

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 Counter

Participation: Drawing and Writing

Sound: Instructor's Music

2d1=Gray

2d2=green

2d3= blue

Summer Highlights:



Directions:

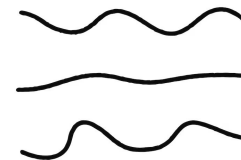
Place this paper in your Blue Folder.
Draw the prompt in the blank square.
You have 5 mins for each day.

Bellwork
2D Week 1-Q1
Introductions
1st week of project

Day 1

Write your first name large in the center of the box. Around your name, draw **3–5 tiny doodles** that represent you—favorite foods, hobbies, places, animals, music, sports, etc.

Reminder: Simple drawings are fine. Stick figures and symbols count!

**Day 2**

Copy the shape you see and **turn it into something recognizable.**

Examples:

A squiggle could become a snake, roller coaster, hairstyle, mountain, or anything else you imagine.

Challenge: Add at least **3 details** to your drawing.

Day 3

Place your non-drawing hand on the table.
Draw the outline and details of your hand **without looking at your paper.**

Keep your pencil moving and look only at your hand.

Rule: No erasing!

At the end, look at your drawing. Weird drawings are expected—that's part of the fun!

Day 4

Imagine you could design your **dream art studio**. In your warm-up space, draw a quick bird's-eye view or front view of what it would look like.

Include at least:

- **3 art supplies** you would want
- **1 piece of furniture**
- **1 decoration**
- Something unusual or fun that would make the studio yours

If you finish early, label a few parts of your studio.

Friday

***No Bellwork**

***Complete the Agenda**

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



2D1 Week 1: Building Our Art Studio Community



STANDARDS

- **VA.68.F.1.1** – Use non-traditional thinking and various techniques to create artworks.
- **VA.68.F.3.4** – Follow directions and complete art tasks in a timely manner.
- **VA.68.S.2.3** – Use visual-thinking and problem-solving skills to develop ideas.
- **VA.68.S.3.3** – Demonstrate understanding of safety protocols for media, tools, and processes.
- **VA.68.S.3.4** – Demonstrate respect for copyright and intellectual property ownership.



ESSENTIAL QUESTION

How can we create a safe, respectful, and creative art classroom where everyone can be successful?



WHAT WILL I LEARN?

I will learn the expectations and procedures for my art class, get to know my teacher and classmates, and understand how to be a successful member of our art studio.



HOW WILL I LEARN IT?

I will participate in introductions, creative icebreakers, class discussions, drawing warm-ups, and a classroom expectations activity.



HOW WILL I KNOW I LEARNED IT?

I can explain and demonstrate the classroom expectations, follow art-room procedures, participate respectfully with my classmates, and complete the assigned activities.

VOCABULARY

- **Expectations** – behaviors and responsibilities that help our classroom run successfully.
- **Procedure** – the steps we follow to complete a classroom routine or task.
- **Respect** – treating people, artwork, materials, and the classroom with care.
- **Responsibility** – taking ownership of your actions, work, and materials.

- **Creativity** – using your imagination to develop original ideas.
- **Originality** – creating your own ideas instead of copying someone else's work.
- **Art Studio** – a space where artists create, explore, practice, and work together.
- **Craftsmanship** – the care and effort used when creating artwork.

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

1. Syllabus
2. Bellwork & 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 Close Friday of Week 9

Week 1_q1 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

<u>Projects:</u> 2d1- Texture - Animal Texture 2d2-Balance-Radial Printmaking 2d3- Storytelling	<u>Agenda</u> <i>*If you miss a day you need to work on your project at home in order to meet the due date.</i>
Monday 8/10	1. Introductions of Teacher and Odyssey 2. Creative Icebreaker
Tuesday 8/11	1. Introduce the Class Members 2. Complete Creative Icebreaker
Wednesday 8/12	1. Introductions of the Art Class 2. Start Class Expectations Activity
Thursday 8/13	1. Introductions of the Art Class 2. Complete Class Expectations Activity
Friday 8/14	1. Submit Assignments 2. Free Draw
 Grading Schedule * Monday: 1st & 2nd Period * Tuesday: 3rd & 4th Period * Wednesday: 6th & 7th Period	This Week's Assignment Submissions 1. BW 2. Agenda 3. Creative Icebreaker 4. Class Expectations Activity

What You Will Do: Independent Time

Conversation

At a Level-1

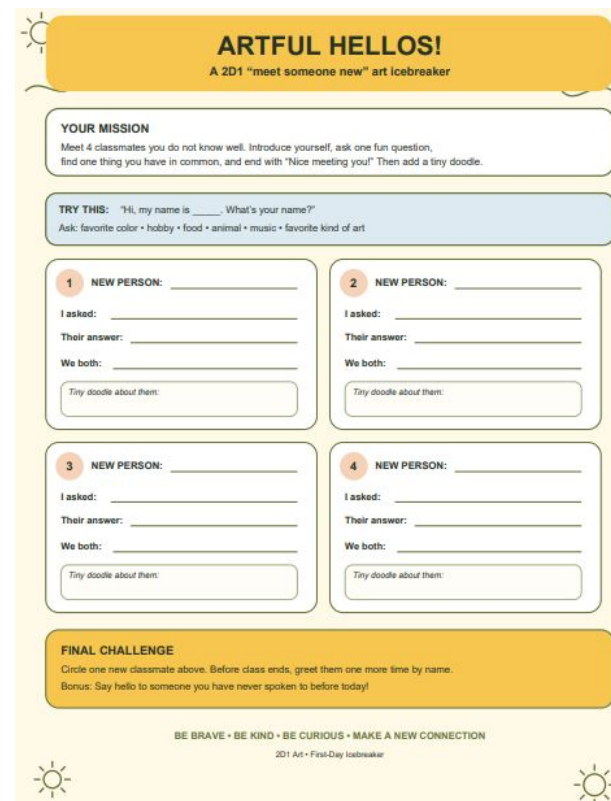
Help

Ask 3 Before Me

Activities

Creative Icebreaker

Directions: Meet 4 classmates you do not know well. Introduce yourself, ask one fun question, find one thing you have in common and end with “Nice Meeting you!” Then add a tiny doodle.



ARTFUL HELLOS!
A 2D1 "meet someone new" art icebreaker

YOUR MISSION
Meet 4 classmates you do not know well. Introduce yourself, ask one fun question, find one thing you have in common, and end with "Nice meeting you!" Then add a tiny doodle.

TRY THIS: "Hi, my name is _____. What's your name?"
Ask: favorite color • hobby • food • animal • music • favorite kind of art

1 NEW PERSON: _____
I asked: _____
Their answer: _____
We both: _____
Tiny doodle about them: _____

2 NEW PERSON: _____
I asked: _____
Their answer: _____
We both: _____
Tiny doodle about them: _____

3 NEW PERSON: _____
I asked: _____
Their answer: _____
We both: _____
Tiny doodle about them: _____

4 NEW PERSON: _____
I asked: _____
Their answer: _____
We both: _____
Tiny doodle about them: _____

FINAL CHALLENGE
Circle one new classmate above. Before class ends, greet them one more time by name.
Bonus: Say hello to someone you have never spoken to before today!

BE BRAVE • BE KIND • BE CURIOUS • MAKE A NEW CONNECTION
2D1 Art • First-Day Icebreaker

Movement

Materials Counter

Participation

Talking

What You Will Do: Independent Time

Conversation At a Level-1- Whisper

Help

Ask 3 Before Me

Activities

Coloring Classroom Expectations and Free Draw

Directions: Color your **Classroom Expectations** sheet in a way that shows your creativity and personality. Take your time, color neatly, and feel free to experiment with patterns, shading, or other creative details. As an artist tip, try choosing **3 main colors** to repeat throughout your design. Repeating colors can help your artwork feel connected and create **unity**, but this is not required. Most importantly, be original, make creative choices, and have fun making the page your own!



Participation

Coloring

What You Will Do: Independent Time

Conversation

At a Level-0

Help

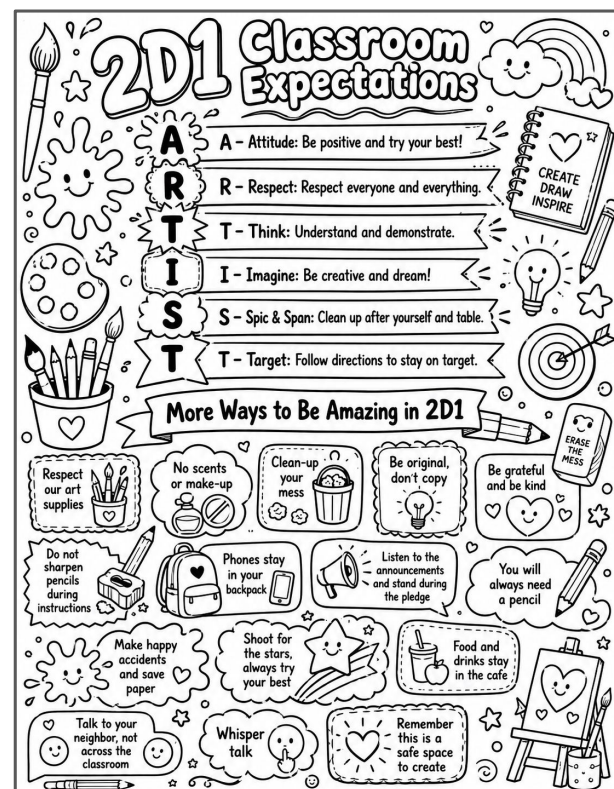
Raise your Hand

Activities

Coloring Classroom Expectations or Free Draw

Directions: Color your **Classroom Expectations** sheet in a way that shows your creativity and personality. Take your time, color neatly, and feel free to experiment with patterns, shading, or other creative details. As an artist tip, try choosing **3 main colors** to repeat throughout your design. Repeating colors can help your artwork feel connected and create **unity**, but this is not required. Most importantly, be original, make creative choices, and have fun making the page your own!

Free Draw or Draw an Illustration for the word:
POWER



Movement

Materials Counter

Participation

Coloring

What You Will Do: Independent Time

Conversation

At a Level-1 Whisper

Help

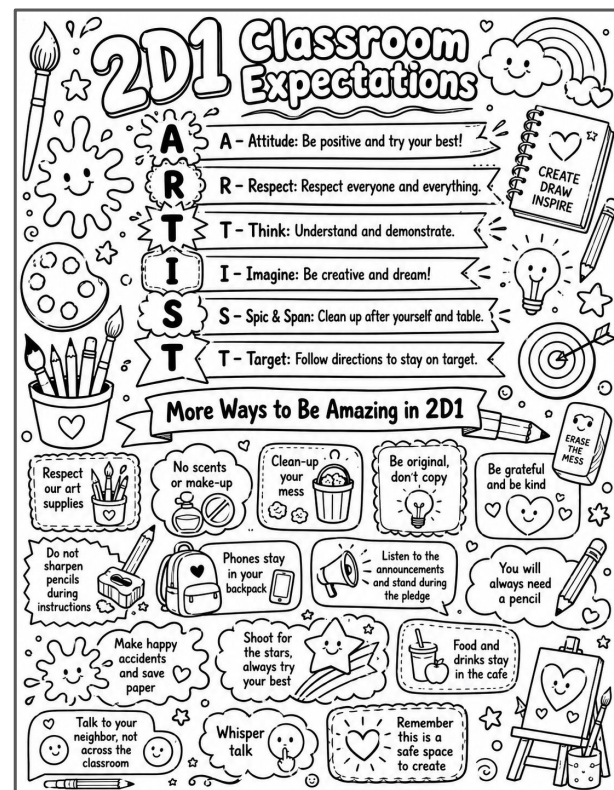
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Movement

Materials Counter

Participation

Coloring

What You Will Do: Independent Time

Conversation

At a Level-1

Help

Ask 3 Before Me

Activities

Coloring Classroom Expectations - 7th period

Directions: Talk with at least 2 people at your table and fill in the boxes.

ARTFUL HELLOS!
A 2D1 "meet someone new" art icebreaker

YOUR MISSION
Meet 4 classmates you do not know well. Introduce yourself, ask one fun question, find one thing you have in common, and end with "Nice meeting you!" Then add a tiny doodle.

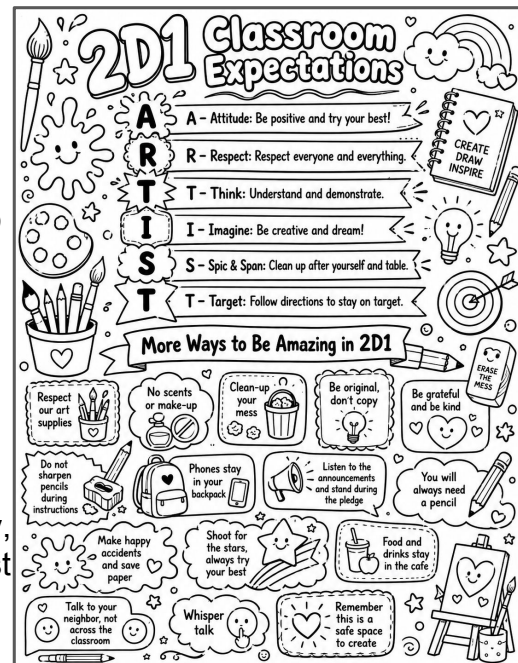
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3 NEW PERSON: I asked: _____ Their answer: _____ We both: _____ Tiny doodle about them: _____	4 NEW PERSON: I asked: _____ Their answer: _____ We both: _____ Tiny doodle about them: _____

FINAL CHALLENGE
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Bonus: Say hello to someone you have never spoken to before today!

BE BRAVE • BE KIND • BE CURIOUS • MAKE A NEW CONNECTION
2D1 Art • First-Day Icebreaker

Directions: Color your **Classroom Expectations** sheet in a way that shows your creativity and personality. Take your time, color neatly, and feel free to experiment with patterns, shading, or other creative details. As an artist tip, try choosing **3 main colors** to repeat throughout your design. Repeating colors can help your artwork feel connected and create **unity**, but this is not required. Most importantly, be original, make creative choices, and have fun making the page your own!



Movement

Materials Counter

Participation

Coloring



ARTFUL HELLOS!

A 2D1 "meet someone new" art icebreaker

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I asked: _____

Their answer: _____

We both: _____

Tiny doodle about them:

3 NEW PERSON: _____

I asked: _____

Their answer: _____

We both: _____

Tiny doodle about them:

4 NEW PERSON: _____

I asked: _____

Their answer: _____

We both: _____

Tiny doodle about them:

FINAL CHALLENGE

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BE BRAVE • BE KIND • BE CURIOUS • MAKE A NEW CONNECTION

2D1 Art • First-Day Icebreaker





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BE BRAVE • BE KIND • BE CURIOUS • MAKE A NEW CONNECTION

2D1 Art • First-Day Icebreaker



2D1 Classroom Expectations

A R T I S T

A - Attitude: Be positive and try your best!

R - Respect: Respect everyone and everything.

T - Think: Understand and demonstrate.

I - Imagine: Be creative and dream!

S - Spic & Span: Clean up after yourself and table.

T - Target: Follow directions to stay on target.

More Ways to Be Amazing in 2D1

Respect
our art
supplies

No scents
or make-up

Clean-up
your
mess

Be original,
don't copy

Be grateful
and be kind

ERASE
THE
MESS

Do not
sharpen
pencils
during
instructions

Phones stay
in your
backpack

Listen to the
announcements
and stand during
the pledge

You will
always need
a pencil

Make happy
accidents
and save
paper

Shoot for
the stars,
always try
your best

Food and
drinks stay
in the cafe

Talk to your
neighbor, not
across the
classroom

Whisper
talk

Remember
this is a
safe space
to create

2D1 Classroom Expectations

**A
R
T
I
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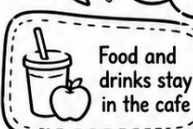
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Whisper
talk



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Directions:

Place this paper in your Blue Folder.
Draw the prompt on the Bellwork
Handout. You have 5 mins

Bellwork
2D2 Week 1-Q1
Introductions

1st week of project

Monday

Draw one random shape in your box—a blob, triangle, circle, squiggle, or unusual shape.

Then:

1. Turn that shape into something recognizable.
2. Add at least **5 details**.
3. Give your drawing a title.

Challenge: Try to create something no one else in the class would think of.

Tuesday

Draw **5 simple shapes** on your paper.

Then choose **ONE shape** to make the most important.

You may make it stand out by changing its:

- Size
- Pattern
- Placement
- Details
- Value

Think: Where does your eye look first?

Wednesday

Divide your box in half.

Create two tiny designs that show opposites.
Choose one pair:

Big / Small
Light / Dark
Smooth / Rough
Calm / Exciting

Use only lines, shapes, and patterns.

Think: How can differences make an artwork more interesting?

Thursday

Create a simple symbol such as a:

★ star | 🌸 flower | 👁 eye | ❤ heart | ☀ sun
| geometric shape

Repeat the symbol at least **8 times**, but change something about it each time.

You can change the:

- Size
- Direction
- Pattern
- Shape
- Details

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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✅ After You Finish

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Week 1_q1 - Agenda- This Week in Art:

2

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Friday 8/14	1. Submit Assignments 2. Free Draw
 Grading Schedule * Monday: 1st & 2nd Period * Tuesday: 3rd & 4th Period * Wednesday: 6th & 7th Period	This Week's Assignment Submissions 1. BW 2. Agenda 3. Creative Icebreaker 4. Class Expectations Activity



2D2 Week 1: Building Our Art Studio Community



STANDARDS

- **VA.68.F.1.1** – Use non-traditional thinking and various techniques to create artworks.
- **VA.68.F.3.4** – Follow directions and complete art tasks in a timely manner.
- **VA.68.S.2.3** – Use visual-thinking and problem-solving skills to develop ideas.
- **VA.68.S.3.3** – Demonstrate understanding of safety protocols for media, tools, and processes.
- **VA.68.S.3.4** – Demonstrate respect for copyright and intellectual property ownership.



ESSENTIAL QUESTION

How can artists work responsibly, respectfully, and creatively in a shared studio space?



WHAT WILL I LEARN?

I will learn the expectations, procedures, and responsibilities for 2D2 while getting to know my teacher and classmates and understanding how artists work successfully in a shared studio space.



HOW WILL I LEARN IT?

I will participate in introductions, a creative icebreaker, class discussions, drawing warm-ups, and a classroom expectations activity.



HOW WILL I KNOW I LEARNED IT?

I can explain and demonstrate the classroom expectations, follow studio procedures independently, participate respectfully with others, and complete the assigned creative activities.

VOCABULARY



Studio – a space where artists create, practice, experiment, and collaborate.



Expectations – behaviors and responsibilities required for success in class.



Procedure – an established series of steps used to complete a routine or task.



Responsibility – taking ownership of your choices, materials, and artwork.



Collaboration – working respectfully with others toward a shared goal.



Originality – developing your own ideas and creative solutions.



Creative Process – the steps artists use to develop, create, revise, and reflect on artwork.



Design – the intentional arrangement of visual elements to communicate an idea.



FIND YOUR CREATIVE CONNECTIONS

2D2 ART ICEBREAKER



Name: _____

Class/Period: _____

HOW TO PLAY: Meet classmates you do not already know well. Introduce yourself first, ask a question, and write that person's FIRST NAME in the matching box. One person may sign no more than 2 boxes!

● Likes the same color as you

Name: _____

● Likes to draw

Name: _____

● Prefers painting over drawing

Name: _____

● Has made art outside of school

Name: _____

● Favorite subject is NOT art

Name: _____

● Likes the same music as you

Name: _____

● Has a pet

Name: _____

● Likes the same food as you

Name: _____

● Has traveled somewhere you want to visit

Name: _____

● Has a hobby you have never tried

Name: _____

● Considers themselves creative

Name: _____

● Can name a famous artist

Name: _____

● Favorite color is different from yours

Name: _____

● Wants to learn a new art skill

Name: _____

● You did not know before today

Name: _____

● Has something surprising in common with you

Name: _____

FINAL CHALLENGE - MEET ONE NEW CLASSMATE

Sit with someone you met today. Learn these 5 things, then introduce them to your table.

Name: _____

Something they are good at: _____

Favorite thing to do: _____

One thing they hope to make in art: _____

Favorite color: _____

INTRODUCE YOUR PARTNER:

"This is _____. They enjoy _____, and one thing I learned about them is _____."

Be curious. Be kind. Make a creative connection!





FIND YOUR CREATIVE CONNECTIONS

2D2 ART ICEBREAKER



Name: _____

Class/Period: _____

HOW TO PLAY: Meet classmates you do not already know well. Introduce yourself first, ask a question, and write that person's FIRST NAME in the matching box. One person may sign no more than 2 boxes!

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INTRODUCE YOUR PARTNER:

"This is _____, They enjoy _____, and one thing I learned about them is _____."

2D2 ART ROOM EXPECTATIONS

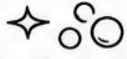
★ Color, read, and remember how artists learn best!



Respect our
art supplies



No scents
or make-up



Clean-up
your mess



Be original,
don't copy



Be grateful
and be kind



Do not
sharpen pencils
during
instructions



Phones stay
in your
backpack

ARTIST

- **Attitude** -
Be positive and
try your best!
- **Respect** -
Respect everyone
and everything.
- **Think** -
Understand and
demonstrate.
- **Imagine** -
Be creative and
dream!
- **Spic & Span** -
Clean up after
yourself and table.
- **Target** -
Follow directions
to stay on target.



Shoot for
the stars,
always try
your best.



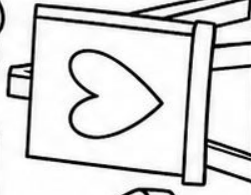
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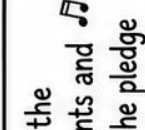
Talk to your
neighbor, not
across the
classroom.
Whisper talk.



Remember:
this is a
safe space
to create.



You will
always need
a pencil.



Listen to the
— announcements and
stand during the pledge

Make happy
accidents
and save
paper.





2D2 ART ROOM EXPECTATIONS



★ Color, read, and remember how artists learn best! ★



Respect our
art supplies



No scents
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Clean-up
your mess



Be original,
don't copy



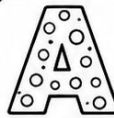
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— **Attitude** -
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Respect everyone
and everything.



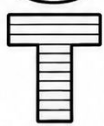
— **Think** -
Understand and
demonstrate.



— **Imagine** -
Be creative and
dream!



— **Spic & Span** -
Clean up after
yourself and table.



— **Target** -
Follow directions
to stay on target.



Shoot for
the stars,
always try
your best.



Food and
drinks stay
in the cafe.



Talk to your
neighbor, not
across the
classroom.
Whisper talk.



Remember:
this is a
safe space
to create.



Listen to the
— announcements and
stand during the pledge



You will
always need
a pencil.

Make happy
accidents
and save
paper.



Directions:

Place this paper in your Blue Folder.
Draw the prompt on the Bellwork
Handout. You have 5 mins

Bellwork
2D3- Week 1-Q1
Introductions

Monday**Directions:**

1. Look at the shape provided.
2. Turn the shape into something new and creative.
3. Add details to make your idea clear.
4. Add a background if you have time.
5. Be original—there is no wrong answer!

Tuesday**Directions:**

1. Choose **two completely different things**.
2. Combine them to create one new object, creature, or invention.
3. Draw your creation.
4. Add details that show both things you combined.
5. Give your creation a fun name.

Example: A fish + a sneaker = *The Swim Shoe!*

Wednesday**Directions:**

1. Think of **three things that represent you**.
2. Draw one small picture or symbol for each.
3. Do **not** write the answers beside your drawings.
4. Make your pictures clear enough for someone to guess.
5. Be ready to share what your drawings represent.

Thursday**Directions:**

1. Draw 5 circles on your paper.
2. Look at the 5 circles on your paper.
3. Turn each circle into a **different object or picture**.
4. Try not to repeat any ideas.
5. Add small details to make each drawing recognizable.
6. See how many you can complete before time is up!

Challenge: Can you transform all 10?

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

1. Syllabus
2. Bellwork & 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 Close Friday of Week 9

Week 1_q1 - Agenda- This Week in Art:

2

Directions: Write the following Agenda in your Student Planner.

<u>Projects:</u> 2d1- Texture - Animal Texture 2d2-Balance-Radial Printmaking 2d3- Storytelling	<u>Agenda</u> <i>*If you miss a day you need to work on your project at home in order to meet the due date.</i>
Monday 8/10	1. Introductions of Teacher and Odyssey 2. Creative Icebreaker
Tuesday 8/11	1. Introduce the Class Members 2. Complete Creative Icebreaker
Wednesday 8/12	1. Introductions of the Art Class 2. Start Class Expectations Activity
Thursday 8/13	1. Introductions of the Art Class 2. Complete Class Expectations Activity
Friday 8/14	1. Submit Assignments 2. Free Draw
 Grading Schedule * Monday: 1st & 2nd Period * Tuesday: 3rd & 4th Period * Wednesday: 6th & 7th Period	This Week's Assignment Submissions 1. BW 2. Agenda 3. Creative Icebreaker 4. Class Expectations Activity



2D3 Week 1: Building Our Art Studio Community



STANDARDS

- **VA.68.F.1.1** – Use non-traditional thinking and various techniques to create artworks.
- **VA.68.F.3.4** – Follow directions and complete art tasks in a timely manner.
- **VA.68.S.2.3** – Use visual-thinking and problem-solving skills to develop ideas.
- **VA.68.S.3.3** – Demonstrate understanding of safety protocols for media, tools, and processes.
- **VA.68.S.3.4** – Demonstrate respect for copyright and intellectual property ownership.



ESSENTIAL QUESTION



How can artists contribute to a safe, respectful, and creative studio community?



WHAT WILL I LEARN?

I will learn the expectations, procedures, and responsibilities for 2D3 while getting to know my teacher and classmates and understanding how artists contribute to a creative studio community.



HOW WILL I LEARN IT?

I will participate in introductions, a creative icebreaker, class discussions, drawing warm-ups, and a classroom expectations activity that helps establish how we will work together throughout the year.



HOW WILL I KNOW I LEARNED IT?

I can explain and demonstrate classroom expectations, follow studio procedures independently, contribute respectfully to the class community, and participate confidently in creative activities.

VOCABULARY

- **Studio Practice** – the habits, routines, and behaviors artists use while creating.
- **Independence** – being able to begin, manage, and complete creative work responsibly.
- **Collaboration** – working respectfully with others while sharing ideas and solving problems.
- **Originality** – developing ideas that reflect your own thinking and creative choices.

- **Creative Process** – the steps artists use to generate ideas, experiment, create, revise, and reflect.
- **Artistic Voice** – the unique way an artist communicates ideas, experiences, and personality through artwork.
- **Risk-Taking** – being willing to experiment, try unfamiliar ideas, and learn from mistakes.
- **Reflection** – thinking about your artistic choices, progress, and areas for growth.



ONE WEIRD WORLD!

2D3 GET-TO-KNOW-YOU ART ICEBREAKER

CREATE TOGETHER • LEARN ABOUT EACH OTHER • GET A LITTLE WEIRD

MATERIALS

Drawing paper • pencils • markers or colored pencils

TIME

About 20-25 minutes



HOW IT WORKS

1

Write your first name at the top and draw a tiny symbol that represents something you like.

2

Start an imaginary world. Try a floating city, strange planet, underwater school, giant-food world - anything!

3

After 2 minutes, pass your drawing to the person beside you.

4

Before drawing, ask the original artist ONE get-to-know-you question.

5

Add something to the artwork inspired by their answer.

6

Keep passing until all four artists have contributed to every drawing.

7

Return each drawing to its original artist and enjoy the finished weird world!



ASK ONE OF THESE

- ☐ What is something you love doing?
- ☐ What is your favorite food?
- ☐ What is something you are really good at?
- ☐ If you could travel anywhere, where would you go?
- ☐ What is something you want to learn this year?



FINAL CHALLENGE: INTRODUCE AN ARTIST

"This is _____, I learned that they _____, I added _____ because _____."

Mini Gallery: WELCOME TO THE 2D3 UNIVERSE!



2D3 Classroom Expectations

ARTIST

Attitude – Be positive and try your best!

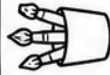
Respect – Respect everyone and everything.

Think – Understand and demonstrate.

Imagine – Be creative and dream!

Spic & Span – Clean up after yourself and table.

Target – Follow directions to stay on target.



Respect our art supplies



No scents or make-up



Clean-up your mess



Be original, don't copy



Be grateful and be kind



Do not sharpen pencils during instructions



Phones stay in your backpack



Listen to the announcements and stand during the pledge



You will always need a pencil.



Make happy accidents and save paper.



Shoot for the stars, always try your best.



Food and drinks stay in the cafe.



Talk to your neighbor, not across the classroom. Whisper talk.



Remember this is a safe space to create.

Welcome to Mrs. Stewart's Art Studio



About Me



Hi, I'm Katundra Stewart, and I've been teaching art for 12 years. I'm originally from Bartow, Florida, and I've had the chance to teach in St. Petersburg, Bradenton, and Davenport. I love being creative and helping students like you discover your artistic talents. When I'm not teaching, I enjoy spending time with my husband and two kids, learning new things, and reading. My faith in Christ is also really important to me, and it inspires me every day. I became an art teacher to give back and encourage others through art.

Artistic Journey



**My Mom
Inspired Me**



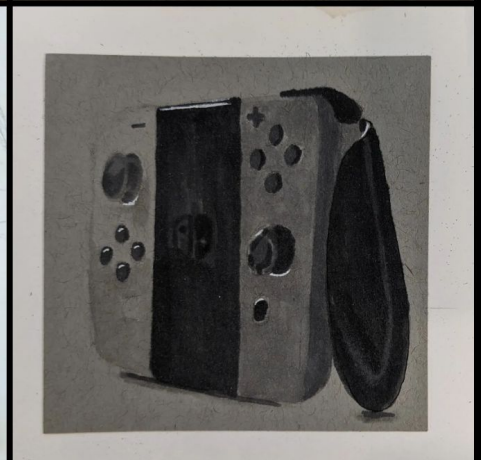
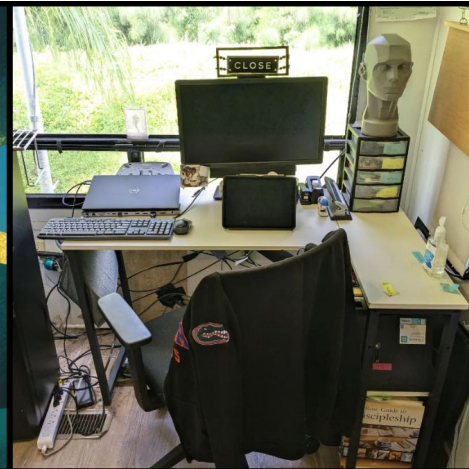
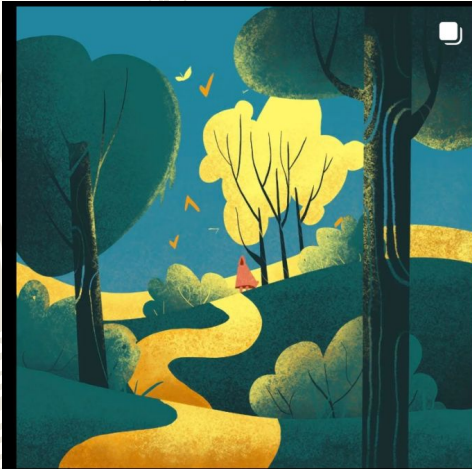
UNIVERSITY of
SOUTH FLORIDA
ST. PETERSBURG CAMPUS

**BFA
in
Art**

UF | UNIVERSITY of
FLORIDA

**MA
in
Art
Education**

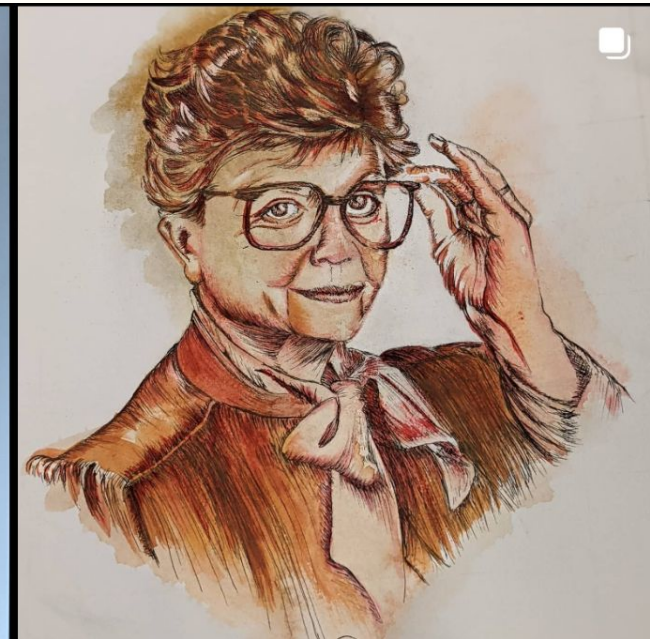
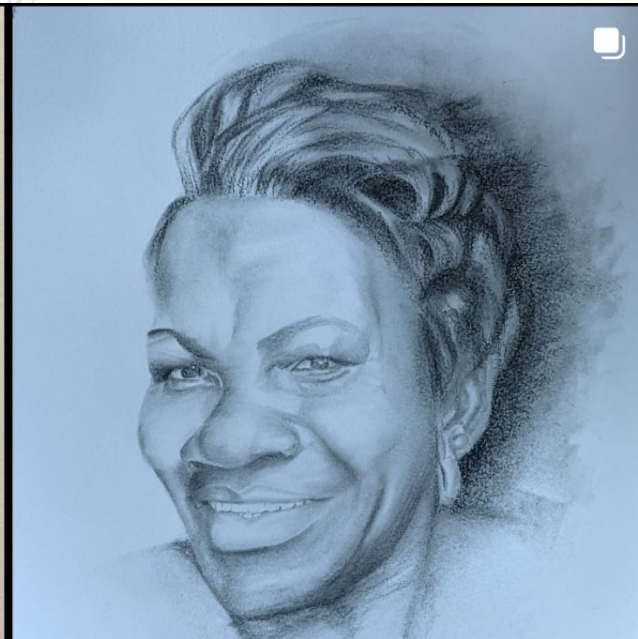
Artistic Style and Techniques

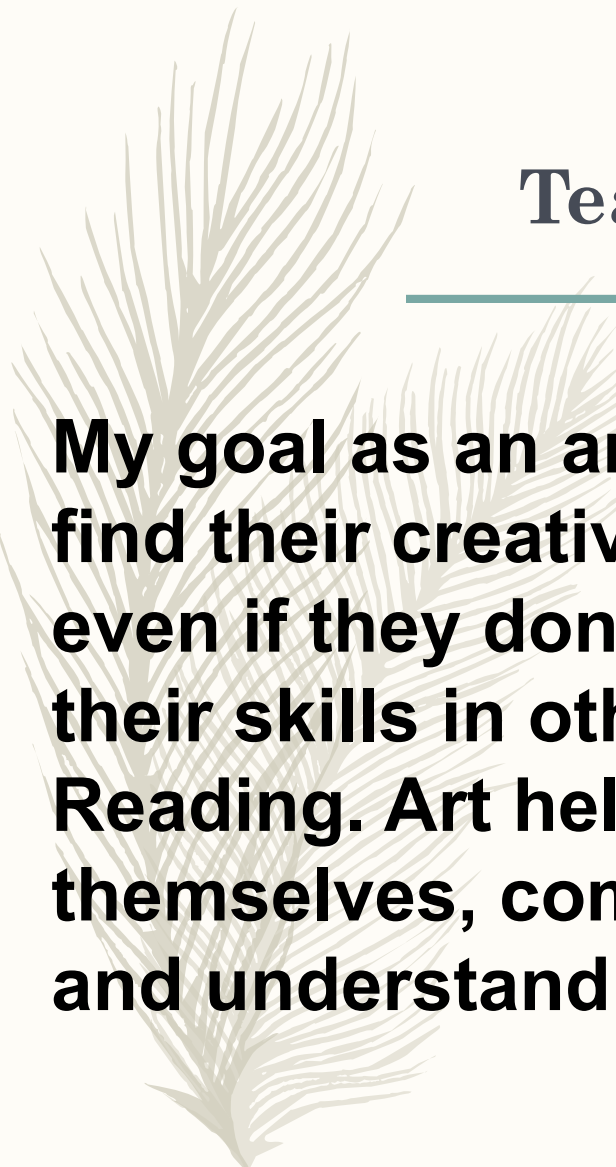


Artistic Style and Techniques



Artistic Style and Techniques





Teaching Philosophy

My goal as an art teacher is to help students find their creative path. I want them to see that even if they don't become artists, they can use their skills in other subjects like Math and Reading. Art helps students express themselves, communicate, explore, imagine, and understand history.



Melcher 1/2 5/30

1-35

What You Will Do: Independent Time

Conversation

At a Level-1

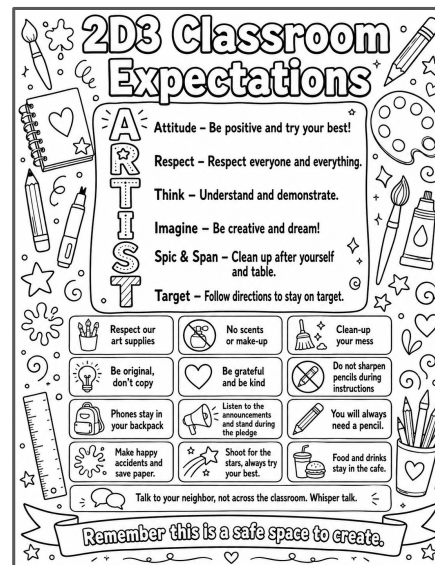
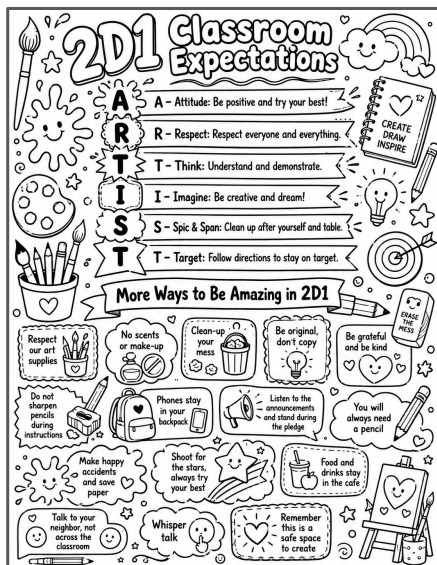
Help

Ask 3 Before Me

Activities

Coloring Classroom Expectations

Directions: Color your **Classroom Expectations** sheet in a way that shows your creativity and personality. Take your time, color neatly, and feel free to experiment with patterns, shading, or other creative details. As an artist tip, try choosing **3 main colors** to repeat throughout your design. Repeating colors can help your artwork feel connected and create **unity**, but this is not required. Most importantly, be original, make creative choices, and have fun making the page your own!



Movement

Materials Counter

Participation

Coloring

What You Will Do: Independent Time

Conversation

At a Level-0

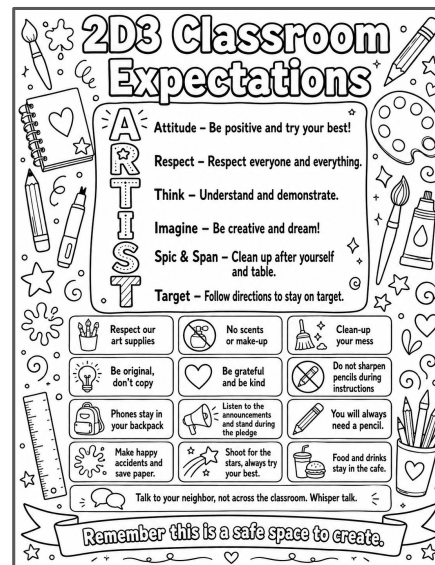
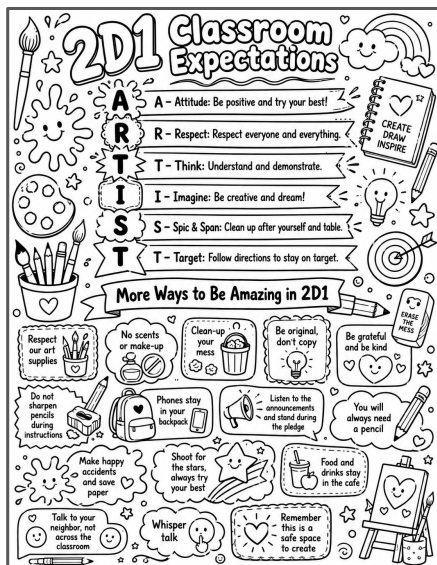
Help

Raise Hand

Activities

Coloring Classroom Expectations

Directions: Color your **Classroom Expectations** sheet in a way that shows your creativity and personality. Take your time, color neatly, and feel free to experiment with patterns, shading, or other creative details. As an artist tip, try choosing **3 main colors** to repeat throughout your design. Repeating colors can help your artwork feel connected and create **unity**, but this is not required. Most importantly, be original, make creative choices, and have fun making the page your own!



Movement

Materials Counter

Participation

Coloring

Gallery Helpers- Curators

1st per.

1. Chi Chi
2. Benjamin S.

2nd Per.

1. Damian
2. Milton

3rd Per.

1. Clayton
2. Brayden

5th per.

1. Abel
2. Tripp

6th Per.

1. George
2. Allie

7th Per.

1. Yenn Dane
2. Ivy

Tuesday:

-Take down art from panels

-Take out the previous art

Wednesday

-Replace it with new art

Thursday:

Hang up the new art

6. Clean-Up Procedures

Conversation: Level -1

Help: Ask 3 Before Me

Activity:

A. Resource Supervisor - put away resource binders on the top shelf of the cart

B. Materials manager- make sure drawing materials are put at the bottom of the cart

C. Sketchbook Supervisor- put away the sketchbook holder on the counter

D. Tech Manager - make sure iPads are returned to the iPad Station on the Art Cart

When you're done have a seat and I'll dismiss you.

Movement: Materials Cart

Participation: Cleaning

Sound: None

**** above info is subject to change***