

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 labeled zones.

4th- Pick up the Bellwork Handout from the Art Cart and fill out the info on the top right.

5th-Be in your assigned seat, **before** the bell rings. See Mrs. Stewart if you don't know.

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 to complete the drawing prompt.

Movement: The Art Cart

Participation: Drawing and Writing

Sound: Instructor's Music

2d1=yellow

2d2=purple

2d3= blue

Bellwork

2D1 Week 8-Q2 Shape (3rd wk)

Directions:

Draw the prompt. You have 5 mins.

Monday

Draw your hand forming any ASL letter quickly and loosely.

Tuesday

Fill the square with overlapping circles and turn 3 of them into forms with shading.

Wednesday

Draw the silhouette of your hand without lifting your pencil.



Thursday

Create an abstract design showing movement using only curved lines.

Friday

***No Bellwork**

***Complete the Agenda**

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

Week 8_q2 - Agenda- This Week in Art:

(3rd week of project)

<u>Projects:</u> 2d1- Shape:Hands 2d2- Emphasis: Pop of Color 2d3- A New Reality	Agenda
Monday 12/8	<ol style="list-style-type: none">1. Discuss Final Project Expectations2. Start Final Drawing Session 1 of 8
Tuesday 12/9	<ol style="list-style-type: none">1. Continue Final Drawing Session 2 of 8 for 20 mins. (either class or homework due to testing)
Wednesday 12/10	<ol style="list-style-type: none">1. Continue Final Drawing Session 3 of 8 for 20 mins. (either class or homework due to testing)
Thursday 12/11 *Mrs. StewART'S B-Day*	<ol style="list-style-type: none">1. Continue Final Drawing Session 4 of 8 for 20 mins. (either class or homework due to testing)
Friday 12/12	<ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing *Receive Grade Printout
Assignment Submissions	<ol style="list-style-type: none">1. Bw2. Agenda3. InProgress Checklist and Drawing

Bellwork

2D2 Week 8-Q2

(3rd wk)

Emphasis Through Color

Directions:

Draw the prompt. You have 5 mins.

Monday

Draw any object around you in pencil. Add **one small colored detail**.

Tuesday

Sketch a tiny street scene and color **only one sign, window, or umbrella**.

Wednesday

Draw your hand in a quick pose.
Color **only the fingernails or a ring**.

Thursday

Draw **2 tiny thumbnails** exploring different focal-point placements.

Friday

***No Bellwork**

***Complete the Agenda**

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

Bellwork

2D3 Week 8-Q2

(3rd wk)

Drawing a New Reality

Directions:

Draw the prompt. You have 5 mins.

Monday

Draw open doors that show portals, oceans, forests, or other dimensions.

Tuesday

Make a stapler, chair, or cup come alive with personality.

Wednesday

You climbing a cereal box, sitting on a paintbrush, or hiding under a keyboard.

Thursday

Draw a real animal doing something human, reading, cooking, grabbing a snack, talking on the phone.

Friday

***No Bellwork**

***Complete the Agenda**

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

3. Instructional Procedures

Conversation: Level -0

Help: Raise your Hand

Activity: Receiving Instruction

Movement: None

Participation: Listening, Drawing and Writing

Sound: None

*** Please be aware that failing to adhere to the above will result in completing a behavior sheet.**

4. Independent Procedures

Conversation: Level -1 -whisper

Help: Ask 3 Before Me at Your Table

Activity: Complete the Current Activity.

Movement: Art Cart and Restroom

Participation: Drawing/ Reading/ Writing

Sound: Instructor's Music

*** Please be aware that failing to adhere to the above will result in completing a behavior sheet.**

Please
remember
Mrs. StewART
only asks for your
Best!

2d1- ASL Hand Drawing Project



Florida Visual Arts Standards

VA.68.S.1.3: Use ideas from direct observation to create artwork.

VA.68.C.1.2: Use visual evidence and prior knowledge to reflect on multiple interpretations of works of art.

VA.68.O.3.1: Create artworks that demonstrate an understanding of organizational principles of design.

VA.68.F.3.2: Apply technology resources to develop artistic techniques and presentations.

VA.68.H.1.3: Explain the significance of personal artwork and how it can represent identity.

Objective: You will draw your hands forming your initials using American Sign Language (ASL). You'll learn to break down your hands into basic shapes and create a cool **abstract background** using geometric and organic shapes to make your artwork unique.



Essential Questions:

1. How can American Sign Language and abstract shape design be used together to communicate identity through art?
2. How does planning through thumbnails and shape construction help artists develop stronger, more intentional compositions?
3. How do artists use proportion, structure, and clean line work to create a believable and well-organized drawing?
4. How does value, contrast, and attention to detail transform a simple drawing into a more realistic and expressive work of art?
5. How can evaluating our artistic choices help us understand our strengths, improve our techniques, and grow as artists?

Summary: First, you will sketch your hands forming your initials using American Sign Language (ASL) by breaking them down into basic shapes like circles, ovals, and rectangles. Next, you'll refine your sketch by adding details such as fingernails, knuckles, and shading to make the hands look realistic. After that, you will design an abstract background using a mix of **geometric shapes** (like squares and circles) and **organic shapes** (curvy, free-flowing forms) to create balance and contrast. Finally, you'll add finishing touches by shading the hands for depth and refining the background to make your artwork unique and visually interesting.

What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Your Hand

Activities

Final ASL Hand Drawing



Final Checklist - Shape - Hands ASL Initials (2-Week Final)

1. Clean Construction Drawing (Week 1 Start)

- ☐ I lightly sketched all **three ASL hands** using basic shapes first (square/triangle/cylinders).
- ☐ My hands are placed exactly where I planned in my preliminary sketch and fit the page.
- ☐ The proportions of each hand are accurate (no fingers too long or palms too short).
- ☐ I added contour lines over the shapes to define the hands clearly.
- ☐ My lines are light, clean, and easy to adjust—no heavy outlines yet.
- ☐ I drew the abstract background lightly, using both **geometric and organic shapes**.
- ☐ The background interacts with the hands (overlapping, behind, around).

2. Refined Line Art (Week 1 Mid-End)

- ☐ I checked spacing so the hands and background feel balanced.
- ☐ I corrected any hand anatomy issues (thumb angle, finger joints, palm width).
- ☐ Overlapping shapes are clear and neat—nothing looks confusing.
- ☐ I cleaned up unnecessary construction lines.
- ☐ I made final decisions about the light source before shading.
- ☐ The drawing is now fully planned and ready for detail + shading.

3. Hand Details (Week 2 Start)

- ☐ Fingers show joint structure and correct angles.
- ☐ Thumb shape and placement are accurate.
- ☐ Palm creases and subtle details are added (lightly).
- ☐ Nail suggestions (only if visible) are drawn lightly and neatly.
- ☐ Hands look 3D and not flat, even before shading.

4. Shading the Hands (Week 2)

- ☐ I followed a **consistent light source** throughout all three hands.
- ☐ I used smooth shading, cross-hatching, or controlled hatching (based on project style).
- ☐ Shadows and highlights are placed correctly (under fingers, side of palm, base of thumb).

- ☐ I used at least **5 values** (very light → very dark).
- ☐ My shading makes the hands stand out from the background (contrast).
- ☐ Hands look rounded, not flat, because of gradual value changes.

5. Shading + Refining the Abstract Background

- ☐ Shapes in the background show value (light, medium, dark).
- ☐ I used both **geometric and organic shapes** in interesting ways.
- ☐ Background shapes do not overpower the hands—they support them.
- ☐ Contrast is balanced so the hands remain the focal point.
- ☐ I added line weight or shading to show depth and layering.

6. Final Touches & Clean-Up (End of Week 2)

- ☐ All lines are clean—no scratchy marks or random lines left behind.
- ☐ Erased stray pencil marks and unnecessary construction lines.
- ☐ Added final details to emphasize the focus of the piece.
- ☐ Edges are neat, sharp, and intentional.
- ☐ Paper is clean (no smudges, tears, or wrinkles).
- ☐ Name is written neatly on the back of the artwork.
- ☐ I reviewed the rubric to make sure everything is complete.

★ "My Artwork is Ready to Turn In When..."

- ✓ My hands are fully drawn, detailed, and shaded
- ✓ My background is complete and supports the composition
- ✓ I used contrast, value, and clean craftsmanship
- ✓ The artwork looks intentional, expressive, and polished
- ✓ I am confident this is my best work

Movement

Materials Cart

Participation

Drawing

What You Will Do: Independent Time

Conversation

At a Level-1

Help

3 Before Me

Activities

Final ASL Hand Drawing



Final Checklist - Shape - Hands ASL Initials (2-Week Final)

1. Clean Construction Drawing (Week 1 Start)

- ☐ I lightly sketched all **three ASL hands** using basic shapes first (square/triangle/cylinders).
- ☐ My hands are placed exactly where I planned in my preliminary sketch and fit the page.
- ☐ The proportions of each hand are accurate (no fingers too long or palms too short).
- ☐ I added contour lines over the shapes to define the hands clearly.
- ☐ My lines are light, clean, and easy to adjust—no heavy outlines yet.
- ☐ I drew the abstract background lightly, using both **geometric and organic shapes**.
- ☐ The background interacts with the hands (overlapping, behind, around).

2. Refined Line Art (Week 1 Mid-End)

- ☐ I checked spacing so the hands and background feel balanced.
- ☐ I corrected any hand anatomy issues (thumb angle, finger joints, palm width).
- ☐ Overlapping shapes are clear and neat—nothing looks confusing.
- ☐ I cleaned up unnecessary construction lines.
- ☐ I made final decisions about the light source before shading.
- ☐ The drawing is now fully planned and ready for detail + shading.

3. Hand Details (Week 2 Start)

- ☐ Fingers show joint structure and correct angles.
- ☐ Thumb shape and placement are accurate.
- ☐ Palm creases and subtle details are added (lightly).
- ☐ Nail suggestions (only if visible) are drawn lightly and neatly.
- ☐ Hands look 3D and not flat, even before shading.

4. Shading the Hands (Week 2)

- ☐ I followed a **consistent light source** throughout all three hands.
- ☐ I used smooth shading, cross-hatching, or controlled hatching (based on project style).
- ☐ Shadows and highlights are placed correctly (under fingers, side of palm, base of thumb).

- ☐ I used at least **5 values** (very light → very dark).
- ☐ My shading makes the hands stand out from the background (contrast).
- ☐ Hands look rounded, not flat, because of gradual value changes.

1

5. Shading + Refining the Abstract Background

- ☐ Shapes in the background show value (light, medium, dark).
- ☐ I used both **geometric and organic shapes** in interesting ways.
- ☐ Background shapes do not overpower the hands—they support them.
- ☐ Contrast is balanced so the hands remain the focal point.
- ☐ I added line weight or shading to show depth and layering.

6. Final Touches & Clean-Up (End of Week 2)

- ☐ All lines are clean—no scratchy marks or random lines left behind.
- ☐ Erased stray pencil marks and unnecessary construction lines.
- ☐ Added final details to emphasize the focus of the piece.
- ☐ Edges are neat, sharp, and intentional.
- ☐ Paper is clean (no smudges, tears, or wrinkles).
- ☐ Name is written neatly on the back of the artwork.
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Movement

Materials Cart

Participation

Drawing

2D2 - Emphasis: Pop of Color

Class: 2D2 **Duration:** 8 Class Sessions (20 minutes each)

Focus Principle: Emphasis

Medium: Graphite and Colored Pencil on Drawing Paper

Florida Visual Arts Standards

VA.68.S.1.2 – Use principles of design (emphasis, contrast) to organize composition

VA.68.C.1.3 – Describe and analyze artwork

VA.68.O.1.3 – Use elements/principles to communicate meaning

VA.68.F.3.4 – Demonstrate skills and craftsmanship in art creation

VA.68.S.1.1 – Experiment with materials and techniques

Objective: You will create a drawing that uses value and a single pop of color to show emphasis and make a clear focal point, demonstrating that you understand how artists guide the viewer's eye using contrast.

Essential Questions:

1. "How do artists use emphasis and focal point to guide the viewer's eye in an artwork?"
2. "How can different compositions and focal point placements change the impact of my artwork?"
3. "What choices do I need to make with value and color to make my focal point stand out clearly?"
4. "How does careful shading, layering, and craftsmanship help strengthen emphasis in my final piece?"
5. How effectively did I use contrast, value, and selective color to create a strong focal point in my artwork?

Summary: In this project, you will learn how to make one part of your artwork stand out by using **emphasis**. You will create a drawing in pencil and then choose **one object** to highlight using **color**, while the rest stays in **grayscale**. This helps you create a strong **focal point**, which is the first thing the viewer notices. You will practice using **value** (light, medium, and dark shading) to add depth to your drawing, and use **color blending** to make your chosen object pop. By the end of the project, you should be able to clearly show emphasis, create a focal point, and use color and value in a way that makes your artwork visually powerful and easy to understand.



What You Will Do: Independent Time

Conversation

At a Level-0

Help

Raise Hand

Activities

Final Emphasis-Through Color- Total of 8 sessions - Due at the end of Midterm



Emphasis Through Color - Final Checklist

✓ Composition

- ☐ My final drawing follows the composition from my approved preliminary sketch.
- ☐ The page is fully used—no large empty areas unless intentional.
- ☐ All major objects are drawn clearly and accurately.
- ☐ My focal point is placed in a strong position (center, rule of thirds, or intentionally off-center).

✓ Focal Point & Emphasis

- ☐ I used only one area of color to create a clear focal point.
- ☐ The colored area stands out immediately when looking at the drawing.
- ☐ My focal point is neat, detailed, and carefully blended.
- ☐ I avoided adding color anywhere else in the artwork.

✓ Grayscale Shading

- ☐ I used at least 5 different values: dark, medium-dark, medium, medium-light, and light.
- ☐ My shading is smooth—not scratchy or patchy.
- ☐ Shadows and highlights are placed correctly based on my reference.
- ☐ Dark areas are truly dark (not light gray), and light areas are intentionally light.
- ☐ The grayscale areas support the focal point instead of competing with it.

✓ Color Application

- ☐ My color is layered using multiple passes, not a single flat color.
- ☐ I used blending techniques (light pressure, layering, burnishing) to make the color look rich.
- ☐ The color has smooth transitions and no white gaps.
- ☐ The color choice helps guide the viewer's eye to the focal point.

✓ Craftsmanship

- ☐ My lines are clean and purposeful.
- ☐ I erased construction lines and unwanted marks.
- ☐ Edges of objects are crisp and clear.
- ☐ There are no smudges, fingerprints, or unintentional marks.
- ☐ The artwork looks polished and carefully completed.



✓ Background & Depth

- ☐ My background is complete enough to support the story of the artwork.
- ☐ Objects overlap or change size to show depth.
- ☐ Foreground, middle ground, and background are clear (if included).
- ☐ The background is shaded with intention—not rushed.

✓ Contrast & Clarity

- ☐ The focal point contrasts strongly with the grayscale areas.
- ☐ Dark values and bright color work together to guide the eye.
- ☐ Nothing distracts from the focal point.
- ☐ The image reads clearly from a distance.

✓ Final Presentation

- ☐ I signed my name neatly (bottom corner).
- ☐ I cleaned up eraser crumbs and smudges.
- ☐ Edges of the paper are clean and not torn.

Movement

Materials Cart

Participation

Drawing

What You Will Do: Independent Time

Conversation

At a Level-1

Help

3 Before Me

Activities

Final Emphasis-Through Color- Total of 8 sessions - Due at the end of Midterm



Emphasis Through Color - Final Checklist

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Movement

Materials Cart

Participation

Drawing



Universal Visual Storytelling Worksheet

Use this for ANY art project to help you plan your story and composition

Name: _____ Date: _____

1. WHO

Who is in your artwork?

(This can be a person, animal, creature, object, or even nature itself.)

2. WHAT

What is happening?

(Describe the action, moment, event, or focus.)

3. WHERE

Where is the scene taking place?

(Setting, environment, location, real or imaginary.)

4. WHEN

When does this story happen?

(Check or describe ☐ past, present, future, morning, night, season, time period.)

5. WHY

Why is this moment important?

(Why should the viewer care? What does the focal point represent?)

6. HOW

How will you show the story visually?
(Think composition, value, color, scale, placement, symbols.)

★ Emotion & Mood

What emotion do you want the viewer to feel when they see your artwork?

- ☐ Calm
- ☐ Happy
- ☐ Curious
- ☐ Sad
- ☐ Excited
- ☐ Scared
- ☐ Peaceful
- ☐ Inspired
- ☐ Confused
- ☐ Surprised
- ☐ Other: _____

Explain your choice:

★ Focal Point Planning

What is the most important part of your artwork?

Where will you place it to make it stand out?

- ☐ Rule of thirds
- ☐ Center
- ☐ Off to one side
- ☐ Foreground
- ☐ Background
- ☐ Other: _____

★ Details That Support the Story

List 3 details you will add that help the viewer understand your story:

- 1.
- 2.
- 3.

★ Clarity Check

Does everything in your artwork belong to the story?

☐ Yes

☐ No

If no, what might be removed, changed, or redesigned?

★ Artist's Intention

What message or idea do you want your artwork to communicate?

★ Final Planning Note

What do you still need to decide before starting?

2D3 - Drawing a New Reality

Florida Visual Arts Standards

VA.68.C.1.2 – Identify and apply criteria to determine the aesthetic qualities of artwork.

VA.68.S.1.1 – Use visual thinking and problem-solving to create unique artworks.

VA.68.S.2.2 – Demonstrate planning and refining in the creation of artworks.

VA.68.O.2.1 – Create artwork that shows innovation in concepts and ideas.

VA.68.F.1.2 – Use imagination and observation together to generate creative solutions in art.



Objective: You will learn how to look at familiar things with fresh eyes so you can see details you usually overlook. By observing real objects closely—their shapes, shadows, textures, and reflections—you will strengthen the connection between your eyes and your drawing hand. Then you will use your imagination to change what you see and transform an ordinary place into a new reality. This project teaches you how to draw from life, think creatively, and turn everyday scenes into something unusual, memorable, and imaginative.

Essential Questions:

1. How do artists blend real-life observation with imagination to create a new reality?
2. How can different creative changes—like scale, materials, gravity, or character shifts—transform an ordinary place into something imaginative?
3. What choices do I need to make at the beginning of my final drawing to show both the real environment and the imaginative changes clearly?
4. How can I use details, shading, and composition to make my new reality believable, engaging, and easy for the viewer to understand?
5. What did I learn about combining observation and creativity, and how did those choices shape the final meaning of my artwork?



Summary: In this project, you will start with a real place you know—your room, a hallway, the lunchroom, or any everyday space—and learn to see it with fresh eyes. By paying close attention to its shapes, shadows, textures, and details, you'll build stronger observation skills. Then you will use your imagination to creatively change that space into a new reality. You might bend the rules of gravity, change materials, alter scale, combine unexpected ideas, or add unusual elements. Your final drawing will blend real observation with fantasy to create an artwork that is surprising, memorable, and uniquely yours.

What You Will Do: Independent Time

Conversation

At a Level-1

Help

3 Before Me

Activities

Final New Reality - Total of 8 sessions - Due at the end of Midterm



Final Checklist - New Reality

✓ REAL ENVIRONMENT (Observation-Based)

Your final drawing should clearly show the part of the artwork based on real life. Make sure you have:

- ☐ A recognizable real place (room, hallway, playground, lunchroom, etc.)
- ☐ Correct perspective OR clear foreground/middle ground/background
- ☐ Accurate shapes and proportions for real objects in the space
- ☐ Realistic details that show observation (textures, structure, placement)
- ☐ Consistent lighting within the real part of the scene

✓ CREATIVE TRANSFORMATION (New Reality Elements)

Your drawing must show intentional imaginative changes. Check that you included:

- ☐ At least 3 major imaginative changes to the real environment
- ☐ Creative elements that follow one or more transformations:
 - Scale change
 - Material change
 - Gravity changes
 - Fantasy characters or creatures
 - Environment shifts (underwater, clouds, forest takeover, etc.)
 - World-combination (two realities blended)
 - ☐ Creative elements that interact with the real space
 - ☐ Changes that are clear, intentional, and easy for the viewer to understand
 - ☐ A focal point that highlights your "new reality"

✓ DRAWING QUALITY (Craftsmanship)

Your final drawing should show effort, neatness, and control of your materials.

- ☐ Clean, confident linework (not scratchy or messy)
- ☐ Refined, intentional marks—no smudges or random lines
- ☐ Objects are fully drawn (not floating, incomplete, or cropped accidentally)
- ☐ Background and environment are included, not blank or empty
- ☐ The entire page is thoughtfully composed and balanced

✓ TECHNICAL SKILL (Shading, Texture, Value)

You must use the drawing techniques taught in class.

- ☐ A complete value range (lights, mid-tones, darks)
- ☐ Shadows that match the light source
- ☐ Shading shows form (roundness, depth, dimension)
- ☐ Textures are added where needed (wood, metal, fabric, water, clouds, etc.)
- ☐ Depth is shown using overlap, size change, atmospheric perspective, or value shifts

✓ NEW REALITY INTEGRATION

Your artwork should blend the real and imaginary parts seamlessly.

- ☐ Real and creative elements combine into ONE believable scene
- ☐ Your transformations enhance the space instead of distracting from it
- ☐ The scene feels magical, surreal, or transformed—but still grounded in reality
- ☐ The drawing tells a story or gives a clear mood/atmosphere

✓ COMPLETION REQUIREMENTS

Before turning it in, check that:

- ☐ You followed your preliminary sketch (or improved it intentionally)
- ☐ You filled the space thoughtfully—no large empty areas unless purposeful
- ☐ You reviewed and refined every major object in your drawing
- ☐ You used the full class time over the 2 weeks
- ☐ Your name, class period, and title are on the back
- ☐ Your drawing is ready to upload to Artsonia

Movement

Materials Cart

Participation

Drawing

What You Will Do: Independent Time

Conversation At a Level-1

Help 3 Before Me

Activities Submitting Assignments and Data Day Drawing

Every Friday is Data Day. Follow these steps:

1. Below are the following assignments I will be grading next week. Make sure you submit the assignments today because the window will close at the end of class. If you don't make it then you'll need to submit it to the Make-Up Window. Each student will have at least 3 minutes to submit the following assignments.

- **Submit all current assignments.**

1. [wk 08_Bellwork](#)
2. [wk 08_Agenda](#)
3. [wk 08_In Progress](#)

2. Start Your Data Day Drawing

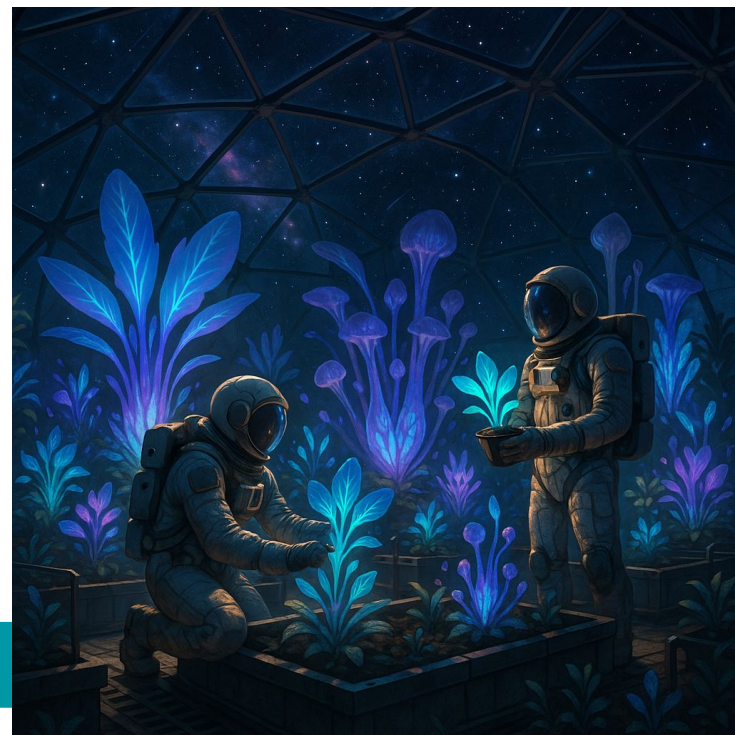
Directions: Each Friday you will receive a prompt. Your drawing must follow the prompt while showing creativity and effort. By Week 9 of the quarter, you must submit one Data Day Drawing that best represents your effort, creativity, and understanding of the prompts.

Today's Prompt: Draw A futuristic greenhouse floating in space, astronauts tending glowing alien plants.

*Turn in any missing assignments to bring your grade up. *You need to type the date and name of the assignment, as it appears in FOCUS. This will help me to place the grade under the appropriate assignment. *

Movement Materials Cart- No Restrooms

Participation Drawing



What You Will Do: Independent Time

Conversation

At a Level-1

Help

3 Before Me

Activities

Submitting Assignments and Data Day Drawing

Every Friday is Data Day. Follow these steps:

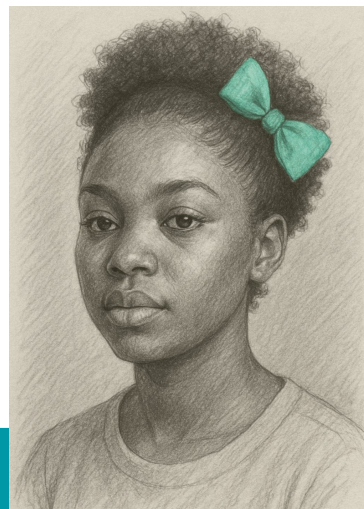
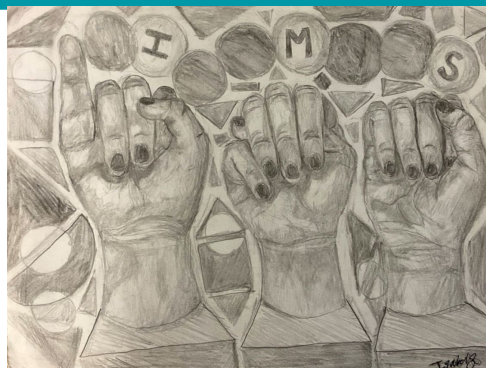
- Below are the following assignments I will be grading next week. Make sure you submit the assignments today because the window will close at the end of class. If you don't make it then you'll need to submit it to the Make-Up Window. Each student will have at least 3 minutes to submit the following assignments.

- **Submit all current assignments.**

1. [wk 08_Bellwork](#)
2. [wk 08_Agenda](#)
3. [wk 08_In Progress](#)

2. Work on the your project.

*Turn in any missing assignments to bring your grade up. *You need to type the date and name of the assignment, as it appears in FOCUS. This will help me to place the grade under the appropriate assignment. *



Movement

Materials Cart- No Restrooms

Participation

Drawing

Week 8 - Data Day Drawing Directions

No Restroom Passes on Fridays

Every Friday is Data Day. Follow these steps:

1. Below are the following assignments I will be grading next week. Make sure you submit the assignments today because the window will close at the end of class. If you don't make it then you'll need to submit it to the Make-Up Window. Each student will have at least 3 minutes to submit the following assignments.

- **Submit all current assignments.**

1. [wk 08_Bellwork](#)
2. [wk 08_Agenda](#)
3. [wk 08_In Progress](#)

2. Turn in any missing assignments to bring your grade up. *You need to type the date and name of the assignment, as it appears in FOCUS. This will help me to place the grade under the appropriate assignment. *

3. Start Your Data Day Drawing

Directions: Each Friday you will receive a prompt. Your drawing must follow the prompt while showing creativity and effort. By Week 9 of the quarter, you must submit one Data Day Drawing that best represents your effort, creativity, and understanding of the prompts.

Today's Prompt: **Draw A futuristic greenhouse floating in space, astronauts tending glowing alien plants.**

Creativity Generated different ideas, trying unusual combinations and demonstrated problem solving skills.
Composition: Use the full 8.5 by 11 paper thoughtfully.
Value: Artwork is shaded showing at least the three main tones: highlight, midtone, and core shadow.
Craftsmanship: The artwork was beautiful and patiently done with attention to detail: it was a clean presentation without smudges, fingerprints, extraneous marks, and tears.
Focus: The project was continued until it was as complete as the student could make it; gave it effort far beyond that was required, took pride in going well beyond the requirement to successfully show the main concept.



2D1 ASSIGNMENTS FOR THIS WEEK

Bellwork

2D1 Week 8-Q2

Shape (3rd wk)

Directions:

Draw the prompt. You have 5 mins.

Monday

Draw your hand forming any ASL letter quickly and loosely.

Tuesday

Fill the square with overlapping circles and turn 3 of them into forms with shading.

Wednesday

Draw the silhouette of your hand without lifting your pencil.

Thursday

Create an abstract design showing movement using only curved lines.

Friday

***No Bellwork**

***Complete the Agenda**

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

Week 8_q2 - Agenda- This Week in Art:

(3rd week of project)

<u>Projects:</u> 2d1- Shape:Hands 2d2- Emphasis: Pop of Color 2d3- A New Reality	Agenda
Monday 12/8	<ol style="list-style-type: none">1. Discuss Final Project Expectations2. Start Final Drawing Session 1 of 8
Tuesday 12/9	<ol style="list-style-type: none">1. Continue Final Drawing Session 2 of 8 for 20 mins. (either class or homework due to testing)
Wednesday 12/10	<ol style="list-style-type: none">1. Continue Final Drawing Session 3 of 8 for 20 mins. (either class or homework due to testing)
Thursday 12/11 *Mrs. StewART'S B-Day*	<ol style="list-style-type: none">1. Continue Final Drawing Session 4 of 8 for 20 mins. (either class or homework due to testing)
Friday 12/12	<ol style="list-style-type: none">1. Submit Assignments2. Complete Data Day Drawing *Receive Grade Printout
Assignment Submissions	<ol style="list-style-type: none">1. Bw2. Agenda3. InProgress Checklist and Drawing

Final Checklist - Shape - Hands ASL Initials (2-Week Final)

1. Clean Construction Drawing (Week 1 Start)

- ☐ I lightly sketched all **three ASL hands** using basic shapes first (square/triangle/cylinders).
- ☐ My hands are placed exactly where I planned in my preliminary sketch and fit the page.
- ☐ The proportions of each hand are accurate (no fingers too long or palms too short).
- ☐ I added contour lines over the shapes to define the hands clearly.
- ☐ My lines are light, clean, and easy to adjust—no heavy outlines yet.
- ☐ I drew the abstract background lightly, using both **geometric and organic shapes**.
- ☐ The background interacts with the hands (overlapping, behind, around).


2. Refined Line Art (Week 1 Mid-End)

- ☐ I checked spacing so the hands and background feel balanced.
- ☐ I corrected any hand anatomy issues (thumb angle, finger joints, palm width).
- ☐ Overlapping shapes are clear and neat—nothing looks confusing.
- ☐ I cleaned up unnecessary construction lines.
- ☐ I made final decisions about the light source before shading.
- ☐ The drawing is now fully planned and ready for detail + shading.

3. Hand Details (Week 2 Start)

- ☐ Fingers show joint structure and correct angles.
- ☐ Thumb shape and placement are accurate.
- ☐ Palm creases and subtle details are added (lightly).
- ☐ Nail suggestions (only if visible) are drawn lightly and neatly.
- ☐ Hands look 3D and not flat, even before shading.

4. Shading the Hands (Week 2)

- ☐ I followed a **consistent light source** throughout all three hands.
- ☐ I used smooth shading, cross-hatching, or controlled hatching (based on project style).
- ☐ Shadows and highlights are placed correctly (under fingers, side of palm, base of thumb).
- ☐ I used at least **5 values** (very light → very dark). 
- ☐ My shading makes the hands stand out from the background (contrast).
- ☐ Hands look rounded, not flat, because of gradual value changes.

5. Shading + Refining the Abstract Background

- ☐ Shapes in the background show value (light, medium, dark).
- ☐ I used both **geometric and organic shapes** in interesting ways.
- ☐ Background shapes do not overpower the hands—they support them.
- ☐ Contrast is balanced so the hands remain the focal point.
- ☐ I added line weight or shading to show depth and layering.

6. Final Touches & Clean-Up (End of Week 2)

- ☐ All lines are clean—no scratchy marks or random lines left behind.
 - ☐ Erased stray pencil marks and unnecessary construction lines.
 - ☐ Added final details to emphasize the focus of the piece.
 - ☐ Edges are neat, sharp, and intentional.
 - ☐ Paper is clean (no smudges, tears, or wrinkles).
 - ☐ Name is written neatly on the back of the artwork.
 - ☐ I reviewed the rubric to make sure everything is complete.
-

★ “My Artwork is Ready to Turn In When...”

- ✓ My hands are fully drawn, detailed, and shaded
- ✓ My background is complete and supports the composition
- ✓ I used contrast, value, and clean craftsmanship
- ✓ The artwork looks intentional, expressive, and polished
- ✓ I am confident this is my best work

2D2 ASSIGNMENTS FOR THIS WEEK

Bellwork

2D2 Week 8-Q2

(3rd wk)

Emphasis Through Color

Directions:

Draw the prompt. You have 5 mins.

Monday

Draw any object around you in pencil. Add **one small colored detail**.

Tuesday

Sketch a tiny street scene and color **only one sign, window, or umbrella**.

Wednesday

Draw your hand in a quick pose.
Color **only the fingernails or a ring**.

Thursday

Draw **2 tiny thumbnails** exploring different focal-point placements.

Friday

***No Bellwork**

***Complete the Agenda**

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

Week 8_q2 - Agenda- This Week in Art:

(3rd week of project)

<u>Projects:</u> 2d1- Shape:Hands 2d2- Emphasis: Pop of Color 2d3- A New Reality	Agenda
Monday 12/8	1. Discuss Final Project Expectations 2. Start Final Drawing Session 1 of 8
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Friday 12/12	1. Submit Assignments 2. Complete Data Day Drawing *Receive Grade Printout
Assignment Submissions	1. Bw 2. Agenda 3. InProgress Checklist and Drawing

Emphasis Through Color - Final Checklist

✓ Composition

- ☐ My final drawing follows the composition from my approved preliminary sketch.
- ☐ The page is fully used—no large empty areas unless intentional.
- ☐ All major objects are drawn clearly and accurately.
- ☐ My focal point is placed in a strong position (center, rule of thirds, or intentionally off-center).

✓ Focal Point & Emphasis

- ☐ I used only one area of color to create a clear focal point.
- ☐ The colored area stands out immediately when looking at the drawing.
- ☐ My focal point is neat, detailed, and carefully blended.
- ☐ I avoided adding color anywhere else in the artwork.

✓ Grayscale Shading

- ☐ I used at least 5 different values: dark, medium-dark, medium, medium-light, and light.
- ☐ My shading is smooth—not scratchy or patchy.
- ☐ Shadows and highlights are placed correctly based on my reference.
- ☐ Dark areas are truly dark (not light gray), and light areas are intentionally light.
- ☐ The grayscale areas support the focal point instead of competing with it.

✓ Color Application

- ☐ My color is layered using multiple passes, not a single flat color.
- ☐ I used blending techniques (light pressure, layering, burnishing) to make the color look rich.
- ☐ The color has smooth transitions and no white gaps.
- ☐ The color choice helps guide the viewer's eye to the focal point.

✓ Craftsmanship

- ☐ My lines are clean and purposeful.
- ☐ I erased construction lines and unwanted marks.
- ☐ Edges of objects are crisp and clear.
- ☐ There are no smudges, fingerprints, or unintentional marks.
- ☐ The artwork looks polished and carefully completed.

✓ Background & Depth

- ☐ My background is complete enough to support the story of the artwork.
- ☐ Objects overlap or change size to show depth.
- ☐ Foreground, middle ground, and background are clear (if included).
- ☐ The background is shaded with intention—not rushed.

✓ Contrast & Clarity

- ☐ The focal point contrasts strongly with the grayscale areas.
- ☐ Dark values and bright color work together to guide the eye.
- ☐ Nothing distracts from the focal point.
- ☐ The image reads clearly from a distance.

✓ Final Presentation

- ☐ I signed my name neatly (bottom corner).
- ☐ I cleaned up eraser crumbs and smudges.
- ☐ Edges of the paper are clean and not torn.

2D3 ASSIGNMENTS FOR THIS WEEK

Monday

Draw open doors that show portals, oceans, forests, or other dimensions.

Tuesday

Make a stapler, chair, or cup come alive with personality.

Bellwork

2D3 Week 8-Q2

(3rd wk)

Drawing a New Reality

Directions:

Draw the prompt. You have 5 mins.

Wednesday

You climbing a cereal box, sitting on a paintbrush, or hiding under a keyboard.

Thursday

Draw a real animal doing something human, reading, cooking, grabbing a snack, talking on the phone.

Friday

***No Bellwork**

***Complete the Agenda**

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

Week 8_q2 - Agenda- This Week in Art:

(3rd week of project)

<u>Projects:</u> 2d1- Shape:Hands 2d2- Emphasis: Pop of Color 2d3- A New Reality	Agenda
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Final Checklist - New Reality

✓ REAL ENVIRONMENT (Observation-Based)

*Your final drawing should clearly show the part of the artwork based on real life.
Make sure you have:*

- ☐ *A recognizable real place (room, hallway, playground, lunchroom, etc.)*
- ☐ *Correct perspective OR clear foreground/middle ground/background*
- ☐ *Accurate shapes and proportions for real objects in the space*
- ☐ *Realistic details that show observation (textures, structure, placement)*
- ☐ *Consistent lighting within the real part of the scene*

✓ CREATIVE TRANSFORMATION (New Reality Elements)

*Your drawing must show intentional imaginative changes.
Check that you included:*

- ☐ *At least 3 major imaginative changes to the real environment*
- ☐ *Creative elements that follow one or more transformations:*
 - *Scale change*
 - *Material change*
 - *Gravity changes*
 - *Fantasy characters or creatures*
 - *Environment shifts (underwater, clouds, forest takeover, etc.)*
 - *World-combination (two realities blended)*
 - ☐ *Creative elements that interact with the real space*
 - ☐ *Changes that are clear, intentional, and easy for the viewer to understand*
 - ☐ *A focal point that highlights your "new reality"*

✓ DRAWING QUALITY (Craftsmanship)

Your final drawing should show effort, neatness, and control of your materials.

- ☐ *Clean, confident linework (not scratchy or messy)*
- ☐ *Refined, intentional marks—no smudges or random lines*
- ☐ *Objects are fully drawn (not floating, incomplete, or cropped accidentally)*
- ☐ *Background and environment are included, not blank or empty*
- ☐ *The entire page is thoughtfully composed and balanced*

✓ TECHNICAL SKILL (Shading, Texture, Value)

You must use the drawing techniques taught in class.

- ☐ A complete value range (lights, mid-tones, darks)
 - ☐ Shadows that match the light source
 - ☐ Shading shows form (roundness, depth, dimension)
 - ☐ Textures are added where needed (wood, metal, fabric, water, clouds, etc.)
 - ☐ Depth is shown using overlap, size change, atmospheric perspective, or value shifts
-

✓ NEW REALITY INTEGRATION

Your artwork should blend the real and imaginary parts seamlessly.

- ☐ Real and creative elements combine into ONE believable scene
 - ☐ Your transformations enhance the space instead of distracting from it
 - ☐ The scene feels magical, surreal, or transformed—but still grounded in reality
 - ☐ The drawing tells a story or gives a clear mood/atmosphere
-

✓ COMPLETION REQUIREMENTS

Before turning it in, check that:

- ☐ You followed your preliminary sketch (or improved it intentionally)
- ☐ You filled the space thoughtfully—no large empty areas unless purposeful
- ☐ You reviewed and refined every major object in your drawing
- ☐ You used the full class time over the 2 weeks
- ☐ Your name, class period, and title are on the back
- ☐ Your drawing is ready to upload to Artsonia