

# ***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: Attending a Friend's Birthday Party w/ My Family



**Directions:**

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

***Bellwork***

**2D Week 5-Q4**  
**Space- 1-point City**  
5th week of project

**Monday****Final Improvement**

Look at your project. What is **one area you could improve** today? Write a quick plan for what you will fix or add.

**Tuesday****Light Source Check**

Where is the **light source** in your drawing? Sketch a quick object from your project and label the **highlight, midtone, and core shadow**.

**Wednesday****Value Practice**

Draw a small shape (cube or cylinder) and shade it using **three values**: highlight, midtone, and core shadow.

**Thursday****Gallery Walk Preparation**

Before viewing the class gallery, think about this:

**What makes an artwork stand out to you?**  
Write **three things** you will look for while observing your classmates' work.

**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**

### 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 5 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	<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>
<b>Monday</b> 4/13	<ol style="list-style-type: none"><li>1. Discuss Artist Statement Questions</li><li>2. Write Artist Statement</li></ol>
<b>Tuesday</b> 4/14	<ol style="list-style-type: none"><li>1. Review A.S. Questions</li><li>2. Type Artist Statement in Artsonia D &amp;C</li></ol>
<b>Wednesday</b> 4/15	<ol style="list-style-type: none"><li>1. Review A.S. Questions</li><li>2. Type Artist Statement in Artsonia B &amp; A</li></ol>
<b>Thursday</b> 4/16	<ol style="list-style-type: none"><li>1. Discuss Gallery Walk Expectations</li><li>2. Complete Gallery Walk and TAG<ul style="list-style-type: none"><li>• Receive grade printout</li></ul></li></ol>
<b>Friday</b> 4/17 <b>*No Bathroom Passes*</b>	<ol style="list-style-type: none"><li>1. Submit Assignments</li><li>2. Complete Data Day Drawing: Permanent * Review Class Data and Personal Data</li></ol>
 <b>Grading Schedule</b> <b>*Monday:</b> 1st & 2nd Period <b>*Tuesday:</b> 3rd & 5th Period <b>*Wednesday:</b> 6th & 7th Period	<b>This Week's Assignment Submissions</b> <ol style="list-style-type: none"><li>1. BW</li><li>2. Agenda</li><li>3. Artist Statement</li><li>4. TAG</li></ol>

# 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. Trip

6th Per.

1. George
2. Allie

7th Per.

1. Yenn Dane
2. Ivy

# Space-"A Place I Want to Visit"

Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ #3

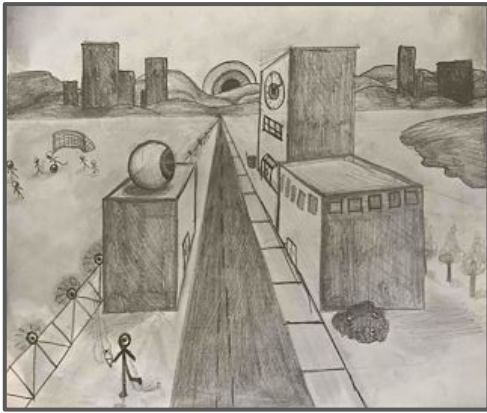
**Class:** 2D1

**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
<b>1. Use of One-Point Perspective</b>	The drawing shows strong use of one-point perspective with accurate horizon line, vanishing point, and converging lines.
<b>2. Use of Value</b>	Effective use of value with clearly defined highlights, midtones, and core shadows, creating depth and realism.
<b>3. Attention to Detail</b>	Thoughtful, detailed elements that enhance the theme, and follow perspective lines appropriately.
<b>4. Composition &amp; Use of Space</b>	Balanced composition with clear foreground, middle ground, and background; space used to create depth.
<b>5. Theme</b>	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.

## Space: A Place I Want to Visit Artist Statement - Rough Draft

**Directions:** Using this sheet of paper, answer the following questions in complete sentences. Restate the question inside your answer. When you are done grade yourself using the rubric on the back of this paper.

1. **What place do you want to visit and why?**

*(Explain your thought process behind selecting the place you want to visit and how you represented it in your drawing.)*

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2. **How did you use one-point perspective to create depth in your drawing?**

*(Describe how you applied the horizon line, vanishing point, and converging lines to make your artwork look three-dimensional.)*

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3. **How did you use value (highlight, midtone, core shadow) to show where the light was coming from in your scene?**

*(Explain how the light source affected the way you shaded your objects and how it helped make them look more realistic.)*

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4. **What part of your artwork are you most proud of, and what would you do differently if you had more time?**

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5. **How would you grade yourself according to the rubric?**

# Space: A Place I Want to Visit Rubric

Name: \_\_\_\_\_ Per. \_\_\_\_\_

Criteria	Excellent (20)	Good (16)	Needs Improvement (12)	Unsatisfactory (10)	
<b>1. Use of One-Point Perspective</b>	The drawing shows strong use of one-point perspective with accurate horizon line, vanishing point, and converging lines.	The perspective is mostly accurate with some minor inconsistencies.	The perspective is inconsistent, and converging lines don't fully lead to the vanishing point.	Little or no use of perspective, no 3D effect.	
<b>2. Use of Value</b>	Effective use of value with clearly defined highlights, midtones, and core shadows, creating depth and realism.	Good value use, but transitions could be more defined. Light source is clear but not always consistent.	Value is uneven or unclear; light source is not strongly represented.	Little or no use of value, and shading is minimal or inconsistent. The light source is unclear.	
<b>3. Attention to Detail</b>	Thoughtful, detailed elements that enhance the theme, and follow perspective lines appropriately.	Good number of details, but some may not follow perspective lines. Theme is clear but could be refined.	Some missing details, and those included may not fit the perspective or theme well.	Few or no details; the ones present do not fit the theme or perspective.	
<b>4. Composition &amp; Use of Space</b>	Balanced composition with clear foreground, middle ground, and background; space used to create depth.	Generally balanced composition, but some areas may feel empty or crowded. Depth is created but could be stronger.	The composition lacks balance or depth, and some areas feel flat or disconnected.	Unbalanced composition, little or no use of space to create depth.	
<b>5. Theme</b>	The theme is clear and well-developed, with detailed, creative representation. The artwork effectively reflects the theme with at least 7 buildings.	The theme is clear but could be developed further or be more detailed. Some aspects of the theme are well-executed.	The theme is somewhat unclear or underdeveloped; some details don't fit the theme.	The theme is unclear or not represented in the artwork.	

# What You Will Do: Independent Time

Conversation

At a Level-0 (Focus Time)

Help

Raise Your Hand

Activities

Artist Statement and Free Draw (when done)

Name: \_\_\_\_\_ Per. \_\_\_ Date: \_\_\_\_\_ #9

## Space: A Place I Want to Visit Artist Statement - Rough Draft

*Directions: Using this sheet of paper, answer the following questions in complete sentences. Restate the question inside your answer. When you are done grade yourself using the rubric on the back of this paper.*

1. What place do you want to visit and why?  
(Explain your thought process behind selecting the place you want to visit and how you represented it in your drawing.)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
2. How did you use one-point perspective to create depth in your drawing?  
(Describe how you applied the horizon line, vanishing point, and converging lines to make your artwork look three-dimensional.)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
3. How did you use value (highlight, midtone, core shadow) to show where the light was coming from in your scene?  
(Explain how the light source affected the way you shaded your objects and how it helped make them look more realistic.)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
4. What part of your artwork are you most proud of, and what would you do differently if you had more time?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
5. How would you grade yourself according to the rubric?

## Space: A Place I Want to Visit Rubric

Name: \_\_\_\_\_ Per. \_\_\_\_\_

Criteria	Excellent (20)	Good (16)	Needs Improvement (12)	Unsatisfactory (10)	
1. Use of One-Point Perspective	The drawing shows strong use of one-point perspective with accurate horizon line, vanishing point, and converging lines.	The perspective is mostly accurate with some minor inconsistencies.	The perspective is inconsistent, and converging lines don't fully lead to the vanishing point.	Little or no use of perspective, no 3D effect.	
2. Use of Value	Effective use of value with clearly defined highlights, midtones, and core shadows, creating depth and realism.	Good value use, but transitions could be more defined. Light source is clear but not always consistent.	Value is uneven or unclear; light source is not strongly represented.	Little or no use of value, and shading is minimal or inconsistent. The light source is unclear.	
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5. Theme	The theme is clear and well-developed, with detailed, creative representation. The artwork effectively reflects the theme with at least 7 buildings.	The theme is clear but could be developed further or be more detailed. Some aspects of the theme are well-executed.	The theme is somewhat unclear or underdeveloped; some details don't fit the theme.	The theme is unclear or not represented in the artwork.	

Movement

Materials Cart

Participation

Writing

# What You Will Do: Independent Time

Conversation

At a Level-1 (Whisper)

Help

Ask 3 Before Me

Activities

Artist Statement

Name: \_\_\_\_\_ Per. \_\_\_ Date: \_\_\_\_\_ #9

## Space: A Place I Want to Visit Artist Statement - Rough Draft

*Directions: Using this sheet of paper, answer the following questions in complete sentences. Restate the question inside your answer. When you are done grade yourself using the rubric on the back of this paper.*

1. What place do you want to visit and why?  
*(Explain your thought process behind selecting the place you want to visit and how you represented it in your drawing.)*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
2. How did you use one-point perspective to create depth in your drawing?  
*(Describe how you applied the horizon line, vanishing point, and converging lines to make your artwork look three-dimensional.)*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
3. How did you use value (highlight, midtone, core shadow) to show where the light was coming from in your scene?  
*(Explain how the light source affected the way you shaded your objects and how it helped make them look more realistic.)*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
4. What part of your artwork are you most proud of, and what would you do differently if you had more time?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_
5. How would you grade yourself according to the rubric?

## Space: A Place I Want to Visit Rubric

Name: \_\_\_\_\_ Per. \_\_\_\_\_

Criteria	Excellent (20)	Good (16)	Needs Improvement (12)	Unsatisfactory (10)	
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Movement

Materials Cart

Participation

Writing

# What You Will Do: Independent Time

Conversation

At a Level-0 (Focus)

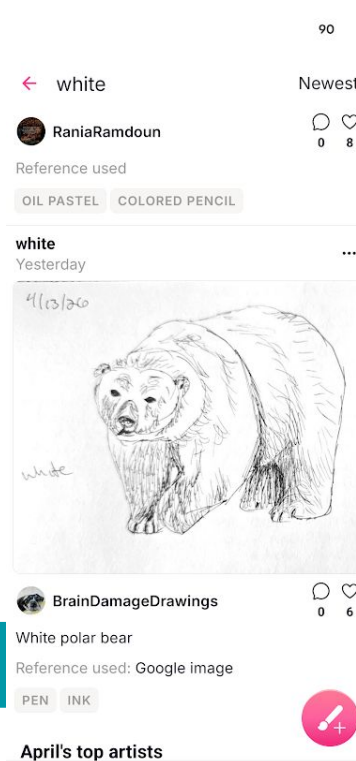
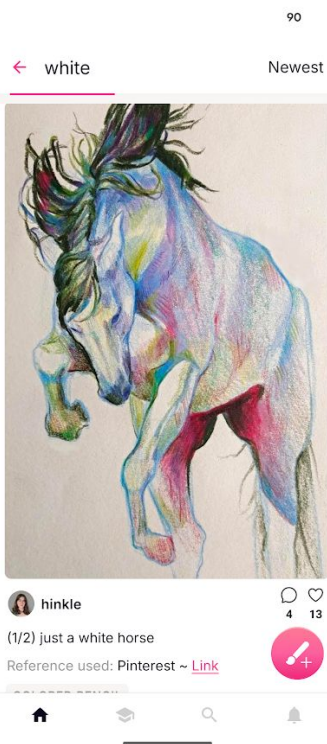
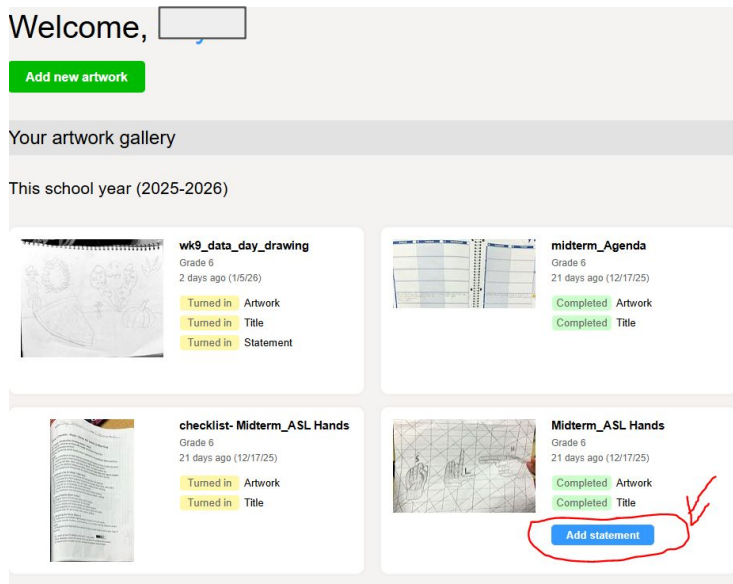
Help

Raise Your Hand

Activities

Type Final City Artist Statement D & C - Final Draft and Free Draw: White

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate [wk4\\_Final City\\_q4](#). Click the blue **“Add Statement”** button, then type response in the text box. Be sure to review your response before submitting.



Movement

Materials Cart

Participation

Type

# What You Will Do: Independent Time

Conversation

At a Level-1 (Whisper)

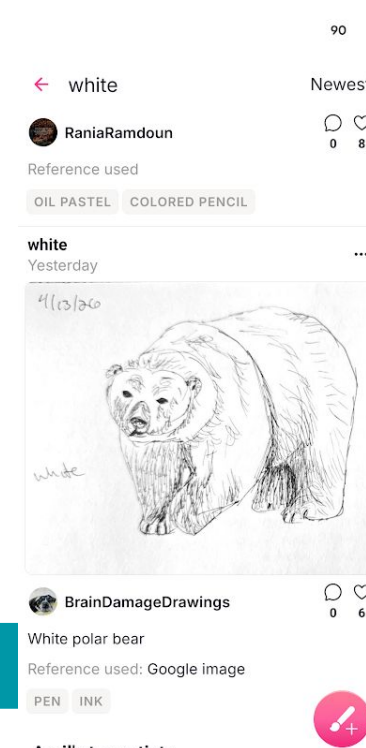
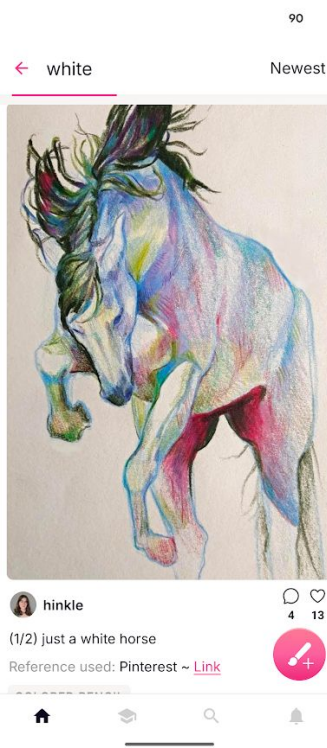
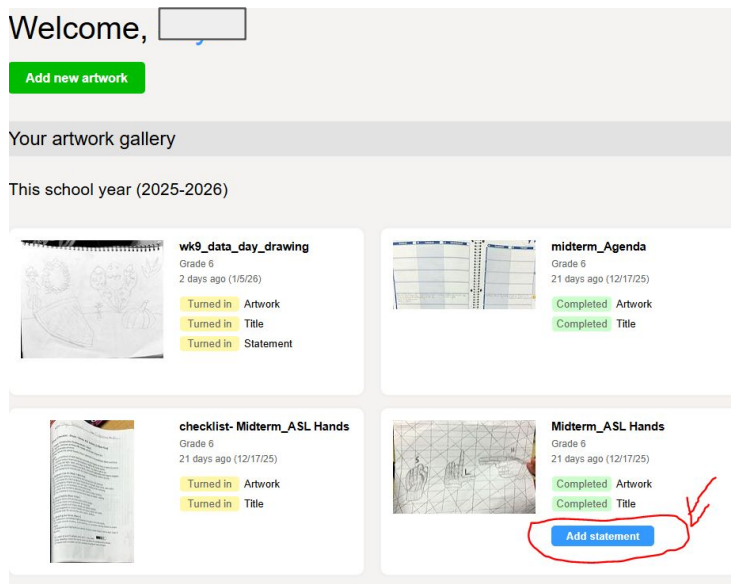
Help

Ask 3 Before Me

Activities

Final City Artist Statement - Final Draft and Free Draw: White

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate [wk4\\_Final\\_City\\_q4](#). Click the blue **“Add Statement”** button, then type or use voice-to-text to enter your response in the text box. Be sure to review your response before submitting.



Movement

Materials Cart

Participation

Type

# What You Will Do: Independent Time

Conversation

At a Level-0 (Focus)

Help

Raise Your Hand

Activities

Type Final City Artist Statement B & A - Final Draft and Free Draw: Cartoon

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate **wk4\_Final\_City\_q4**. Click the blue **“Add Statement”** button, then type response in the text box. Be sure to review your response before submitting.

Welcome,

Add new artwork

Your artwork gallery

This school year (2025-2026)



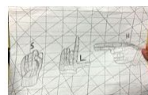
**wk9\_data\_day\_drawing**  
Grade 6  
2 days ago (1/5/26)  
Turned in Artwork  
Turned in Title  
Turned in Statement



**midterm\_Agenda**  
Grade 6  
21 days ago (12/17/25)  
Completed Artwork  
Completed Title



**checklist- Midterm\_ASL Hands**  
Grade 6  
21 days ago (12/17/25)  
Turned in Artwork  
Turned in Title



**Midterm\_ASL Hands**  
Grade 6  
21 days ago (12/17/25)  
Completed Artwork  
Completed Title

Add statement



**harfy**  
SUPPORTER  
Cartoons

0 5



BalonieDude

Corrupted Jax

DIGITAL

0 3



Jesseeker44  
GOLD MEMBER

#Cartoon  
Always loved this show when I was a kid

32

Movement

Materials Cart

Participation

Type

# What You Will Do: Independent Time

Conversation

At a Level-1 (Whisper)

Help

Ask 3 Before Me

Activities

Type Final City Artist Statement B & A - Final Draft and Free Draw: Cartoon

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate [wk4\\_Final\\_City\\_q4](#). Click the blue **“Add Statement”** button, then type response in the text box. Be sure to review your response before submitting.

Welcome,

Add new artwork

Your artwork gallery

This school year (2025-2026)



**wk9\_data\_day\_drawing**  
Grade 6  
2 days ago (1/5/26)  
Turned in Artwork  
Turned in Title  
Turned in Statement



**midterm\_Agenda**  
Grade 6  
21 days ago (12/17/25)  
Completed Artwork  
Completed Title



**checklist- Midterm\_AS\_L Hands**  
Grade 6  
21 days ago (12/17/25)  
Turned in Artwork  
Turned in Title



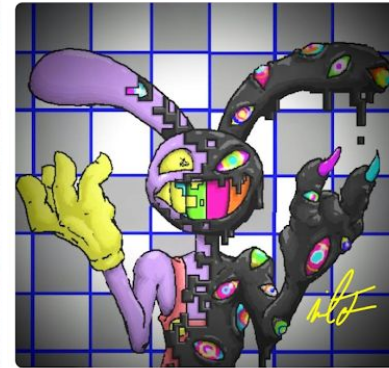
**Midterm\_AS\_L Hands**  
Grade 6  
21 days ago (12/17/25)  
Completed Artwork  
Completed Title

Add statement



**harfy**  
SUPPORTER  
Cartoons

0 5



BalonieDude

Corrupted Jax

DIGITAL

0 3



Jesseecker44  
GOLD MEMBER

#Cartoon  
Always loved this show when I was a kid

32

Movement

Materials Cart

Participation

Type

# What You Will Do: Independent Time

Conversation

At a Level-2

Help

3 Before Me

Activities

Gallery Walk and TAG

## TAG Ticket

**Directions:** Below circle “yes” or “no” to show whether you have both, the artwork and Artist Statement displayed. Leave this TAG Ticket beside your artwork. Three of your peers will leave a TAG on your paper. When sections are completed, read the TAGs your classmates left for you. Then, complete the reflection questions at the bottom of your TAG Ticket. When you are done, submit this document to Artsonia.

Movement

Materials Cart

Participation

Name: \_\_\_\_\_ Per: \_\_\_\_\_

### TAG Ticket

**Directions:** Below circle “yes” or “no” to show whether you have both, the artwork and Artist Statement displayed. Leave this TAG Ticket beside your artwork. Three of your peers will leave a TAG on your paper. When sections are completed, read the TAGs your classmates left for you. Then, complete the reflection questions at the bottom of your TAG Ticket. When you are done, submit this document to Artsonia.

Check Before You Begin:

- Artwork displayed?  Yes  No
- Artist Statement displayed?  Yes  No

1st Peer's Name: \_\_\_\_\_

- T: Tell something you like → \_\_\_\_\_
- A: Ask a thoughtful question → \_\_\_\_\_
- G: Give a suggestion → \_\_\_\_\_

2nd Peer's Name: \_\_\_\_\_

- T: Tell something you like → \_\_\_\_\_
- A: Ask a thoughtful question → \_\_\_\_\_
- G: Give a suggestion → \_\_\_\_\_

3rd Peer's Name: \_\_\_\_\_

- T: Tell something you like → \_\_\_\_\_
- A: Ask a thoughtful question → \_\_\_\_\_
- G: Give a suggestion → \_\_\_\_\_

Reflection (For You After the Walk)

- What feedback surprised you or stood out the most?  
\_\_\_\_\_
- How might you use this feedback to grow as an artist?  
\_\_\_\_\_

# What You Will Do: Independent Time

Conversation

At a Level-2

Help

3 Before Me

Activities

Gallery Walk and TAG

## Directions for Gallery Walk

### 1. Set Up Your Table

Place your finished artwork and your folder which has the written Artist Statement and your TAG Ticket, on your desk. Make sure your name is visible and your area is neat. On your TAG paper, circle “yes” or “no” to show whether you have both, the artwork and Artist Statement displayed.

### 2. Observe the Gallery

We will walk quietly around the tables to look at everyone’s artwork. As you walk, check that each table has:

- The artwork
- The written Artist Statement
- The TAG Ticket

### 3. TAG Rotations

When I say “Go,” choose one artwork that is not your own. Sit , read the Artist Statement, and fill out a TAG:

T: Tell something you like.

A: Ask a thoughtful question.

G: Give a suggestion.

**Was the Artist Statement clear? Circle one: Yes No Didn’t have one**

Write your name on the ticket.

You will have 4 minutes for each artwork.

### 4. Move to the Next Artwork

When time is up, I’ll say “Rotate.”

Move to a different table and repeat the TAG process.

You will complete 3 rotations total.

### 5. Return & Reflect

Go back to your own table.

Read the 3 TAGs your classmates left for you.

Then, complete the reflection questions at the bottom of your TAG Ticket.

Movement

Materials Cart

Participation

Walking and Writing

**Directions:**

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

***Bellwork*****2D2 Week 5-Q4****Pattern- Zentangle Animal Design**

5th week of project

**Monday****Detail Booster**

Look at one section of your artwork and sketch a small idea to make it more detailed.

**Reflection:** How can small details improve your artwork?

**Tuesday****Line Quality Check**

Practice drawing **slow, confident lines** across the box.

**Reflection:** Why is line quality important in ink drawings?

**Wednesday****Artist Reflection**

Write or sketch one **challenge** you faced during the project.

**Reflection:** What helped you overcome it?

**Thursday****Gallery Walk Prep**

Write **two sentences** describing your artwork as if you were presenting it in a gallery.

**Reflection:** What makes your artwork unique?

**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**

### 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 5 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	<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>
<b>Monday</b> 4/13	<ol style="list-style-type: none"><li>1. Discuss Artist Statement Questions</li><li>2. Write Artist Statement</li></ol>
<b>Tuesday</b> 4/14	<ol style="list-style-type: none"><li>1. Review A.S. Questions</li><li>2. Type Artist Statement in Artsonia</li></ol>
<b>Wednesday</b> 4/15	<ol style="list-style-type: none"><li>1. Review A.S. Questions</li><li>2. Type Artist Statement in Artsonia</li></ol>
<b>Thursday</b> 4/16	<ol style="list-style-type: none"><li>1. Discuss Gallery Walk Expectations</li><li>2. Complete Gallery Walk and TAG<ul style="list-style-type: none"><li>• Receive grade printout</li></ul></li></ol>
<b>Friday</b> 4/17 <b>*No Bathroom Passes*</b>	<ol style="list-style-type: none"><li>1. Submit Assignments</li><li>2. Complete Data Day Drawing: Permanent * Review Class Data and Personal Data</li></ol>
 <b>Grading Schedule</b> <b>*Monday:</b> 1st & 2nd Period <b>*Tuesday:</b> 3rd & 5th Period <b>*Wednesday:</b> 6th & 7th Period	<b>This Week's Assignment Submissions</b> <ol style="list-style-type: none"><li>1. BW</li><li>2. Agenda</li><li>3. Artist Statement</li><li>4. TAG</li></ol>

# Pattern-"Zentangle Animal"

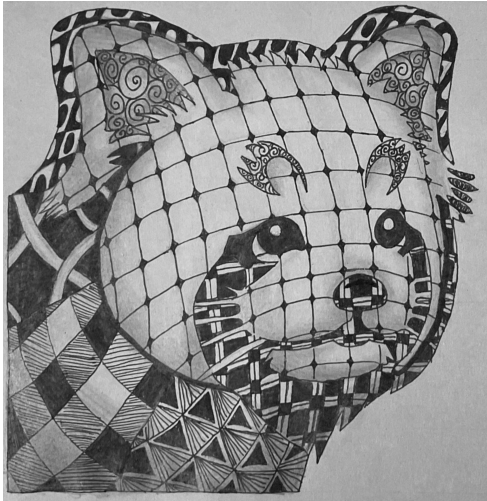
Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ #3

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

## 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: Zentangle Animal Artist Statement - Rough Draft

*Directions: Using this sheet of paper, answer the following questions in complete sentences. Restate the question inside your answer. When you are done grade yourself using the rubric on the back of this paper.*

1. Which animal did you choose to draw and why?

---

---

---

2. Which pattern was your favorite to create and why?

---

---

---

3. How did your original pattern add to the overall design?

---

---

---

4. What challenges did you face, and how did you overcome them?

---

---

---

5. How would you grade yourself according to the rubric?

---

## **Pattern-"Zentangle Animal"-Rubric**

<b>Criteria</b>	<b>Excellent (20)</b>	<b>Good (16)</b>	<b>Satisfactory (12)</b>	<b>Needs Improvement (10)</b>	
<b>Creativity &amp; Originality</b>	<b>Strong evidence of original thinking and unique pattern design</b>	<b>Some original patterns and creative ideas</b>	<b>Limited creativity with minimal original patterns</b>	<b>Lacks originality; mostly copied designs</b>	
<b>Craftsmanship</b>	<b>Clean, precise lines with excellent use of materials</b>	<b>Neat and consistent work with minor flaws</b>	<b>Lines are somewhat inconsistent; some smudging</b>	<b>Poor craftsmanship with rushed or careless work</b>	
<b>Use of Zentangle Patterns</b>	<b>At least 6 patterns, including one original, used effectively</b>	<b>5-6 patterns with some variety and originality</b>	<b>4-5 patterns with limited variety</b>	<b>Fewer than 4 patterns, with little variety or originality</b>	
<b>Application of Grid Method</b>	<b>Accurate and proportional drawing using the grid method</b>	<b>Mostly accurate with minor distortions</b>	<b>Some distortion but recognizable</b>	<b>Poor application of grid method with significant distortion</b>	
<b>Effort and Participation</b>	<b>Consistent effort, stays on task, and actively participates in discussions</b>	<b>Good effort with minimal redirection needed</b>	<b>Effort is inconsistent, occasional distractions</b>	<b>Lacks focus and effort, frequent off-task behavior</b>	

# What You Will Do: Independent Time

Conversation

At a Level-0 (Focus Time)

Help

Raise Your Hand

Activities

Artist Statement and Free Draw (when done)

Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ #9

## Pattern: Zentangle Animal Artist Statement - Rough Draft

*Directions: Using this sheet of paper, answer the following questions in complete sentences. Restate the question inside your answer. When you are done grade yourself using the rubric on the back of this paper.*

1. Which animal did you choose to draw and why?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

2. Which pattern was your favorite to create and why?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

3. How did your original pattern add to the overall design?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

4. What challenges did you face, and how did you overcome them?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

5. How would you grade yourself according to the rubric?

\_\_\_\_\_

Name: \_\_\_\_\_ Per. \_\_\_\_\_

## Pattern-"Zentangle Animal"-Rubric

Criteria	Excellent (20)	Good (16)	Satisfactory (12)	Needs Improvement (10)	
Creativity & Originality	Strong evidence of original thinking and unique pattern design	Some original patterns and creative ideas	Limited creativity with minimal original patterns	Lacks originality; mostly copied designs	
Craftsmanship	Clean, precise lines with excellent use of materials	Neat and consistent work with minor flaws	Lines are somewhat inconsistent; some smudging	Poor craftsmanship with rushed or careless work	
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Effort and Participation	Consistent effort, stays on task, and actively participates in discussions	Good effort with minimal redirection needed	Effort is inconsistent, occasional distractions	Lacks focus and effort, frequent off-task behavior	

Movement

Materials Cart

Participation

Writing

# What You Will Do: Independent Time

Conversation

At a Level-1 (Whisper)

Help

Ask 3 Before Me

Activities

Artist Statement and Free Draw (when done)

Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ #9

## Pattern: Zentangle Animal Artist Statement - Rough Draft

*Directions: Using this sheet of paper, answer the following questions in complete sentences. Restate the question inside your answer. When you are done grade yourself using the rubric on the back of this paper.*

1. Which animal did you choose to draw and why?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

2. Which pattern was your favorite to create and why?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

3. How did your original pattern add to the overall design?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

4. What challenges did you face, and how did you overcome them?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

5. How would you grade yourself according to the rubric?

\_\_\_\_\_

Name: \_\_\_\_\_ Per. \_\_\_\_\_

## Pattern-"Zentangle Animal"-Rubric

Criteria	Excellent (20)	Good (16)	Satisfactory (12)	Needs Improvement (10)	
Creativity & Originality	Strong evidence of original thinking and unique pattern design	Some original patterns and creative ideas	Limited creativity with minimal original patterns	Lacks originality; mostly copied designs	
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Movement

Materials Cart

Participation

Writing

# What You Will Do: Independent Time

Conversation

At a Level-0 (Focus)

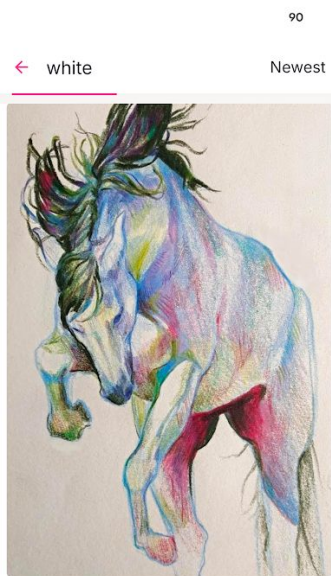
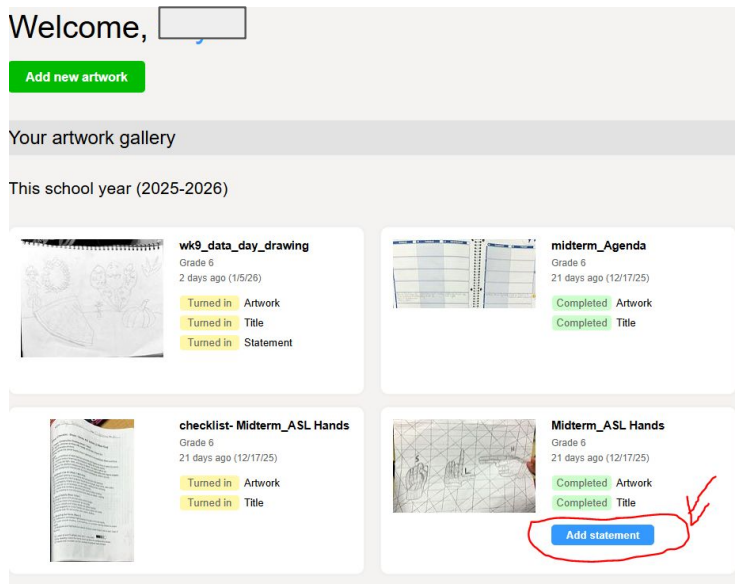
Help

Raise Your Hand

Activities

Type Final City Artist Statement D & C - Final Draft and Free Draw: White

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate [wk4\\_Final\\_Animal\\_q4](#). Click the blue **“Add Statement”** button, then type response in the text box. Be sure to review your response before submitting.



Movement

Materials Cart

Participation

Type

# What You Will Do: Independent Time

Conversation

At a Level-1 (Whisper)

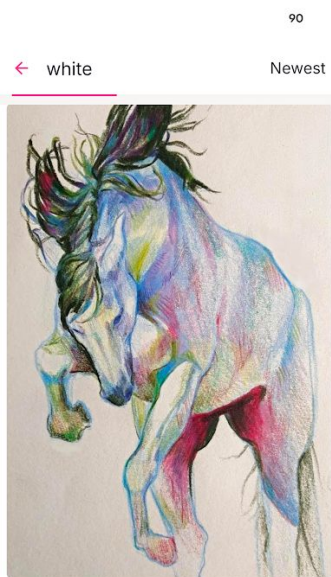
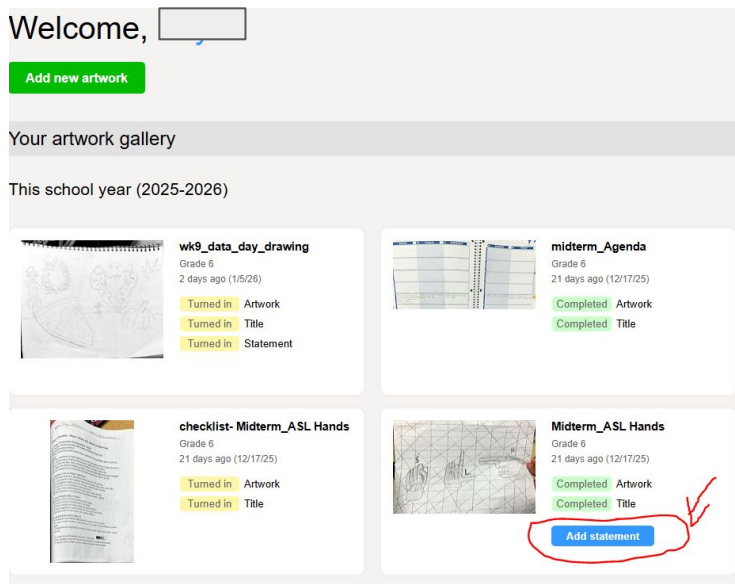
Help

Ask 3 Before Me

Activities

Final City Artist Statement - Final Draft and Free Draw: White

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate [wk4\\_Final Animal\\_q4](#). Click the blue **“Add Statement”** button, then type or use voice-to-text to enter your response in the text box. Be sure to review your response before submitting.



Movement

Materials Cart

Participation

Type

# What You Will Do: Independent Time

Conversation

At a Level-0 (Focus)

Help

Raise Your Hand

Activities

Type Final City Artist Statement B & A - Final Draft and Free Draw: Cartoon

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate [wk4\\_Final Animal\\_q4](#). Click the blue **“Add Statement”** button, then type response in the text box. Be sure to review your response before submitting.

Welcome,

Add new artwork

Your artwork gallery

This school year (2025-2026)



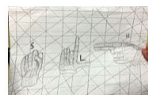
**wk9\_data\_day\_drawing**  
Grade 6  
2 days ago (1/5/26)  
Turned in Artwork  
Turned in Title  
Turned in Statement



**midterm\_Agenda**  
Grade 6  
21 days ago (12/17/25)  
Completed Artwork  
Completed Title



**checklist- Midterm\_AS\_L Hands**  
Grade 6  
21 days ago (12/17/25)  
Turned in Artwork  
Turned in Title



**Midterm\_AS\_L Hands**  
Grade 6  
21 days ago (12/17/25)  
Completed Artwork  
Completed Title

Add statement



**harfy**  
SUPPORTER  
Cartoons

0 5



BalonieDude

Corrupted Jax

DIGITAL

0 3



Jesseecker44  
GOLD MEMBER

#Cartoon  
Always loved this show when I was a kid

32

Movement

Materials Cart

Participation

Type

# What You Will Do: Independent Time

Conversation

At a Level-1 (Whisper)

Help

Ask 3 Before Me

Activities

Type Final City Artist Statement B & A - Final Draft and Free Draw: Cartoon

Directions: Use the rough draft you already wrote and log in to Artsonia. Go to your profile and locate [wk4\\_Final Animal\\_q4](#). Click the blue **“Add Statement”** button, then type response in the text box. Be sure to review your response before submitting.

Welcome,

Add new artwork

Your artwork gallery

This school year (2025-2026)



**wk9\_data\_day\_drawing**  
Grade 6  
2 days ago (1/5/26)  
Turned in Artwork  
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21 days ago (12/17/25)  
Completed Artwork  
Completed Title



**checklist- Midterm\_ASL Hands**  
Grade 6  
21 days ago (12/17/25)  
Turned in Artwork  
Turned in Title



**Midterm\_ASL Hands**  
Grade 6  
21 days ago (12/17/25)  
Completed Artwork  
Completed Title

Add statement



**harfy**  
SUPPORTER  
Cartoons

0 5



**BalonieDude**  
Corrupted Jax  
DIGITAL

0 3



**Jesseecker44**  
GOLD MEMBER

#Cartoon  
Always loved this show when I was a kid

32

Movement

Materials Cart

Participation

Type

**Directions:**

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

***Bellwork*****2D3- Week 5-Q4****Visualizing Ideas****5th** week of project**Monday****Story Moment**

Draw the **moment right before something exciting happens** in your animal's story

**Tuesday****Zoom In**

Draw a close-up detail from your final drawing (eye, wheel, texture, etc.).

**Wednesday****Title Your Artwork**

Write a title for your drawing and sketch a small symbol that represents it.

**Thursday****If This Continued...**

Draw what would happen **next** in the scene of your artwork.

**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**

### 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 5 q4 - Agenda- This Week in Art:

2

**Directions:** Write the following Agenda in your Student Planner.

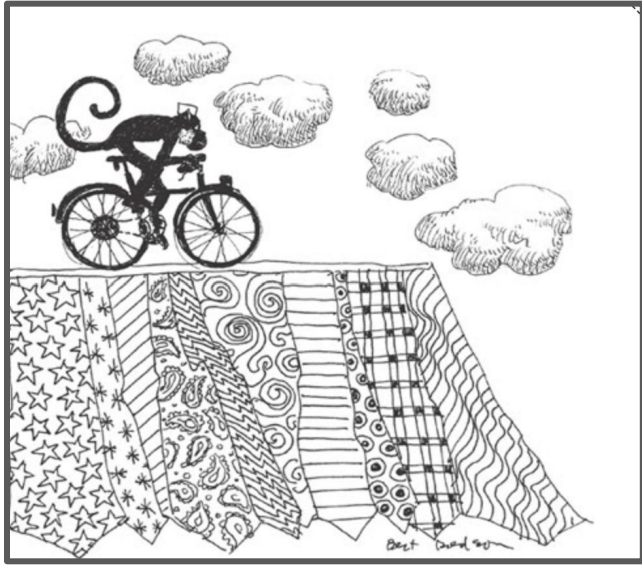
<u>Projects:</u> 2d1- Space - One Point City 2d2- Pattern-Zentangle Animal 2d3- Visualizing Ideas	<u>Agenda</u> <i>*If you miss a day you need to work on your project at home in order to meet the due date.</i>
<b>Monday</b> 4/13	<ol style="list-style-type: none"><li>1. Discuss Artist Statement Questions</li><li>2. Write Artist Statement</li></ol>
<b>Tuesday</b> 4/14	<ol style="list-style-type: none"><li>1. Review A.S. Questions</li><li>2. Type Artist Statement in Artsonia</li></ol>
<b>Wednesday</b> 4/15	<ol style="list-style-type: none"><li>1. Review A.S. Questions</li><li>2. Type Artist Statement in Artsonia</li></ol>
<b>Thursday</b> 4/16	<ol style="list-style-type: none"><li>1. Discuss Gallery Walk Expectations</li><li>2. Complete Gallery Walk and TAG<ul style="list-style-type: none"><li>• Receive grade printout</li></ul></li></ol>
<b>Friday</b> 4/17 <b>*No Bathroom Passes*</b>	<ol style="list-style-type: none"><li>1. Submit Assignments</li><li>2. Complete Data Day Drawing: Permanent * Review Class Data and Personal Data</li></ol>
 <b>Grading Schedule</b> <b>*Monday:</b> 1st & 2nd Period <b>*Tuesday:</b> 3rd & 5th Period <b>*Wednesday:</b> 6th & 7th Period	<b>This Week's Assignment Submissions</b> <ol style="list-style-type: none"><li>1. BW</li><li>2. Agenda</li><li>3. Artist Statement</li><li>4. TAG</li></ol>

# 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
<b>Creative Idea &amp; Imagination</b>	The drawing shows highly imaginative ideas. The animal and environment are unique, unexpected, and creative.
<b>Transformation of Shapes (Letting the Drawing Evolve)</b>	Shapes in the drawing are transformed in surprising and creative ways that strengthen the artwork.
<b>Composition &amp; Story</b>	The artwork clearly tells a visual story. The composition is balanced and engaging.
<b>Details, Patterns, &amp; Environment</b>	Excellent use of details, textures, patterns, and background elements that enhance the drawing.
<b>Craftsmanship &amp; Completion</b>	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-

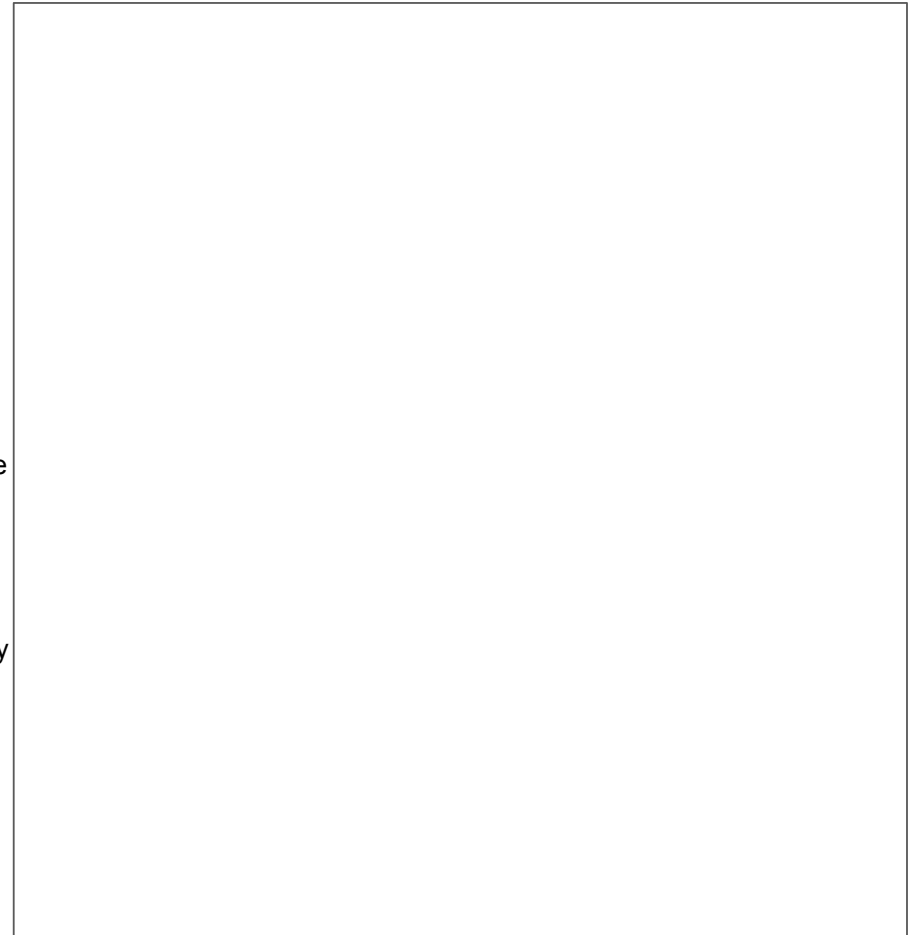
## Preliminary Sketch

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.

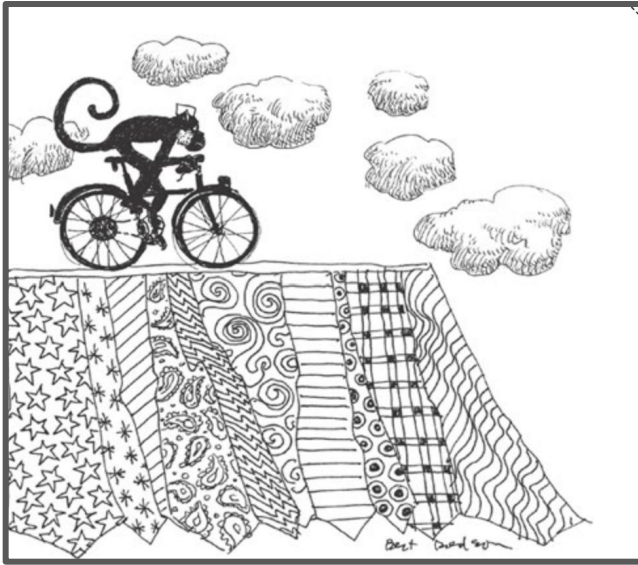
Focus on improving your idea from the thumbnail by adjusting the placement, proportions, and overall design. This is your chance to fix anything before your final drawing, so take your time and think about how to make your artwork more creative and complete. Keep your lines light and sketchy—you are 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).



# Visualizing Ideas-

## Final Checklist



### **Directions:**

Before you turn in your final project, use this checklist to make sure your artwork is complete and meets all the expectations. Go through each category and check off each item as you review your work. If something is missing or needs improvement, take a few minutes to fix it. This checklist is here to help you make your artwork as strong as possible, so take your time and make sure you are showing your best effort before submitting.

Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ 8

- (Before submitting your artwork)
- ✓ Animal in Action**  
My animal is clearly doing an action (riding, flying, climbing, jumping, etc.).
- ✓ Creative Transformation**  
I transformed at least one part of my drawing into something unexpected (shapes turned into new objects or ideas).
- ✓ Strong Composition**  
My drawing fills the space and is thoughtfully arranged (not too small or empty).
- ✓ Clear Environment**  
I included a background or setting that supports the scene.
- ✓ Details & Patterns**  
I added details, textures, or patterns to make my drawing more interesting.
- ✓ Visual Story**  
My artwork shows a clear idea or story that others can understand.
- ✓ Shading or Color**  
I used **grayscale shading (full range from light to dark)** OR **color** to complete my drawing.
- ✓ Craftsmanship**  
My work is neat, with clean lines and careful effort.
- ✓ Creative Effort**  
I pushed my idea beyond the basic and took creative risks.
- ✓ Completed Work**  
My drawing is fully finished with no large empty or rushed areas.

### ★ **Final Self-Check Question**

- Does my artwork look like I took my time and developed my idea fully?**

## Visualizing Ideas- Artist Statement - Rough Draft

*Directions: Using this sheet of paper, answer the following questions in complete sentences. Restate the question inside your answer. When you are done grade yourself using the rubric on the back of this paper.*

1. What animal did you choose and what action is it doing in your artwork?

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2. What is one transformation you included in your drawing, and how did it change your idea?

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3. How did your artwork change from your original thumbnail to your final drawing?

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4. What part of your artwork shows your creativity the most and why?

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5. How would you grade yourself according to the rubric?

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# Visualizing Ideas -Rubric

Name: \_\_\_\_\_ Per. \_\_\_\_\_

Criteria	20 – Exceeds Expectations	16 – Meets Expectations	12 – Developing	10 – Beginning	
Creative Idea & Imagination	The drawing shows highly imaginative ideas. The animal and environment are unique, unexpected, and creative.	The drawing shows a clear imaginative idea with some creative elements.	The idea is somewhat creative but predictable or not fully developed.	The drawing shows little imagination or appears copied or rushed.	
Transformation of Shapes (Letting the Drawing Evolve)	Shapes in the drawing are transformed in surprising and creative ways that strengthen the artwork.	Some shapes are transformed into new objects or ideas.	Limited transformation of shapes; most objects remain literal.	No transformation of shapes; drawing stays basic or unfinished.	
Composition & Story	The artwork clearly tells a visual story. The composition is balanced and engaging.	The drawing shows a clear scene or action.	The story or scene is somewhat unclear or lacks depth.	The drawing lacks a clear story or composition.	
Details, Patterns, & Environment	Excellent use of details, textures, patterns, and background elements that enhance the drawing.	Good use of details and some background elements.	Limited details or environment; large areas are empty.	Very little detail; drawing appears incomplete.	
Craftsmanship & Completion	Drawing is carefully finished with strong shading or color. Lines are clean and intentional.	Drawing is complete with shading or color and mostly careful work.	Some areas appear rushed or unfinished.	Drawing is incomplete or lacks shading/color.	

# Grading Data for Week 4 Assignments

1st Period - 84%

2nd Period - 74

3rd Period -91

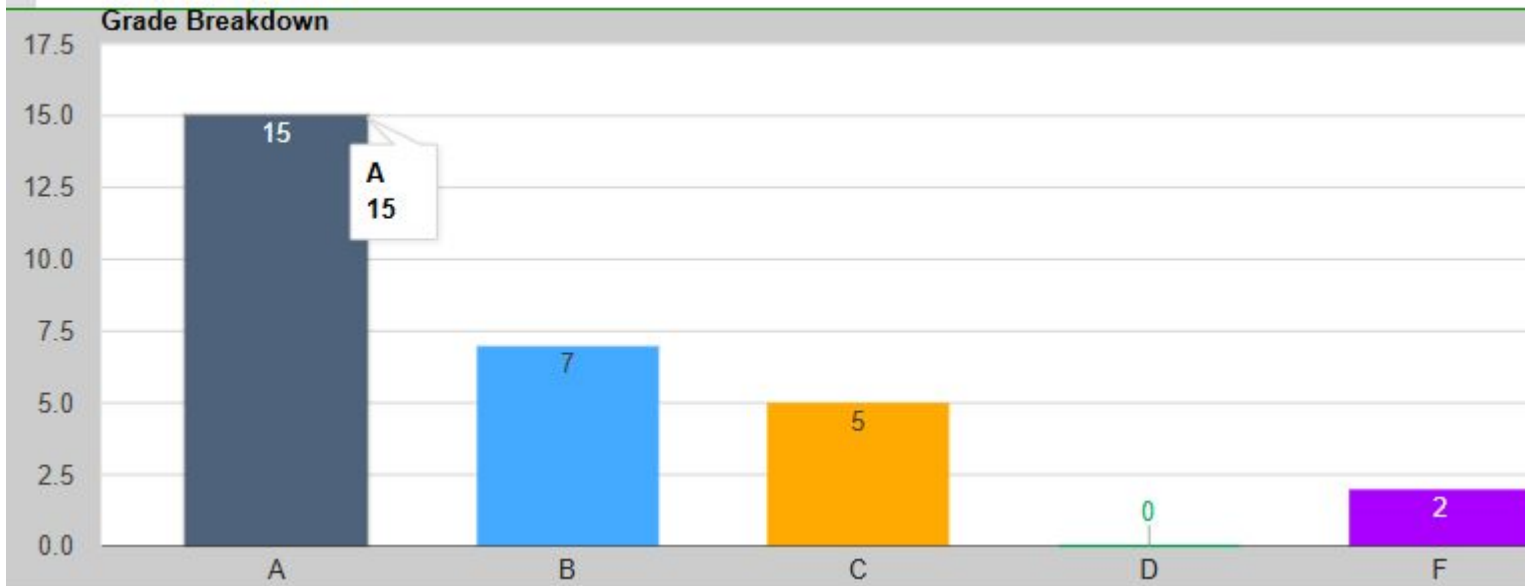
5th Period - 79%

6th Period -87%

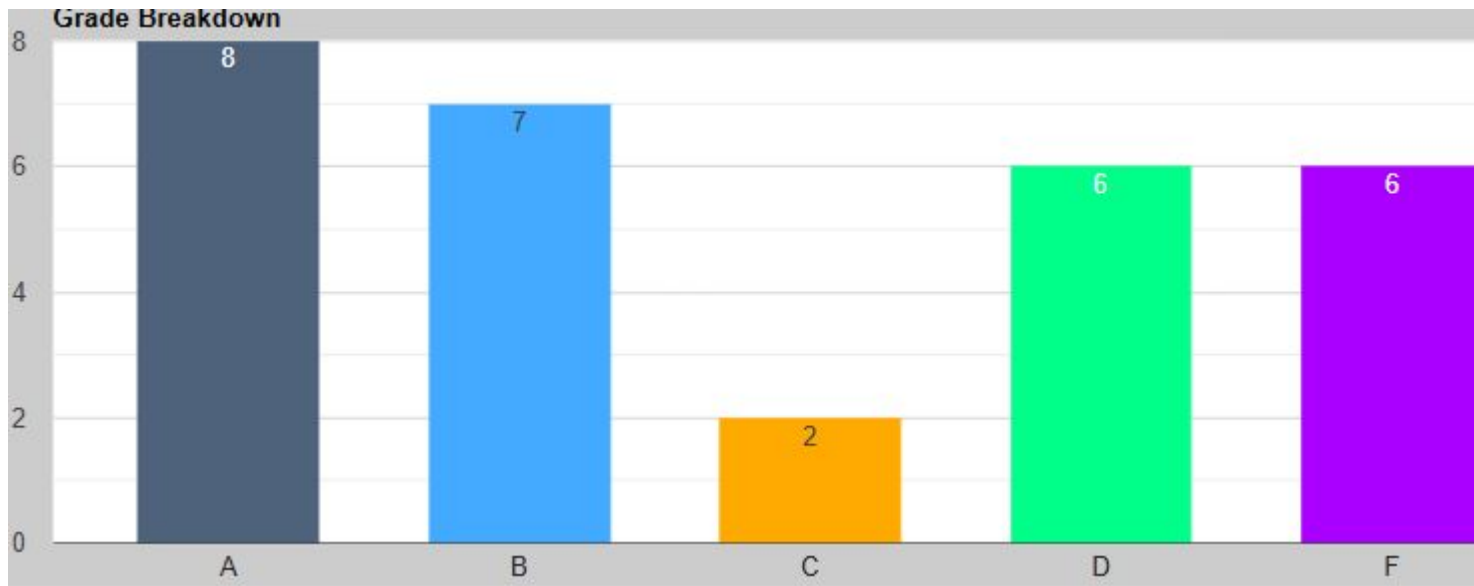
2d3\_6th Period -79%

7th Period -81%

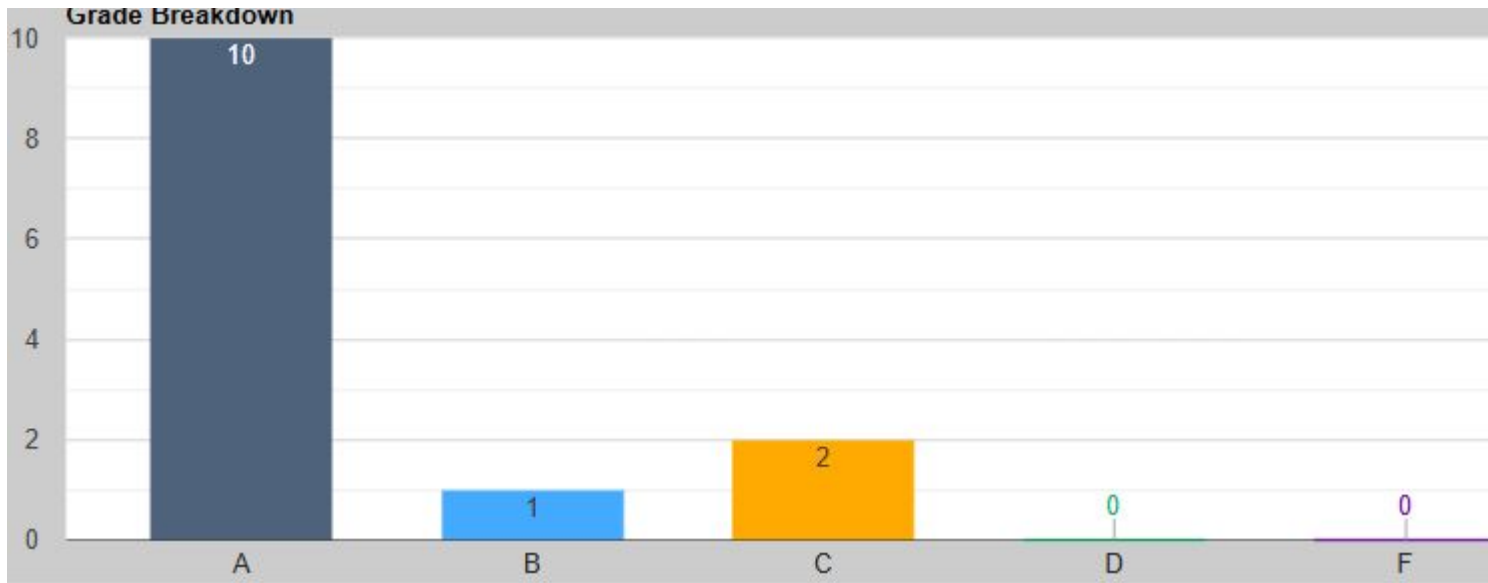
# 1st Period - 84%



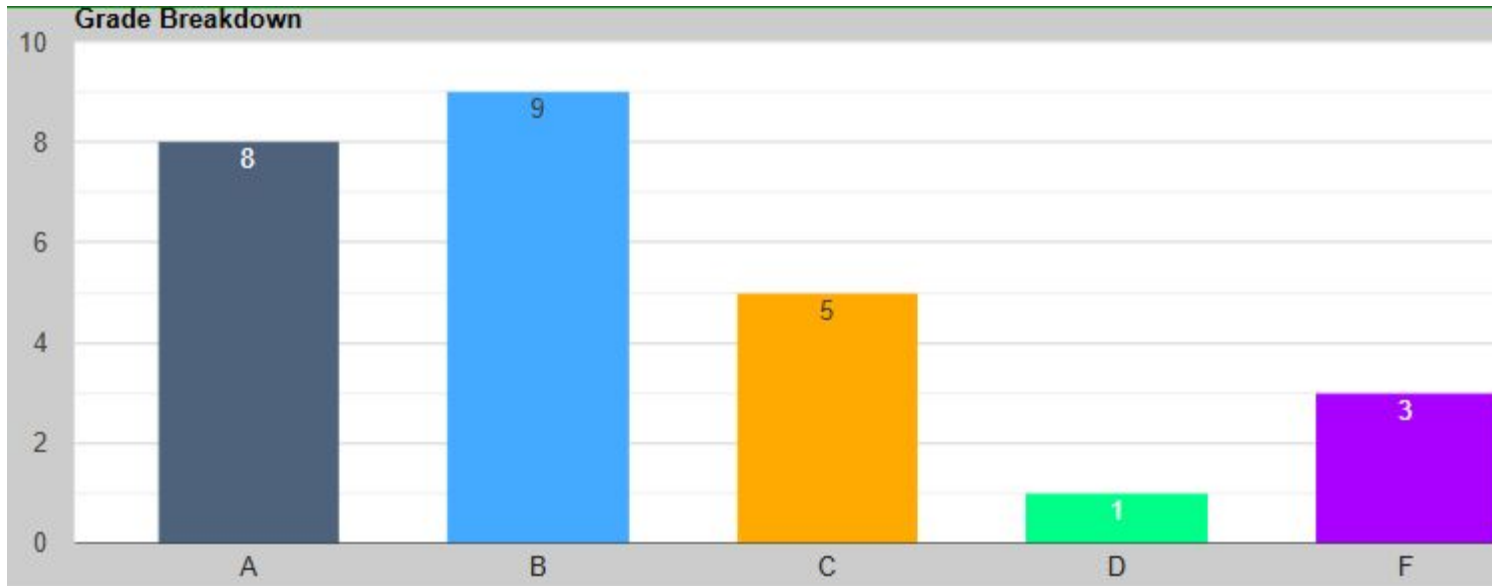
# 2nd Period - 74



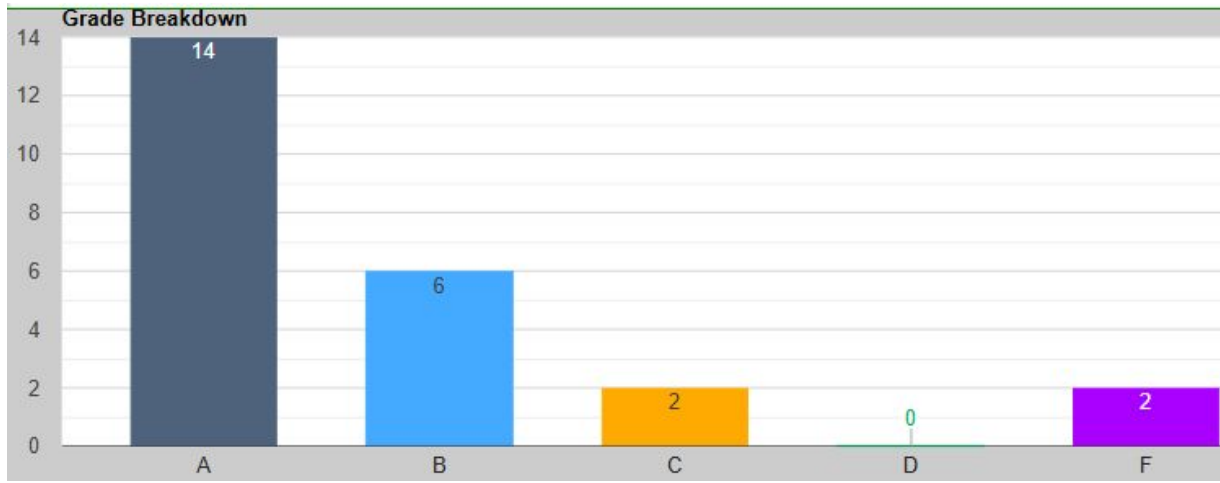
# 3rd Period -91



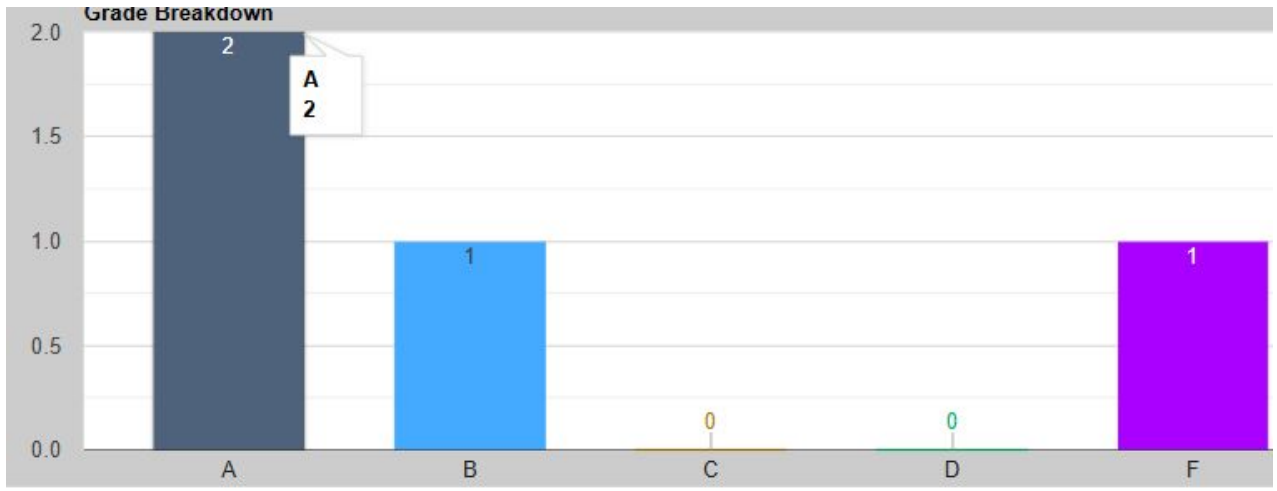
# 5th Period - 79%



# 6th Period - 87%



# 6th Period 2d3- 79%



# 7th Period - 81%

