2

**Duration: 8 Class Sessions
(20 minutes each)**

Focus Principle: Balance

**Medium: Printmaking Ink on
Drawing Paper**



Essential Questions:

- 1. How can I develop a creative idea that uses radial balance and communicates my chosen theme?**
- 2. How can I plan and design a composition that will successfully translate into a relief print?**
- 3. How does my understanding of positive and negative space affect the way I carve my design?**
- 4. How can I use technique and craftsmanship to create clear and balanced radial prints?**
- 5. How can I evaluate my artwork and explain how I used radial balance and printmaking techniques?**

Florida Visual Arts Standards

VA.68.C.1.1 – Apply creative thinking skills to solve visual art problems.

VA.68.O.1.1 – Use elements of art and principles of design to create artwork.

VA.68.S.1.1 – Experiment with techniques and processes to develop skills.

VA.68.S.3.4 – Demonstrate proper craftsmanship and safe use of tools.

VA.68.C.2.1 – Evaluate and reflect on personal and peer artwork.

Objective: Students will design and carve a linoleum block to create a repeated relief print showing radial balance. They will safely use printmaking tools and demonstrate craftsmanship, creativity, and understanding of the principle of balance by printing their block 4 times to form a completed radial composition.

Summary: In this project, you will explore **relief printmaking** and the design principle of **balance**. You will start by sketching a design that fits a theme (like nature, cultural symbols, abstract shapes, or a personal symbol). You will carve your design into a soft **linoleum block** using safe carving techniques. Once your block is ready, you'll learn how to **print your design 4 times** in a circle to create a **radial balanced pattern**. Radial balance means the design repeats evenly around a center point, like a flower, sun, or wheel. This project will help you practice craftsmanship, creativity, and problem-solving. You'll also get to experience the exciting process of making multiple prints from your carved block! At the end, you'll reflect on your work and participate in a gallery walk to celebrate everyone's prints.

How will I know I learned it?:

When I can say I understand the following criteria:

Criteria	20 pts - Excellent
Radial Balance (4 Prints)	All 4 prints are clearly aligned and evenly spaced around the center; strong radial pattern
Craftsmanship & Carving	Clean, careful carving with strong lines and clear positive/negative space
Creativity & Design	Original, creative design with excellent use of shapes, space, and details
Printing Technique	All prints are evenly inked and clearly pressed; excellent consistency
Participation	Stayed focused, followed directions, used tools safely, and helped with clean-up without reminders

Balance-"Radial Printmaking" -Vocabulary

1. **Relief Printing** – A printmaking technique where the raised (uncarved) areas of a surface are inked and pressed onto paper.
2. **Linoleum Block** – A soft material used for carving designs to create relief prints.
3. **Carving Tool (Gouge)** – A hand tool with a V- or U-shaped blade used to remove material from the linoleum block.
4. **Positive Space** – The areas of the block that are raised and will receive ink.
5. **Negative Space** – The carved-away areas that will remain white (or the color of the paper) in the final print.
6. **Brayer** – A roller used to apply ink evenly onto the surface of the linoleum block.
7. **Baren** – A tool used to press paper onto the inked block to transfer the image (or a spoon as a substitute).
8. **Printmaking** – The process of creating artworks by printing, normally on paper.
9. **Radial Balance** – A type of balance where elements are arranged around a central point, like the spokes of a wheel.
10. **Symmetry** – When one side of a design mirrors another, often used to achieve balance in art.
11. **Impression** – The image created when a print is made from the block.
12. **Edition** – A set of identical prints made from the same block.
13. **Registration** – The accurate placement of the paper when printing to ensure alignment, especially in repeated or layered prints.
14. **Inking** – The process of applying ink to the raised surface of a printing block.
15. **Print** – The final image transferred from the inked block to paper.
16. **Asymmetrical Balance** – A type of balance where elements on either side of a composition are different, but still create a visually balanced image.

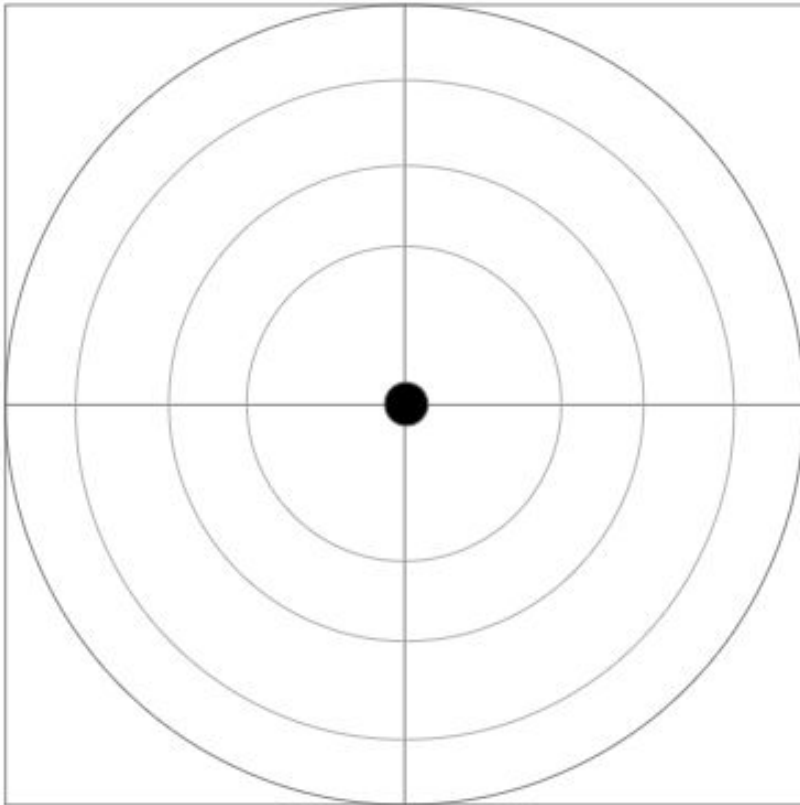
Radial Printmarking- Thumbnail

Name: _____ Per. _____ Date: _____ 6

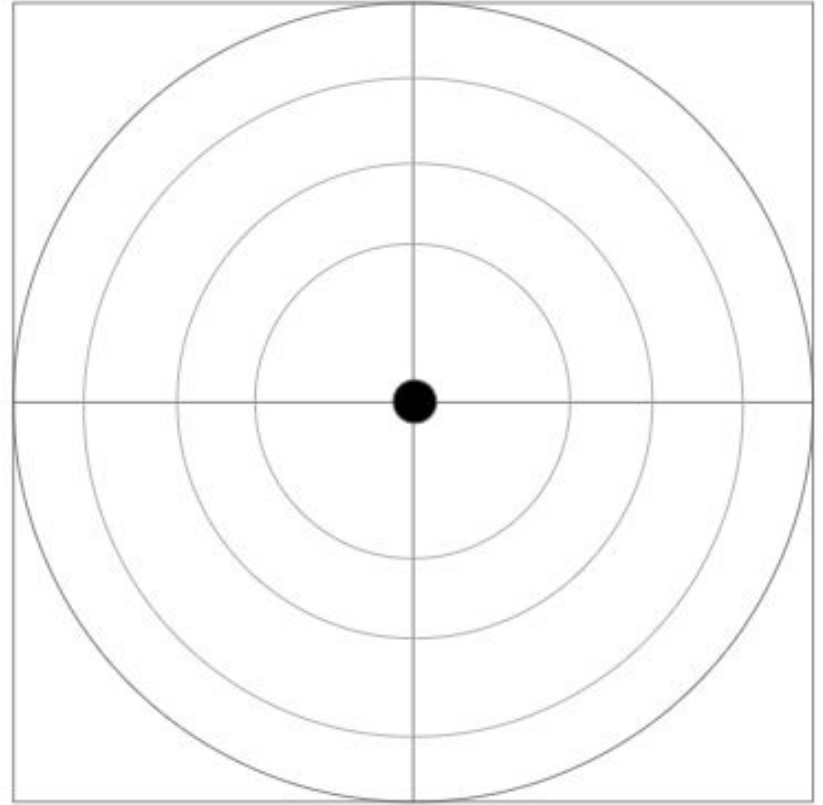
Sketches

Directions: For your thumbnail sketches, create **two different design ideas** using symbols that represent you, such as your hobbies, interests, favorite objects, or things that are important to your identity. Begin by drawing your symbols inside the square, then simplify them into bold shapes and lines so they will be easier to carve. Each design should repeat around a center point to create **radial balance**, so think about how your symbols will rotate and form a pattern. Focus on making your designs clear, balanced, and meaningful. These thumbnails will help you choose the strongest idea for your final print.

1



2



Radial Printmarking- Preliminary

Name: _____ Per. _____ Date: _____ 7

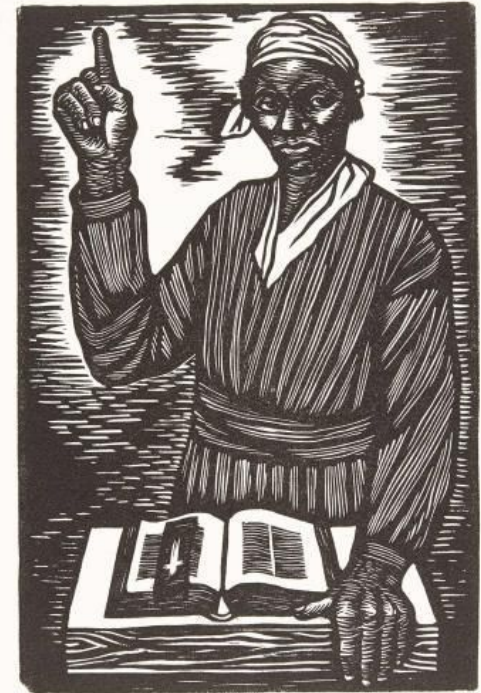
Sketch

Directions: Choose your strongest idea from your thumbnail sketches and use it to begin your preliminary drawing. You will only draw **one quarter of your radial design**, so focus on making this section detailed and clear. Inside the section below, carefully draw your design, making sure to use **bold shapes and lines** that will be easy to carve. Think about how your design will repeat when it is rotated to complete the full circle. Pay attention to **balance, spacing, and positive and negative space** so your final print will be clear and visually strong.

Create a 4 inch by 4 inch square below.

Good Design Checklist:

- I used only 3–5 main shapes in my design.
- My lines are thick and bold (no tiny details).
“If I can’t trace it with a marker, you can’t carve it.”
- I removed small textures and patterns.
- I clearly showed positive space (what will print).
- I clearly showed negative space (what will be carved away).
- My design is easy to see from 3 feet away.
- My design will repeat correctly for radial balance.
- I can explain what will be carved and what will print.



Elizabeth Catlett

Who: American artist known for linoleum and woodcut prints

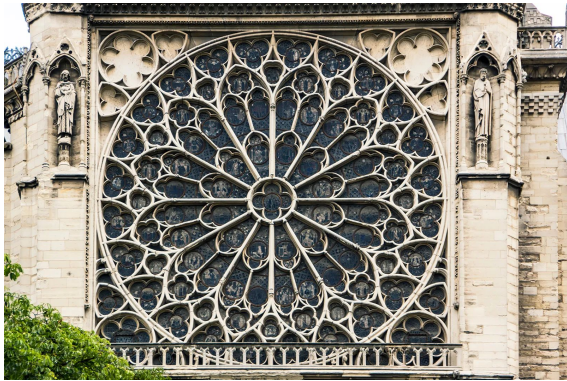
Look For: Bold shapes, strong contrast, simple forms

Why It Matters:

Catlett's work shows how simplifying shapes makes carving easier and more powerful. Her designs use strong positive and negative space—just like you will in your print.

Think About It:

👉 Why is it important to simplify your design before carving?



Radial design has been used throughout art history because it naturally creates a strong sense of **balance, unity, and focus**. You can see it in many cultures and time periods. For example, circular window designs like rose windows in Notre-Dame Cathedral use radial balance to draw the viewer's eye to the center and create a feeling of harmony. In cultures around the world, mandalas—like those in Buddhism and Hinduism—use radial patterns to represent order, unity, and sometimes spiritual ideas. Artists and designers have also used radial balance in decorative arts like textiles, pottery, and architecture because it creates visually pleasing and organized patterns.

You should care about learning radial balance because it is a **powerful design tool**. It helps you organize your artwork so it doesn't feel random or unbalanced. It also teaches you how to **repeat and rotate shapes**, which is an important skill in many creative fields like graphic design, illustration, and even logo design. Practicing radial balance will make your compositions stronger, more intentional, and more visually interesting. It also prepares you for projects like printmaking, where planning and repetition are key to success.



Radial Printmarking- Preliminary

Sketch

Name: _____ Per. _____ Date: _____ 7

Directions: Choose your strongest idea from your thumbnail sketches and use it to begin your preliminary drawing. You will only draw **one quarter of your radial design**, so focus on making this section detailed and clear. Inside the section below, carefully draw your design, making sure to use **bold shapes and lines** that will be easy to carve. Think about how your design will repeat when it is rotated to complete the full circle. Pay attention to **balance, spacing, and positive and negative space** so your final print will be clear and visually strong.

Checklist

- I used only 3–5 main shapes in my design.
- My lines are thick and bold (no tiny details).
- I removed small textures and patterns.
- I clearly showed positive space (what will print).
- I clearly showed negative space (what will be carved away).
- My design is easy to see from 3 feet away.
- My design will repeat correctly for radial balance.
- I can explain what will be carved and what will print.





Directions:

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

Bellwork**2D3- Week 7-Q4****Visualizing Ideas****2nd** week of project**Monday****3-Step Sequence**

Draw a quick 3-panel sequence showing a simple change.

Tuesday**Before & After**

Draw something normal on the left, unexpected on the right. Add a small middle sketch to connect them.

Wednesday**Smooth Transitions**

Sketch 3 steps of something stretching, growing, or shrinking.

Thursday**Cause & Effect Sketch**

Draw something that causes a reaction (ex: drop → splash → explosion).

Friday***No Bellwork*****Complete the Agenda*****Complete the Data Day****Drawing****in your sketchbook****Due Week 9 - Friday**

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Week 7 q4 - Agenda- This Week in Art:

2

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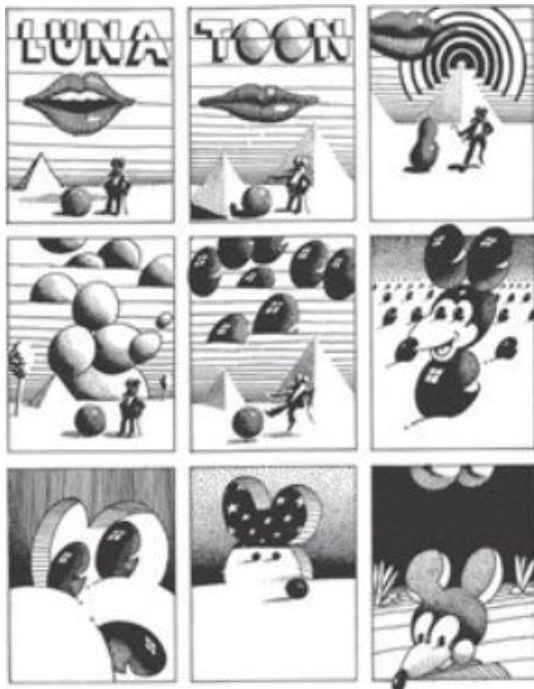
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Storytelling: Sequence

Name: _____ Per. _____ Date: _____ #3

Class: 2D3

Duration: 8 Class Sessions (20 minutes each)



Essential Questions:

1. How can I turn a simple idea into a visual story?
2. How do artists plan changes from one image to the next?
3. How can I show movement, change, or transformation across panels?
4. How do I make my sequence clear and easy to follow?
5. How does my sequence guide the viewer through a story?

What will I learn:

Florida Visual Arts Standards

- VA.68.C.1.2 – Use visual evidence to show how ideas are developed in artworks
- VA.68.S.1.4 – Use accurate art vocabulary to describe techniques and processes
- VA.68.O.1.1 – Use creative problem-solving skills in art-making
- VA.68.F.3.4 – Follow directions and complete artwork with craftsmanship
- VA.68.C.2.1 – Assess personal artwork using established criteria.

How will I learn it?

Objective (Student-Friendly):

I can create a sequence of drawings that shows change over time. I will use multiple panels to tell a visual story where each drawing connects and builds on the one before it.

In this project, you will create a **9-panel sequence drawing** based on the theme “**Something Happens: From Normal to Unexpected.**” In the first panel, start by drawing something normal and familiar. Then, in each of the next panels, show a change happening step by step. By the final panel, your drawing should become surprising, imaginative, or unexpected. Think of your artwork like a short movie told through pictures, where each panel connects and builds on the one before it. Your goal is to clearly show change over time while being creative and making your sequence easy to follow.

How will I know I learned it?:

When I can say I understand the following criteria:

Criteria	4 - Exceeds Expectations
Idea & Theme (Normal → Unexpected)	Clearly starts normal and ends highly creative/unexpected; idea is unique and engaging
Sequence & Progression	Changes are smooth, logical, and easy to follow across all panels
Creativity & Originality	Highly imaginative and original idea; strong risk-taking
Craftsmanship (Neatness & Effort)	Extremely neat, detailed, and carefully completed
Completion & Use of Space	All 4 panels are fully completed and thoughtfully filled

Vocabulary: Storytelling-Sequence Drawing

1. **Sequence** – A series of images placed in order to show what happens over time
2. **Panel** – One section or box in your drawing that shows part of the story
3. **Progression** – The way something changes step by step
4. **Transformation** – When something changes into something different
5. **Cause and Effect** – When one thing happens and makes something else happen
6. **Visual Storytelling** – Telling a story using pictures instead of words
7. **Composition** – How you arrange your drawing on the page
8. **Subject** – The main object or idea in your artwork
9. **Exaggeration** – Making something bigger, smaller, or more extreme than normal
10. **Distortion** – Changing the shape or appearance of something
11. **Movement** – Showing action or change in your artwork
12. **Contrast** – A strong difference (light/dark, big/small, normal/weird)
13. **Imagination** – Using your creativity to create new or unusual ideas
14. **Creative Risk-Taking** – Trying something new or different, even if you're not sure how it will turn out

Storytelling Sequence Drawing -Rubric

Name: _____ Per. _____

Criteria	4 - Exceeds Expectations	3 - Meets Expectations	2 - Approaching	1 - Beginning	
Idea & Theme (Normal → Unexpected)	Clearly starts normal and ends highly creative/unexpected; idea is unique and engaging	Shows a clear shift from normal to unexpected	Some attempt at change, but idea is unclear or weak	Little to no connection to the theme	
Sequence & Progression	Changes are smooth, logical, and easy to follow across all panels	Sequence is mostly clear with some progression	Sequence is uneven or somewhat confusing	Panels do not connect or show clear change	
Creativity & Originality	Highly imaginative and original idea; strong risk-taking	Shows some creativity and original thinking	Limited creativity; relies on simple ideas	Very basic or copied idea	
Craftsmanship (Neatness & Effort)	Extremely neat, detailed, and carefully completed	Mostly neat with good effort	Some messy areas or lack of detail	Messy, rushed, or incomplete	
Completion & Use of Space	All 4 panels are fully completed and thoughtfully filled	All panels completed with adequate detail	Some panels incomplete or lacking detail	Multiple panels incomplete or mostly empty	

Storytelling-"Sequence" Exercise

Directions:

Choose an image of something normal (object, animal, or everyday item). In the first panel, carefully draw what you see. In the next panels, begin changing it step by step. Each panel should show a clear transformation. By the final panel, your drawing should become unexpected, imaginative, or completely different. Start realistic, then let your creativity take over!

Idea Starters (Optional)

- Grows too much
- Melts or breaks apart
- Comes to life
- Turns into something else
- Gets out of control
- Defies reality (floating, stretching, shrinking)

Panel 1 (Observe): Draw the object as you see it.	Panel 2 (Start Change): What begins to happen?	Panel 3 (Develop Change): Push the idea further.	Panel 4 (Unexpected Result): Make it surprising or imaginative.

Sequence- Thumbnail Sketches

Name: _____ Per. _____ Date: _____ 6

Directions: Create **2 thumbnail sequences** using the theme “*Something Happens: From Normal to Unexpected.*” In each thumbnail, draw a quick 4-panel sequence. Start with a normal object in the first panel, then show how it changes step by step until it becomes unexpected in the final panel. Keep your drawings simple and quick—focus on the idea, not details. Each thumbnail should show a different transformation. Circle the best one when you’re done.

1

Panel 1 (Observe): Draw the object as you see it.	Panel 2 (Start Change): What begins to happen?	Panel 3 (Develop Change): Push the idea further.	Panel 4 (Unexpected Result): Make it surprising or imaginative.

2

Panel 1 (Observe): Draw the object as you see it.	Panel 2 (Start Change): What begins to happen?	Panel 3 (Develop Change): Push the idea further.	Panel 4 (Unexpected Result): Make it surprising or imaginative.

Sequence- Preliminary Sketch

Name: _____ Per. _____ Date: _____ 7

Directions: Using your **best thumbnail idea**, create your preliminary sketch inside the **6 panels provided on your paper**. In each panel, draw your sequence from *normal to unexpected*, showing clear changes step by step. Begin with something normal in the first panel, then gradually develop the transformation in each panel until the final panel becomes surprising or imaginative. Focus on making your drawings neat, clear, and easy to follow. This is your plan for your final drawing, so take your time to make sure your idea flows smoothly from beginning to end.

Panel 1 – Normal Draw your object or subject as it normally looks.	Panel 2 – Small Change Begins Something starts to change—keep it subtle	Panel 3 – Change Builds The change becomes more noticeable.
Panel 4 – Big Shift Something unexpected starts to happen.	Panel 5 – Transformation The idea becomes clearly imaginative or unusual.	Panel 6 – Unexpected Result Show the final, most surprising or creative outcome.

Assignments for this week

2d1 Assignments

Directions:

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

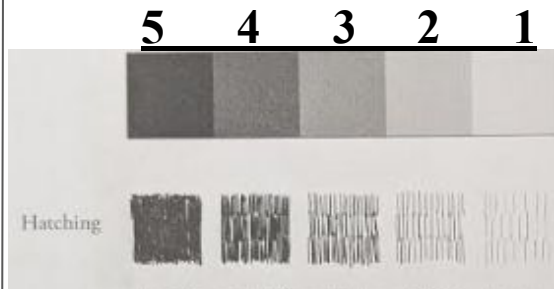
Bellwork**2D Week 7-Q4****Texture- Animal Texture**

2nd week of project

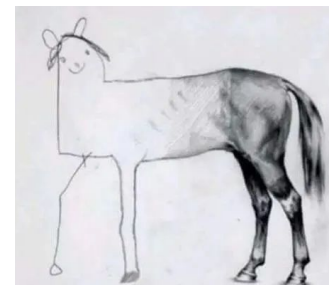
Monday**Light vs. Dark Lines**

Copy the Hatching value scale below.

👉 *Focus: Pencil control*

**Tuesday**

Study the drawing carefully and identify at least 3 proportion mistakes (for example: something too big, too small, too long, or misplaced). Write the errors. Then, next to each one, write how you would fix it.

**Wednesday****Slow Contour Drawing**

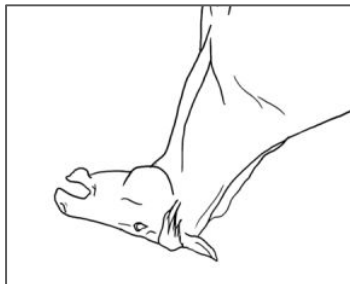
Draw the animal below, slowly using careful contour lines.

👉 *Focus: Accuracy and patience*

**Thursday****Upside-Down Drawing**

Draw the image below, as it is upside down.

👉 *Focus: Seeing shapes, not symbols*

**Friday*****No Bellwork*****Complete the Agenda**

***Complete the Data Day
Drawing
in your sketchbook
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Animal Texture- Thumbnail Sketches

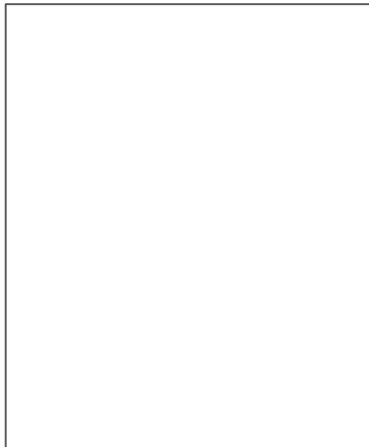
Name: _____ Per. _____ Date: _____ 6

Directions: Choose **2 different animal images** from the options provided. In the thumbnail boxes, sketch each animal quickly using basic shapes and light lines. Do not focus on details—focus on **placement, proportion, and composition**. Which thumbnail will allow you to show the best texture and value?

1



2

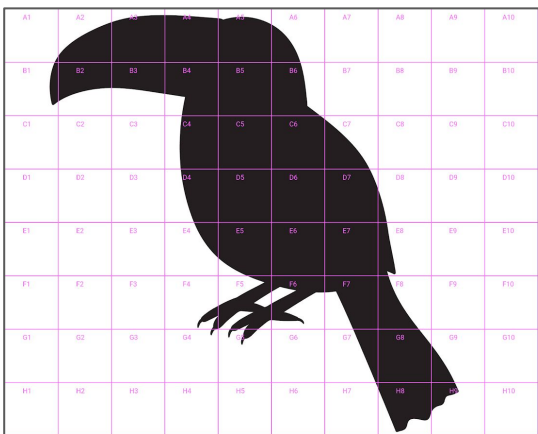


1. My chosen animal: _____

2. Why I chose this animal: _____

Animal Texture- Preliminary Drawing Name: _____ Per. _____ Date: _____ 7

Directions: The preliminary drawing 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 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 adding texture **inside the animal**. Take your time and work carefully—this step sets you up for a successful final artwork!

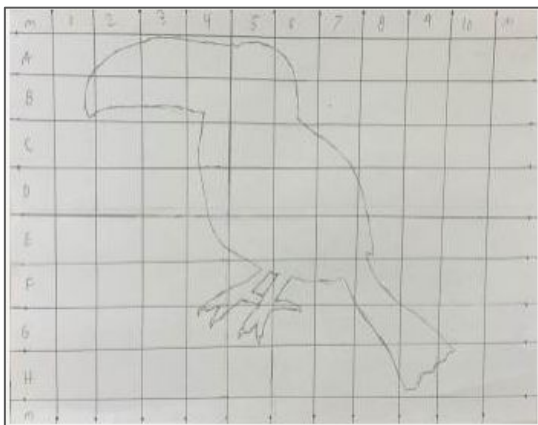


Preliminary Sketch Checklist

- 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 texture 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**.

2d2 Assignments

Directions:

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

Bellwork**2D2 Week 7-Q4****Balance- Radial Printmaking**

2nd week of project

Monday**Bold vs. Thin Lines**

Draw the same object twice—once using thin lines, once using bold lines. Which works better for printmaking?.

Tuesday**Positive vs. Negative Space**

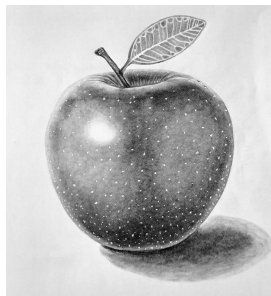
Draw and color in the two images below.
Observe and explain how negative space being shaded-in changes the design.

**Wednesday****Mirror Drawing**

Draw a vertical line down the center of the box to divide it in half. On one side, create half of a design. Then, use the line as a guide to draw the matching half on the other side, making sure both sides are symmetrical.

Thursday**Simplify It**

Choose one of the detailed drawings below and simplify it into basic shapes and lines (make a stamp).

**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 7 q4 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

<u>Projects:</u> 2d1- Texture - Animal Texture 2d2-Balance-Radial Printmaking 2d3- Storytelling	<u>Agenda</u> <i>*If you miss a day you need to work on your project at home in order to meet the due date.</i>
Monday 4/27	<ol style="list-style-type: none">1. Discuss Thumbnail Expectations2. Start Thumbnail Sketches
Tuesday 4/28	<ol style="list-style-type: none">1. Review Thumbnail Expectations2. Complete Thumbnail Sketches
Wednesday 4/29	<ol style="list-style-type: none">1. Discuss Preliminary Expectations2. Start Preliminary Sketch (Grid & Contour)
Thursday 4/30	<ol style="list-style-type: none">1. Discuss Preliminary Expectations2. Complete Preliminary Sketch (Grid & Contour) <ul style="list-style-type: none">● Receive grade printout
Friday 5/1 *No Bathroom Passes*	<ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing: Zebra <p>* Review Class Data and Personal Data</p>
 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

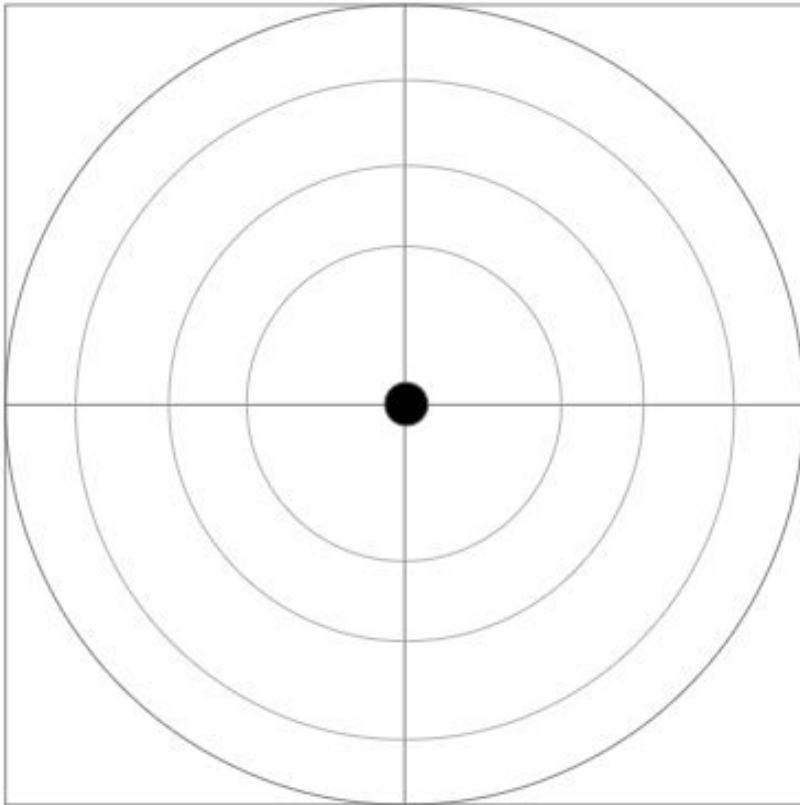
Radial Printmarking- Thumbnail

Name: _____ Per. _____ Date: _____ 6

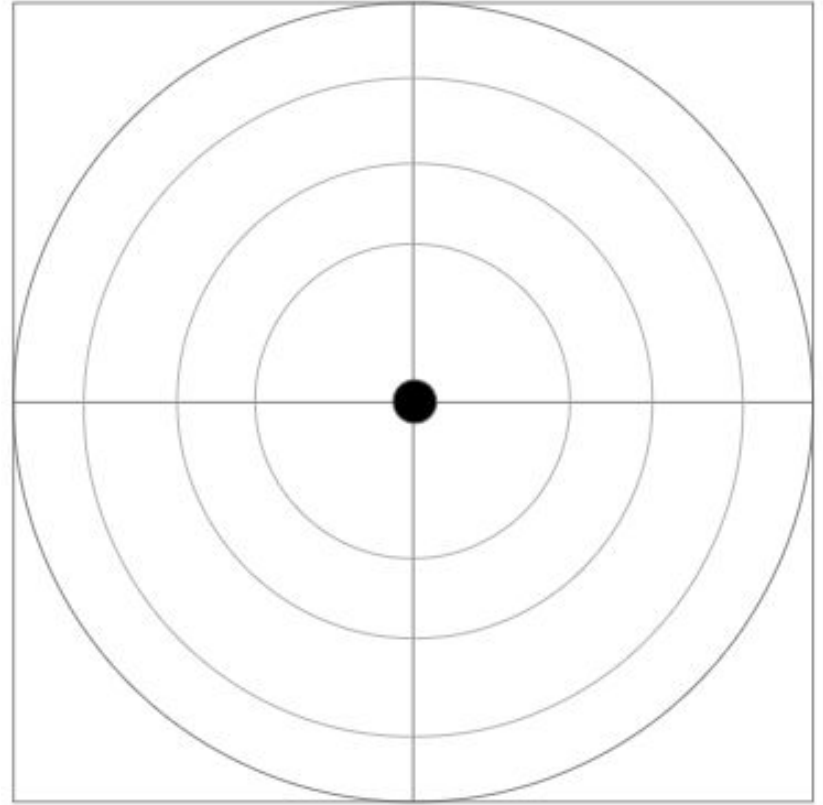
Sketches

Directions: For your thumbnail sketches, create **two different design ideas** using symbols that represent you, such as your hobbies, interests, favorite objects, or things that are important to your identity. Begin by drawing your symbols inside the square, then simplify them into bold shapes and lines so they will be easier to carve. Each design should repeat around a center point to create **radial balance**, so think about how your symbols will rotate and form a pattern. Focus on making your designs clear, balanced, and meaningful. These thumbnails will help you choose the strongest idea for your final print.

1



2



Radial Printmarking- Preliminary

Name: _____ Per. _____ Date: _____ 7

Sketch

Directions: Choose your strongest idea from your thumbnail sketches and use it to begin your preliminary drawing. You will only draw **one quarter of your radial design**, so focus on making this section detailed and clear. Inside the section below, carefully draw your design, making sure to use **bold shapes and lines** that will be easy to carve. Think about how your design will repeat when it is rotated to complete the full circle. Pay attention to **balance, spacing, and positive and negative space** so your final print will be clear and visually strong.

Create a 4 inch by 4 inch square below.

Good Design Checklist:

- I used only 3–5 main shapes in my design.
- My lines are thick and bold (no tiny details).
“If I can’t trace it with a marker, you can’t carve it.”
- I removed small textures and patterns.
- I clearly showed positive space (what will print).
- I clearly showed negative space (what will be carved away).
- My design is easy to see from 3 feet away.
- My design will repeat correctly for radial balance.
- I can explain what will be carved and what will print.

2d3 Assignments

Directions:

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

Bellwork**2D3- Week 7-Q4****Visualizing Ideas****2nd** week of project**Monday****3-Step Sequence**

Draw a quick 3-panel sequence showing a simple change.

Tuesday**Before & After**

Draw something normal on the left, unexpected on the right. Add a small middle sketch to connect them.

Wednesday**Smooth Transitions**

Sketch 3 steps of something stretching, growing, or shrinking.

Thursday**Cause & Effect Sketch**

Draw something that causes a reaction (ex: drop → splash → explosion).

Friday***No Bellwork*****Complete the Agenda*****Complete the Data Day****Drawing****in your sketchbook****Due Week 9 - Friday**

Reminders:

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9. Rough Draft
- Artist Statement
10. T.A.G Ticket
11. Final Paper
12. Folder Check


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- Window Closes Week 9

Week 7 q4 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

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Sequence- Thumbnail Sketches

Name: _____ Per. _____ Date: _____ 6

Directions: Create **2 thumbnail sequences** using the theme “*Something Happens: From Normal to Unexpected.*” In each thumbnail, draw a quick 4-panel sequence. Start with a normal object in the first panel, then show how it changes step by step until it becomes unexpected in the final panel. Keep your drawings simple and quick—focus on the idea, not details. Each thumbnail should show a different transformation. Circle the best one when you’re done.

1

Panel 1 (Observe): Draw the object as you see it.	Panel 2 (Start Change): What begins to happen?	Panel 3 (Develop Change): Push the idea further.	Panel 4 (Unexpected Result): Make it surprising or imaginative.

2

Panel 1 (Observe): Draw the object as you see it.	Panel 2 (Start Change): What begins to happen?	Panel 3 (Develop Change): Push the idea further.	Panel 4 (Unexpected Result): Make it surprising or imaginative.

Sequence- Preliminary Sketch

Name: _____ Per. _____ Date: _____ 7

Directions: Using your **best thumbnail idea**, create your preliminary sketch inside the **6 panels provided on your paper**. In each panel, draw your sequence from *normal to unexpected*, showing clear changes step by step. Begin with something normal in the first panel, then gradually develop the transformation in each panel until the final panel becomes surprising or imaginative. Focus on making your drawings neat, clear, and easy to follow. This is your plan for your final drawing, so take your time to make sure your idea flows smoothly from beginning to end.

Panel 1 – Normal Draw your object or subject as it normally looks.	Panel 2 – Small Change Begins Something starts to change—keep it subtle	Panel 3 – Change Builds The change becomes more noticeable.
Panel 4 – Big Shift Something unexpected starts to happen.	Panel 5 – Transformation The idea becomes clearly imaginative or unusual.	Panel 6 – Unexpected Result Show the final, most surprising or creative outcome.

Grading Data for Week 6 Assignments

1st Period - 85%

2nd Period - 81

3rd Period - 94%

5th Period - 83%

6th Period - 92%

2d3_6th Period - 95%

7th Period - 81%