

# ***1. Entering Class Procedures:***

**Conversation:** Level 1- Whisper

**Help:** Ask 3 before me

**Activity:**

**1st-**Find your assigned seat.

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

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

**4th-** Pick up the Sketchbook holder.

5th- Take out your sketchbook and Blue Folder.

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

7th - Start working on your Bellwork.

**Movement:** Art Cart, Backpack Zone, and Assigned Seat

**Participation:** Preparing for Class

**Sound:** Instructor's Music

## *2. Beginning of Class Procedures:*

**Conversation:** Level -0-Silent

**Help:** Raise your Hand

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

**Movement:** The Art Cart

**Participation:** Drawing and Writing

**Sound:** Instructor's Music

2d1=Gray

2d2=green

2d3= blue

# Spring Break HIGHLIGHT:

Working on my new body of work



**Directions:**

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

***Bellwork***  
**2D Week 3-Q4**  
**Space- 1-point City**  
3rd week of project

**Monday****Quick Box Practice**

Draw **two quick boxes** using a vanishing point and converging lines.

**Tuesday****Shrinking Objects**

Draw three boxes that get **smaller as they move toward the vanishing point**. What does this show about depth?

**Wednesday****Perspective Challenge**

Sketch a simple **row of buildings** using one vanishing point.

**Thursday****Fix the Mistake**

Draw a quick building in perspective. Now check: do all the lines that should converge go to the vanishing point? If not, fix them.

**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](http://katundra.com)

### Submit all assignments:

➔ Upload work on [Artsonia](http://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 3 q4 - Agenda- This Week in Art:

2

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

<u>Projects:</u> 2d1- Space - One Point City 2d2- Pattern-Zentangle Animal 2d3- Visualizing Ideas	Agenda
<b>Monday</b> 3/30	<ol style="list-style-type: none"><li>1. Review Preliminary expectations</li><li>2. Complete and submit Preliminary Sketch</li></ol>
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<b>Thursday</b> 4/2	<ol style="list-style-type: none"><li>1. Review Project Expectations</li><li>2. Continue Final Project- Day 3 of 7<ul style="list-style-type: none"><li>• Receive grade printout</li></ul>* Submit Assignments</li></ol>
<b>Friday</b> 4/3 <b>*No Bathroom Passes*</b>	<b>No School</b>
 <b>Grading Schedule</b> *Monday: 1st & 2nd Period *Tuesday: 3rd & 5th Period *Wednesday: 6th & 7th Period	<b>This Week's Assignment Submissions</b> <ol style="list-style-type: none"><li>1. Preliminary Sketch</li><li>2. BW</li><li>3. Agenda</li><li>4. In-Progress Project</li></ol>

# Space-"A Place I Want to Visit"

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

**Class:** 2D1

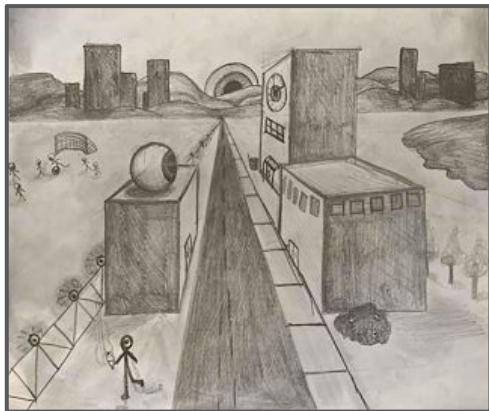
**Duration:** 8 Class Sessions

(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: Preliminary Sketch

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



### ✓ Preliminary Sketch Checklist

#### Perspective

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

#### Theme

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

#### Composition

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

#### Value Planning

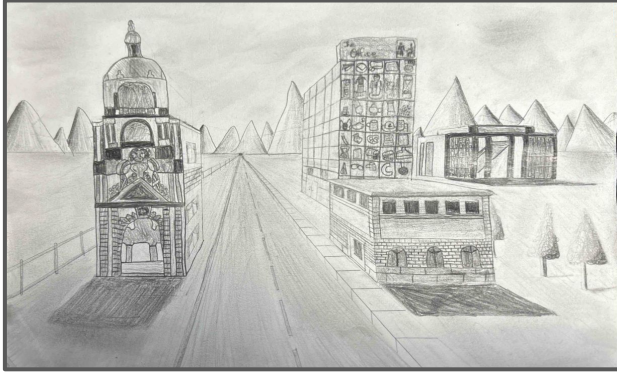
- I chose a **light source**
- I planned where **highlight, midtone, and core shadow** will go

#### Effort & Craftsmanship

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

# Space: Final Checklist

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



## 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.

## Perspective (Space & Depth)

- I included a clear **horizon line**
- I included a **vanishing point**
- All **converging lines** go to the vanishing point
- My buildings and objects follow correct **one-point perspective**
- My drawing clearly shows **depth (looks 3D, not flat)**

## Theme (Creativity & Idea)

- My artwork clearly shows my **theme/place I want to visit**
- My theme is **easy to recognize**
- I added **creative details** (signs, objects, environment, etc.)
- My city tells a **visual story**

## Details & Composition

- My drawing fills the **entire space of the paper**
- I included **foreground, middle ground, and background**
- I added a variety of **details** (windows, doors, textures, objects, etc.)
- My artwork is **balanced** (not too empty or too crowded)

## Value (Shading & Light Source)

- I chose a clear **light source**
- I included **highlight (lightest areas)**
- I included **midtone (middle values)**
- I included **core shadow (darkest areas)**
- My shading helps make my drawing look **3D and realistic**

**Directions:**

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

***Bellwork*****2D2 Week 3-Q4****Pattern- Zentangle Animal Design**

3rd week of project

**Monday****Section Challenge**

Draw a simple animal shape and divide it into **six sections** using curved lines.

**Reflection:** How do different line types affect the design?

**Tuesday****Straight vs Curved Lines**

Draw the same shape twice. Divide one using **straight lines** and the other using **curved lines**.

**Reflection:** Which feels more interesting or balanced?

**Wednesday****Pattern Library**

Draw **three different zentangle patterns** you might use in your project.

**Reflection:** Which one would work best in a large section?

**Thursday****Mood Patterns**

Create a pattern that represents a **mood** (calm, chaotic, excited, mysterious).

**Reflection:** How can patterns communicate feelings?

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

**in your sketchbook**  
**Due Week 9 - Friday**

## Reminders:

### Find assignment information:

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### Submit all assignments:

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## Week 3 q4 - Agenda- This Week in Art:

2

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

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# Pattern-"Zentangle Animal"

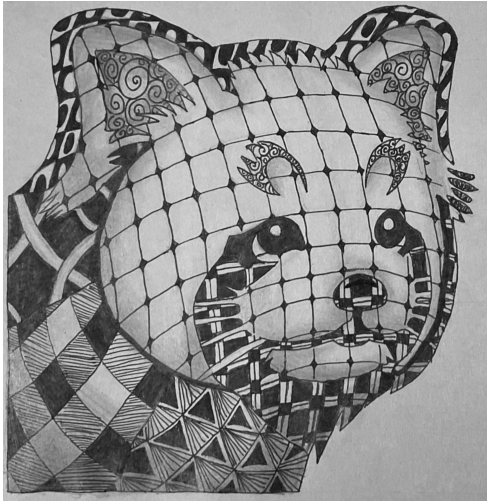
Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ #3

**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>

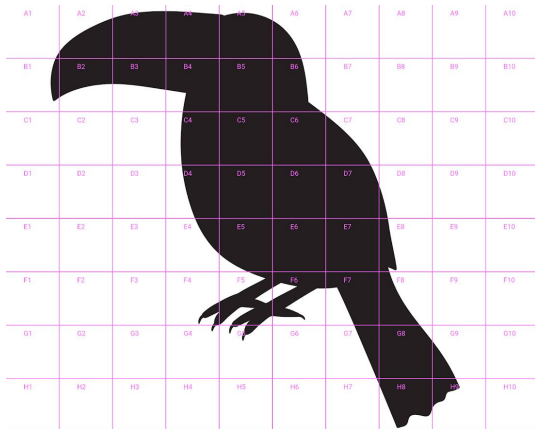
## Vocabulary for Zentangle Animal Design

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- Preliminary Sketch

Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ 7

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



## Preliminary Sketch Checklist

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

## Drawing the Animal

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

## Before Submitting

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

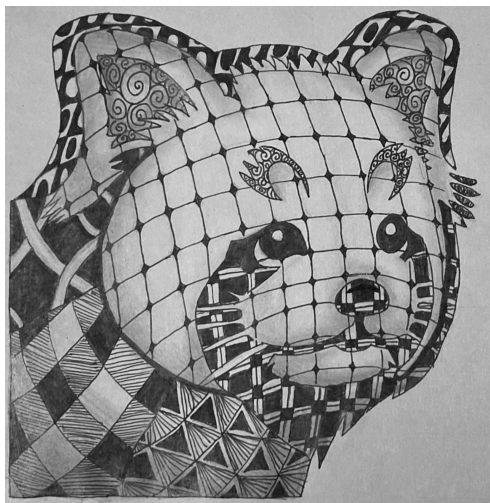
## Ready for Next Step

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



## Pattern- Final Checklist

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



### 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.

### Drawing & Composition

- My animal is **accurately drawn using the grid method**.
- My animal **fills the space well** (not too small or floating).
- My silhouette is **clear and easy to recognize**.

### Sections & Design

- My animal is divided into **at least 6 sections**.
- My sections are **interesting and not all the same size**.
- My design feels **balanced across the entire animal**.

### Zentangle Patterns

- Each section has a **different pattern**.
- I used **at least 5 practiced patterns**.
- I created and used at least **1 original pattern**.
- My patterns **fill each section completely** (no empty gaps).

### Line Quality & Craftsmanship

- My lines are **clean, bold, and carefully drawn**.
- I took my time—my work is **neat and not rushed**.
- I used my marker with **control (no scribbling or messy lines)**.
- All **pencil lines are erased**.

### Design Principles (2D2 Focus)

- I used **pattern and repetition** effectively.
- I created **contrast** (different patterns, thick/thin lines, etc.).
- My artwork shows **variety and visual interest**.

**Directions:**

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

***Bellwork*****2D3- Week 3-Q4****Visualizing Ideas**

3rd week of project

**Monday****Pattern Practice**

Fill a rectangle with a **repeating pattern inspired by nature** (scales, leaves, feathers, waves).

**Tuesday****Texture Study**

Draw two textures an animal might have:  
 fur, scales, feathers, or shell.

**Wednesday****Pattern Object**

Draw an everyday object and fill it with **zentangle-style patterns**.

**Thursday****Environment Pattern**

Draw a landscape (hill, cliff, road, clouds). Fill each section with different patterns.

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

**in your sketchbook**  
**Due Week 9 - Friday**

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## Week 3 q4 - Agenda- This Week in Art:

2

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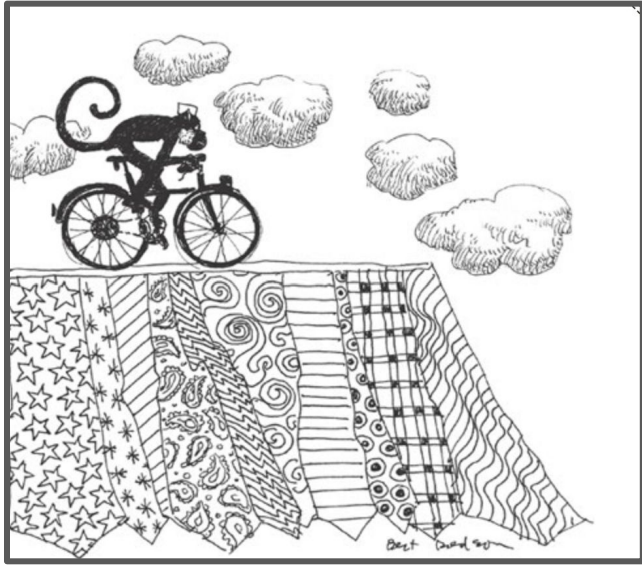
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# Visualizing Ideas

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-

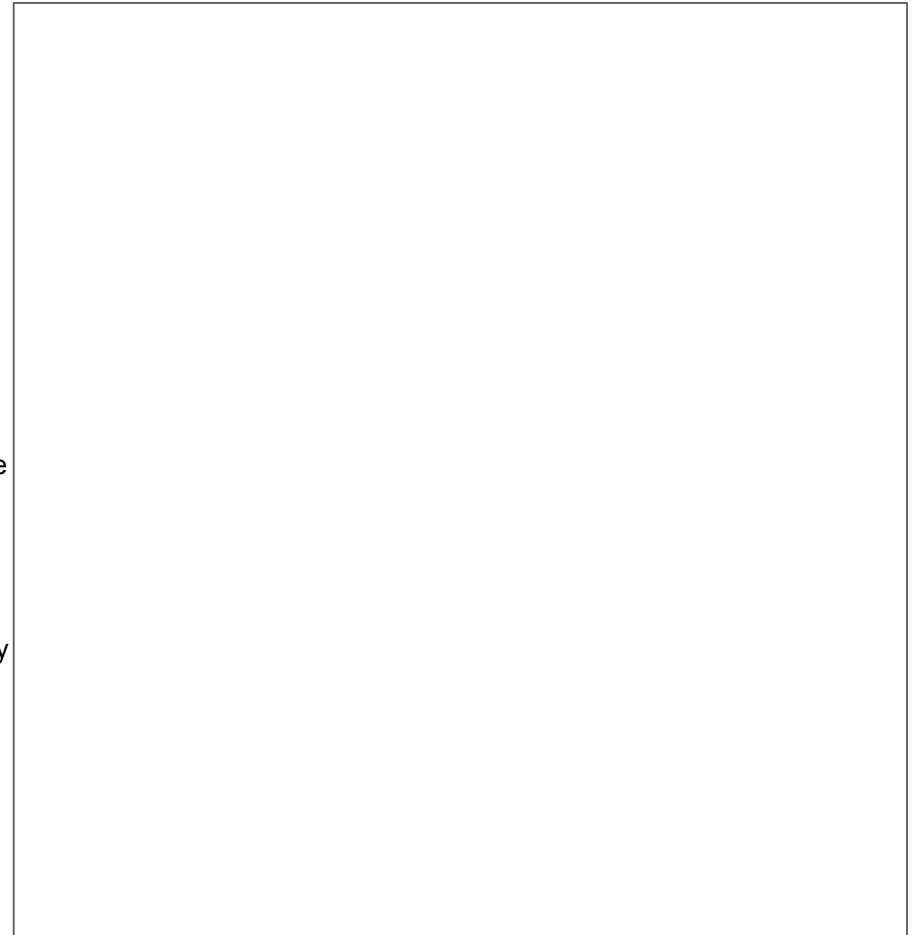
## Preliminary Sketch

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.

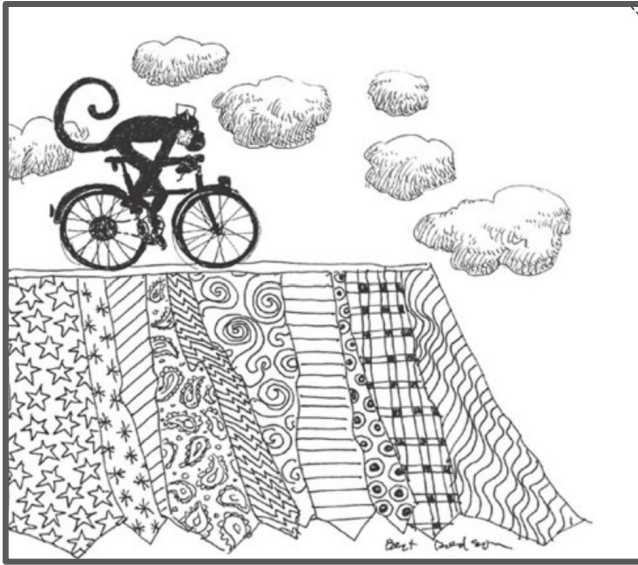
Focus on improving your idea from the thumbnail by adjusting the placement, proportions, and overall design. This is your chance to fix anything before your final drawing, so take your time and think about how to make your artwork more creative and complete. Keep your lines light and sketchy—you are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

# What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Your Hand

Activities

Preliminary Sketch

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

## Space: Preliminary Sketch

Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ 6

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



### Preliminary Sketch Checklist

#### Perspective

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

#### Theme

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

#### Composition

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

#### Value Planning

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

#### Effort & Craftsmanship

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

Movement

Materials Cart

Participation

Drawing

# What You Will Do: Independent Time

Conversation

At a Level-1 Whisper

Help

Ask 3 Before Me

Activities

Preliminary Sketch

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

## Space: Preliminary Sketch

Name: \_\_\_\_\_ Per. \_\_\_\_\_ Date: \_\_\_\_\_ 6

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



### Preliminary Sketch Checklist

#### Perspective

- I included a **horizon line**
- I included a **vanishing point**
- My **converging lines** go to the vanishing point
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#### Theme

- My city clearly shows my **theme/place I want to visit**
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- My ideas match one of my **thumbnail sketches**

#### Composition

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

#### Value Planning

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

#### Effort & Craftsmanship

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

Movement

Materials Cart

Participation

Drawing

# What You Will Do: Independent Time

Conversation At a Level-0

Help Raise Your Hand

Activities Submitting Preliminary Sketch and Starting Final

Directions: Submit your preliminary sketch and start working on your final.



Movement Materials Cart

Participation Drawing

# What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Your Hand

Activities

Submitting Preliminary Sketch and Starting Final

Directions: Submit your preliminary sketch and continue working on your final.



Movement

Materials Cart

Participation

Drawing

# What You Will Do: Independent Time

Conversation At a Level-1

Help Ask 3 Before Me

Activities Submitting Preliminary Sketch and Starting Final

Directions: Submit your preliminary sketch and continue working on your final.



Movement Materials Cart

Participation Drawing

# What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Your Hand

Activities

Continue Final

## Space: 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

### Perspective (Space & Depth)

- I included a clear horizon line
- I included a vanishing point
- All converging lines go to the vanishing point
- My buildings and objects follow correct one-point perspective
- My drawing clearly shows depth (looks 3D, not flat)

### Theme (Creativity & Idea)

- My artwork clearly shows my theme/place I want to visit
- My theme is easy to recognize
- I added creative details (signs, objects, environment, etc.)
- My city tells a visual story

### Details & Composition

- My drawing fills the entire space of the paper
- I included foreground, middle ground, and background
- I added a variety of details (windows, doors, textures, objects, etc.)
- My artwork is balanced (not too empty or too crowded)

### Value (Shading & Light Source)

- I chose a clear light source
- I included highlight (lightest areas)
- I included midtone (middle values)
- I included core shadow (darkest areas)
- My shading helps make my drawing look 3D and realistic

Movement

Materials Cart

Participation

Drawing

Please  
remember  
Mrs. StewART  
only asks for your  
Best!

# Grading Data for Week 2 Assignments

1st Period - 94%

2nd Period - 79

3rd Period - 92%

5th Period - 74%

6th Period - 81%

2d3\_6th Period - 88%

7th Period - 73%