

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

Bellwork
Week 3-Q1

Directions:

Read the prompt on the board and create a drawing for it in the appropriate box. You have 5 mins.

Grab the bellwork paper from off the cart.

Monday

Personal Symbols

Food Doodle – In 5 minutes, sketch your favorite food in 3 different ways: realistic, cartoon, and abstract.

When you're done free draw on the back of your paper.

Tuesday

Overlapping Practice

Stack & Overlap – Choose 2 objects you like (ex: soccer ball + headphones). Draw them overlapping in 3 different ways to see which looks most interesting.

Wednesday

Size & Emphasis

Big vs. Small – Pick one object that represents you (like your hobby). Draw it once **large** and once **tiny** on the same page. Which one feels more important?

Thursday

Movement & Rhythm

Motion Doodle – Draw lines, shapes, or objects that show movement (ex: music notes flowing, a ball bouncing, waves moving). Use repetition to guide the eye.

Friday

***No Bellwork**

***Complete the Agenda**

***Data Day Drawing
On your Sketch Paper**

Monday

Tuesday

Bellwork

Week__ -Q__

Directions:

**Read the prompt on the board and
create a drawing for it in the
appropriate box. You have 5 mins.**

Wednesday

Thursday

Friday

***No Bellwork**

***Complete the Agenda**

***Data Day Drawing
On your Sketch Paper**

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.**

**Directions: Write in your student planner,
what is in red (Agenda)!**

W.A.P. S. Week 3
Monday 08-25-25

Essential Question: *How do artists use proportion and emphasis to make their subject stand out?*

What will I learn :

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 discuss the effective use of elements and principles of design.

VA.68.S.3.3: Demonstrate respect for the work of others and recognize the differences in process, product, and artistic style.

VA.68.O.1.2: Identify the function of structural elements of art and organizational principles of design to create and reflect on meaning in works of art.

How I will learn it? (Agenda)

-Review Sketch Info

-Draw Preliminary Sketch day 1 of 2

***Collect Acknowledgement Forms**

How do I know I learned it?

When I can say I am at the Green Level, at the end of class

Green	I am confident and progressing, completing the items on the preliminary sketch paper.
Yellow	I am stuck and need help
Red	I need one-on-one assistance.

Reminders:

-Find assignment info on katundra.com

-Submit assignments on

Artsonia Login:

School ID: [Odyssey19](#)

Access Code [JPPT-BWDB](#)

***The above info should be written down on the front page of your student planner.**

Grading Schedule:

Monday 1st and 2nd per

Tuesday 3rd and 5th

Wednesday 6th and 7th

**Directions: Write in your student planner,
what is in red (Agenda)!**

W.A.P. S. Week 3
Tuesday 08-26-25

Essential Question: *How do artists use proportion and emphasis to make their subject stand out?*

What will I learn :

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 discuss the effective use of elements and principles of design.

VA.68.S.3.3: Demonstrate respect for the work of others and recognize the differences in process, product, and artistic style.

VA.68.O.1.2: Identify the function of structural elements of art and organizational principles of design to create and reflect on meaning in works of art.

How I will learn it? (Agenda)

- Review Sketch Info
- Complete Preliminary Sketch
- day 2 of 2
- *6th Grade Testing

How do I know I learned it?

When I can say I am at the Green Level, at the end of class

Green	I am confident and progressing, completing the items on the preliminary sketch paper.
Yellow	I am stuck and need help
Red	I need one-on-one assistance.

Reminders:

-Find assignment info on katundra.com

-Submit assignments on

Artsonia Login:

School ID: [Odyssey19](#)

Access Code [JPPT-BWDB](#)

***The above info should be written down on the front page of your student planner.**

Grading Schedule:

Monday 1st and 2nd per

Tuesday 3rd and 5th

Wednesday 6th and 7th

**Directions: Write in your student planner,
what is in red (Agenda)!**

W.A.P. S. Week 3
Wednes day 08-27-25

Essential Question: *How does keeping my art folder organized help me stay on track and show growth as an artist?*

What will I learn :

Follow Directions & Stay Organized

(Standard: VA.68.S.3.3)

Make sure your work meets the assignment requirements and uses the right techniques.

VA.68.C.1.1: Apply a range of interests and contextual connections to influence the art-making process.

How I will learn it? (Agenda)

-Organize Folders

-Submit Preliminary Sketch

***7th Grade Testing**

How do I know I learned it?

When I can say I am at the Green Level, at the end of class

Green	I am confident and progressing, organizing my folder to not have loose papers.
Yellow	I am stuck and need help
Red	I need one-on-one assistance.

Reminders:

-Find assignment info on katundra.com

-Submit assignments on

Artsonia Login:

School ID: [Odyssey19](#)

Access Code [JPPT-BWDB](#)

***The above info should be written down on the front page of your student planner.**

Grading Schedule:

Monday 1st and 2nd per

Tuesday 3rd and 5th

Wednesday 6th and 7th

**Directions: Write in your student planner,
what is in red (Agenda)!**

W.A.P. S. Week 3
Thurs day 08-28-25

Essential Question: *Looking at my folder today, what does it show about my effort and responsibility in this class?*

What will I learn :

Follow Directions & Stay Organized

(Standard: VA.68.S.3.3)

Make sure your work meets the assignment requirements and uses the right techniques.

VA.68.C.1.1: Apply a range of interests and contextual connections to influence the art-making process.

How I will learn it? (Agenda)

- Folder Check
- Receive Final Paper
- *8th Grade Testing

How do I know I learned it?

When I can say I am at the Green Level, at the end of class

Green	I am confident with the organization of my folder by having the following: my name on my folder, bellwork, and worksheets placed in the prongs.
Yellow	I am stuck and need help
Red	I need one-on-one assistance.

Reminders:

-Find assignment info on katundra.com

-Submit assignments on

Artsonia Login:

School ID: [Odyssey19](#)

Access Code [JPPT-BWDB](#)

***The above info should be written down on the front page of your student planner.**

Grading Schedule:

Monday 1st and 2nd per

Tuesday 3rd and 5th

Wednesday 6th and 7th

Directions: Write the agenda in your student planner!

W.A.P. S. Week 3
Friday 08-29-25

Essential Question: How can I make sure I am meeting the art goals?

What will I learn :

Follow Directions & Stay Organized

(Standard: VA.68.S.3.3)

Make sure your work meets the assignment requirements and uses the right techniques.

Complete Work Step by Step

(Standard: VA.68.S.2.2)

Take your time to follow the correct process, whether it's sketching, shading, or adding details.

Show Responsibility & Time Management

(Standard: VA.68.F.3.4)

Use your time wisely and submit your work before the deadline.

How I will learn it? (Agenda)

-Submit Assignments

-Data Day Drawing

***Receive Grade Printout**

How do I know I learned it?

When I can say I am at the Green Level, at the end of class

Green	I am confident and progressing, submitting the 3 assignments from this week.
Yellow	I am stuck and need help
Red	I need one-on-one assistance.

Reminders:

-Find assignment info on katundra.com

-Submit assignments on

Artsonia Login:

School ID: [Odyssey19](#)

Access Code [JPPT-BWDB](#)

***The above info should be written down on the front page of your student planner.**

Grading Schedule:

Monday 1st and 2nd per

Tuesday 3rd and 5th

Wednesday 6th and 7th

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

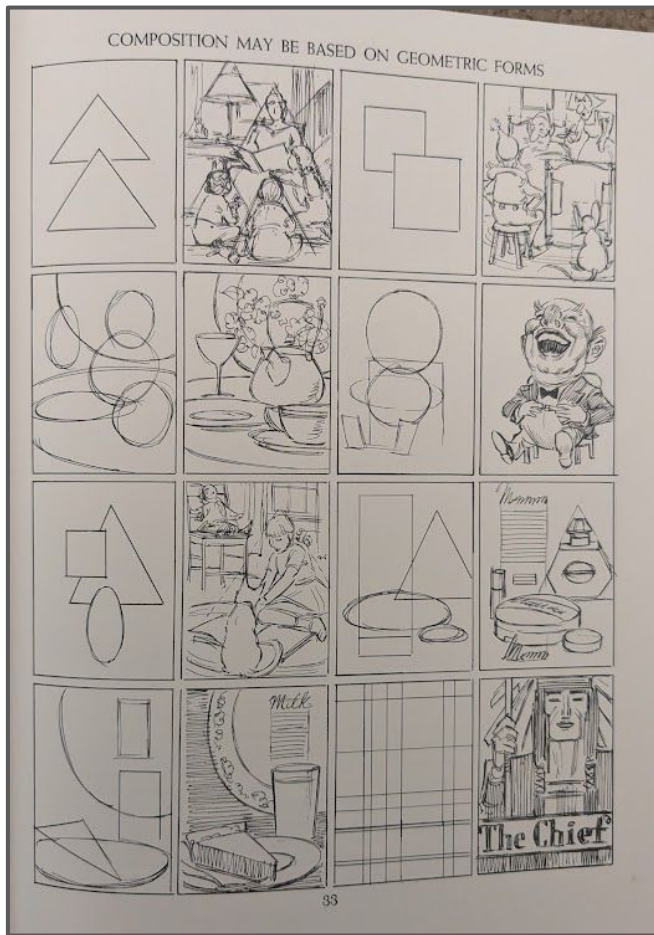
Sound: Instructor's Music

*** 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!

Artwork by Andrew Loomis

Composition Planning with Geometric Shapes



Thumbnail
Sketch

Preliminary
Sketch



Mrs. Stewart's Example

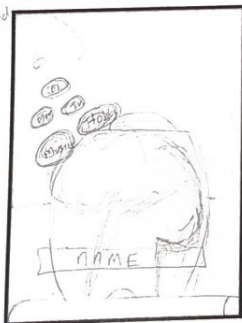
About Me Poster - Thumbnail Sketches

Directions:

Your About Me poster will show seven elements: a drawing of yourself, your name, and at least five of your favorite things from the Student Interest Survey. Before starting your final poster, use the planning box to list your seven elements. As you use each one, check it off to make sure you included everything. Use the six thumbnail boxes to sketch out different ideas for how you might arrange your poster. Thumbnails are quick and simple—they don't need details, just shapes to show where things will go. Have fun experimenting with different layouts and exploring creative ways to design your poster!

Element	Write Your Choice Here	Shape	✓ Used in Thumbnail
1. Drawing of Yourself	Profile		□□□□□□
2. Your Name	Graffiti Style		□□□□□□
3. Favorite... Hobbies	Drawing/Running		□□□□□□
4. Favorite... Music Genre	Smooth Jazz		□□□□□□
5. Favorite... Movie	The Devil Wears Prada		□□□□□□
6. Favorite... TV Show	The Office		□□□□□□
7. Favorite... Book	John		□□□□□□

Think about used
- Sizes
- Shapes
• None Poster
• Book Cover
• Music Album Cover



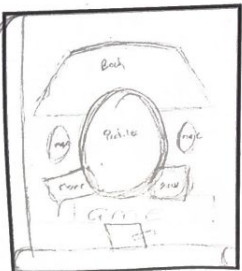
1



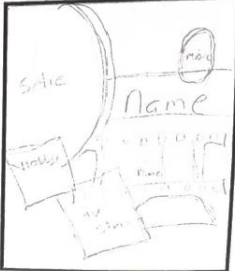
2



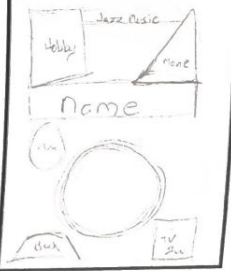
3



4



5



6

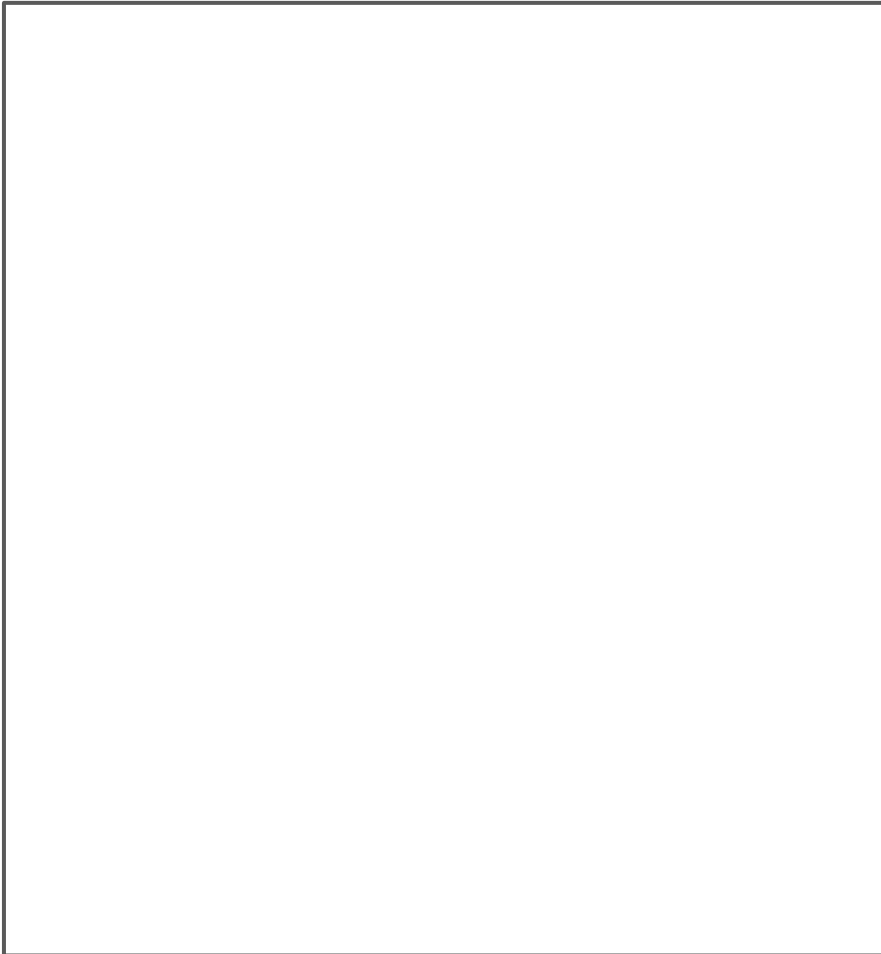
Other Options:

- ☐ favorite food,
- ☐ hometown,
- ☐ grade level,
- ☐ hobby,
- ☐ planned profession

About Me Poster - Preliminary Sketch

Directions:

Now that you've finished your thumbnail sketches and chosen your favorite, it's time to create a **preliminary sketch**. This drawing should be larger and more detailed than your thumbnails, almost like a rough draft of your final poster. Think of it as your chance to experiment and problem-solve before the real thing. You can test out colors, shading, and textures, or figure out where your light source is coming from to decide where highlights and shadows will go. You can also move things around in your composition to see what looks best. Don't be afraid to make changes or even try more than one version if you have different ideas. Remember, this sketch doesn't need to be perfect—it's your practice space to explore, take risks, and work out any mistakes so that your final poster is strong, creative, and ready to shine.



✓ Preliminary Sketch Checklist

Before moving on, make sure you have:

- ☐ **Made it bigger than a thumbnail** (closer to the size of your final poster).
- ☐ **Added more details** than your thumbnail sketch.
- ☐ **Experimented with ideas** (moved things around, tested overlapping, tried variety of sizes).
- ☐ **Tested colors, shading, or textures** to see what works best.
- ☐ **Figured out where your light source is** so you know where highlights and shadows go.
- ☐ **Checked your composition** to make sure everything feels balanced and clear.

This is for 2d3 Studio Art

The 7 Imaginative Techniques

Use **at least 3** of these in your poster:

1. **Morphing / Transformation**

Turn one object into another gradually (ex: your favorite food becomes your pet).

2. **Exaggeration**

Distort or enlarge features for emphasis or fun (ex: huge hands for a helper personality).

3. **Combining Unrelated Objects (Hybrid Forms)**

Mix two different things to make something new (ex: a skateboard mixed with wings).

4. **Drawing from Memory / Mental Visualization**

Draw something from your mind — not a photo — like a dream or memory scene.

5. **Abstract and Expressive Mark Making**

Use lines, textures, and shapes to express emotions or movement (ex: wild swirls for energy).

6. **Inventing Imaginary Creatures or Objects**

Create original beings or inventions (ex: a creature made of paintbrushes and clouds).

7. **Visual Metaphors & Symbolic Imagery**

Use images that represent a feeling or idea (ex: a broken clock for lost time).

How to Set-Up your Art Folder



The Creative Process

Research

Planning

Rough Draft

Final Draft

STUDENT INTEREST SURVEY
Name: Camila Chavez

FAVORITE BOOK
The Science of Breathing Things

FAVORITE GAMES
block
blast

FAVORITE TV SHOW
Jessie

FAVORITE MOVIE
The Cuckooing

FAVORITE HOBBIES
volleyball
call friends

FAVORITE MUSIC GENRES
pop music

THERE'S NO SUCH THING AS A SILLY QUESTION...OR MAYBE THERE IS!?!

- When you grow up, what do you want to be?
nan artist
- What are your hobbies? What do you like to do for fun?
volleyball watch tv
- What is your favorite school subject? What's your least liked subject?
Sci-Science because it's interesting.
Least- math hurts my head.
- If you could travel anywhere in the world, where would you go? What?
Paris because I can try all the pastries that they have.
- If you had a superpower that you could only use at school, what would it be? What?
Freeze time so I cannot be late to class never.

About Me - Thumbnail Sketches

Directions:
Your About Me poster will show seven elements: a drawing of yourself, your name, and at least five of your favorite things from the Student Interest Survey. Before starting your final poster, use the planning box to list your seven elements. As you use each one, check it off to make sure you included everything. Use the six thumbnail boxes to sketch out different ideas for how you might arrange your poster. Thumbnails are quick and simple—they don't need details, just shapes to show where things will go. Have fun experimenting with different layouts and exploring creative ways to design your poster! Remember: Overlapping and using a variety of sizes makes your poster more interesting.

Element	Write Your Choice Here - Sketch Basic Shape	✓ Used in Thumbnail
1. Drawing of Yourself		<input checked="" type="checkbox"/>
2. Your Name	<u>Camila C</u>	<input checked="" type="checkbox"/>
3. Favorite Food	<u>peaches</u>	<input checked="" type="checkbox"/>
4. Favorite Music	<u>Pop</u>	<input checked="" type="checkbox"/>
5. Favorite Hobby	<u>volleyball</u>	<input checked="" type="checkbox"/>
6. Favorite Color	<u>pink</u>	<input checked="" type="checkbox"/>
7. Favorite Sport	<u>volleyball</u>	<input checked="" type="checkbox"/>

Below the table are six thumbnail sketches (labeled 1 through 6) showing different arrangements of the elements on a poster. Each sketch includes a person's head, the name 'Camila', and various icons representing the other elements.

About Me Poster - Preliminary Sketch
Name: Camila Chavez Per: 1

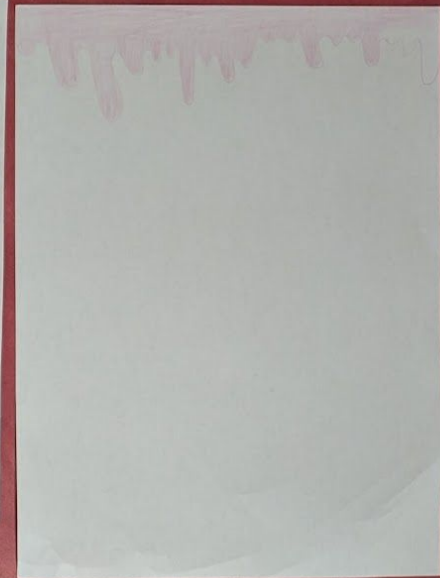
Directions:
Now that you've finished your thumbnail sketches and chosen your favorite, it's time to create a preliminary sketch. This drawing should be larger and more detailed than your thumbnails, almost like a rough draft of your final poster. Think of it as your chance to experiment and problem-solve before the real thing. You can test out colors, shading, and textures, or figure out where your light source is coming from to decide where highlights and shadows will go. You can also move things around in your composition to see what looks best. Don't be afraid to make changes or even try more than one version if you have different ideas! Remember: this sketch doesn't need to be perfect—it's your practice space to explore, take risks, and work out any mistakes so that your final poster is strong, creative, and ready to share.

Preliminary Sketch Checklist

Before moving on, make sure you have:

- ☒ Made it bigger than a thumbnail (closer to the size of your final poster).
- ☒ Added more details than your thumbnail sketch.
- ☒ Experimented with ideas (moved things around, tested overlapping, tried variety of sizes).
- ☒ Tested colors, shading, or textures to see what works best.
- ☒ Figured out where your light source is so you know where highlights and shadows go.
- ☒ Checked your composition to make sure everything feels balanced and clear.

The sketch shows a person's head and shoulders, the name 'Camila Chavez', and various icons representing the other elements, all arranged in a composition that is more detailed than the thumbnails.

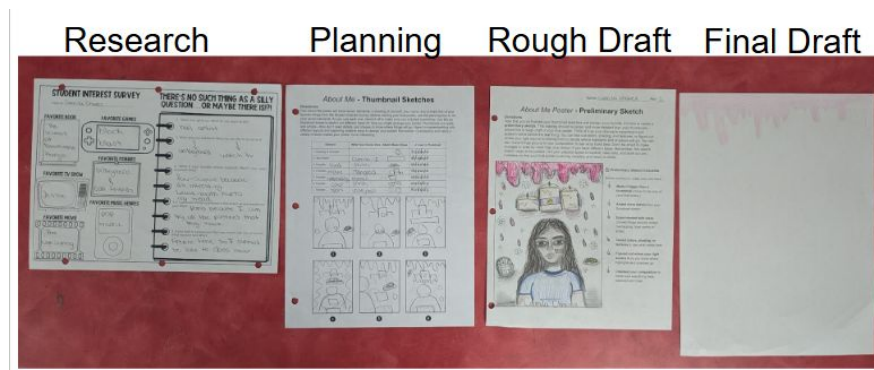


2d1 Checklist: "All About Me Poster"

Before you start the final:

- ☐ I have completed the Student Interest Survey
- ☐ I have completed the Thumbnail Sketches show 6 different arrangements for the 7 required elements (self-portrait, my name, 5 elements from the Student Interests Survey).
- ☐ I have planned and sketch how to use the elements of art (line, shape, color, texture, value, space, form) in my design.

*When you're done start your final

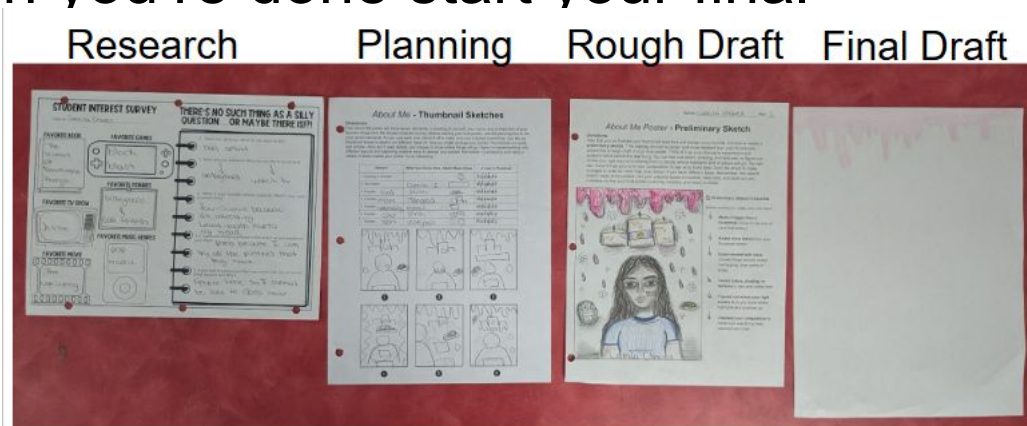


2d2 Checklist: "All About Me Poster"

Before you start the final:

- ❑ I have completed the Student Interest Survey
- ❑ I have completed the Thumbnail Sketches show 6 different arrangements for the 7 required elements (self-portrait, my name, 5 elements from the Student Interests Survey).
- ❑ I have planned and sketch how to use the principles of art (proportion, contrast, emphasis, movement, pattern, unity, balance) in my design.

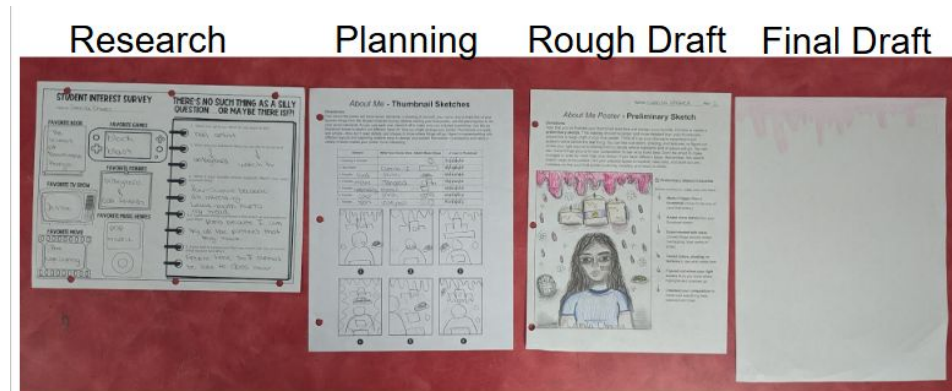
*When you're done start your final



2d3 Checklist: "All About Me Poster"

Before you start the final:

- ☐ I have completed the Student Interest Survey
- ☐ I have completed the Thumbnail Sketches show 6 different arrangements for the 7 required elements (self-portrait, my name, 5 elements from the Student Interests Survey).
- ☐ I have planned and sketch how to use at least 3 of the following imaginative techniques:
 1. **Morphing / Transformation**
 2. **Exaggeration**
 3. **Combining Unrelated Objects (Hybrid Forms)**
 4. **Drawing from Memory / Mental Visualization**
 5. **Abstract and Expressive Mark Making**
 6. **Inventing Imaginary Creatures or Objects**
 7. **Visual Metaphors & Symbolic Imagery**



Blue Folder Check Rubric

Total: 50 points (10 points each category)

Category	10 pts (Excellent)	7 pts (Good)	5 pts (Satisfactory)	3 pts (Needs Work)	0 pts (Missing)
Name on Folder	Name is written clearly on the white label in the top right corner.	Name is on the folder but not clear or not in correct spot.	Name is missing part (first or last).	Name is written incorrectly or hard to read.	No name on folder.
Bellwork	All bellwork is complete, neat, and in correct order.	Mostly complete, neat, and organized.	Some missing or slightly out of order.	Several missing, disorganized, or incomplete.	No bellwork included.
Project Sketches	All project sketches are included, neat, and organized.	Mostly complete, neat, and in order.	Some missing or incomplete.	Several missing or poorly done.	No sketches included.
Worksheets	All worksheets are included, complete, and organized.	Mostly complete and in order.	Some missing or incomplete.	Several missing or messy.	No worksheets included.

Class Grade for week 2 Assignments

		1st Per.	2nd Per.	3rd Per.	5th Per.	6th Per.	7th Per.
Green	I am confident and progressing	2d1-90	2d1-82	2d2-88		2d2-83 2d3-98	
Yellow	I am stuck and need help				2d1-70		2d1-73
Red	I need one-on-one assistance.						

Week 3 - Data Day Drawing Directions

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.

- **Submit all current assignments.**

1. wk 03_Bellwork
2. wk 03_Agenda 26-27
3. wk 03_Preliminary Sketch
4. wk 03_Folder Check (Physical)

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 Drawing

- Once you are done submitting, begin your Data Day Drawing.
Prompt: A knight in full armor trying to eat spaghetti at a fancy restaurant.
- Each Friday you will receive a prompt. Your drawing must follow the prompt while showing creativity and effort.

Drawing Options

- You may continue building on the same drawing each week, making it stronger and more detailed.
- Or, you may start a new drawing each week to test different ideas.

Final Submission

- By Week 8 of the quarter, you must submit one Data Day Drawing that best represents your effort, creativity, and understanding of the prompts.

Data Day Drawing Rubric (50 points)

Total: 50 points

Category	Excellent (10)	Good (8)	Developing (6)	Needs Work (4)
Following the Prompt	Drawing clearly matches and explores the given prompt in a creative way	Drawing mostly follows the prompt with some creativity	Drawing loosely connects to the prompt, lacks clarity	Drawing does not follow the prompt
Creativity & Originality	Very unique, imaginative ideas; goes beyond the obvious	Shows creative thinking, some original details	Limited creativity; relies on simple/expected ideas	Little to no creativity shown
Effort & Completion	Drawing is fully complete, detailed, and shows strong effort	Drawing is mostly complete with good effort	Drawing is partly complete, rushed in some areas	Drawing is incomplete or shows minimal effort
Craftsmanship (Neatness & Care)	Very neat, well-crafted, and shows attention to detail	Mostly neat, good craftsmanship	Somewhat messy or inconsistent craftsmanship	Very messy, little care shown
Deadline	Turned in on time (Week 8 or earlier)	Turned in slightly late	Turned in late with missing details	Not submitted

Sketchbook Holder Organization

Directions: Take home assignments from semester 1. Keep assignments from semester 2 (January till now). Receive your grade printout, sketchbook, and folder. Write your name on the top right corner of the sketchbook and folder using a permanent marker.

Items in Sketchbook Holder:

1. Sketchbooks (not for personal)

- Bellwork
- Project sketches
- Drawing challenges
- Sub Drawings

2. Folder with prongs:

- Project Notes
- Project Info
- Project Checklist
- Project Rubric
- Artist Statement
- Loose paper that's not a Project

3. Portfolio (Manila Folder):

- Projects

***No loose paper in the sketchbook holder. ***



Data Day Checklist

Step 1: Turn in Work

- ☐ I turned in all current assignments.
- ☐ I turned in any missing assignments.

Step 2: Start My Drawing

- ☐ I read today's prompt.
- ☐ My drawing follows the prompt.
- ☐ I used creativity and originality.
- ☐ I worked with effort and focus the entire time.
- ☐ I kept my drawing neat and showed craftsmanship.

Step 3: End of Quarter Reminder

- ☐ I chose my best Data Day Drawing.
- ☐ I submitted my final Data Day Drawing by Week 8.

What You Will Do: (3 MINS)

Conversation

At a Level-0.

Help

You can raise your hand to receive help on the...

Activities

Reflection

		1st Per.	2nd Per.	3rd Per.	5th Per.	6th Per.	7th Per.
Green	I am confident and progressing						
Yellow	I am stuck and need help						
Red	I need one-on-one assistance.						

Movement

Moving around the tables

Participation

Raising your hand

6. Clean-Up Procedures

Conversation: Level -1

Help: Ask 3 Before Me

Activity: ***Art Organizer*** - provide guidance for work, ***Materials manager***- make sure materials are put away in the appropriate location, ***Sketchbook Supervisor***- switch out the sketchbook holder for the next period, ***Waste Watchdog*** - make sure the table and floor is clean.

Movement: Materials Zone and Backpack Zone

Participation: Cleaning

Sound: None

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

Clean-Up

What You Will Do: (3 MINS)

Conversation At a Level-1.

Help You can raise your hand to receive help on the...

Activities Clean-Up Time

ARTISTS DUTIES	
a	RESOURCE SUPERVISOR
b	MATERIALS MANAGER
c	SKETCHBOOK SUPERVISOR
d	TECH MANAGER

*Then clean up your
personal items*

Movement Moving around the tables

Participation Cleaning

Agenda for the week:

- Discuss Student Interest Survey

- Complete SIS

- Discuss All About Me Project

- Start Thumbnail Sketching

1. Review Sketching Expectations

2. Sketching Day 2 of 3

1. Review Sketching Expectations

2. Sketching Day 3 of 3

- Submit Assignments

- Organize Folders