1. Entering Class Procedures:

Conversation: Level 1- Whisper

Help: Ask 3 before me

Activity:
1st-Find your assigned seat.
2nd- Take out a pencil and your student planner.
3rd-Place your backpack and water bottle in the appropriate location.
4th- Pick up the Sketchbook holder.
5th- Take out your sketchbook and Blue Folder.
6th-Be in your assigned seat, **before** the bell rings. See Mrs. Stewart if you don't know.
7th - Start working on your Bellwork.

Movement: Art Cart, Backpack Zone, and Assigned Seat

Participation: Preparing for Class

Sound: Instructor's Music

2. Beginning of Class Procedures:

Conversation: Level -0-Silent

Help: Raise your Hand

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

Movement: The Art Cart

Participation: **Drawing and Writing**

Sound: **Instructor's Music**

2d1=Gray
2d2=green
2d3= blue

Name:_____ Per._____ Date:_____

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

Bellwork

2D Week 8-Q3

Create with the Artist Community

Sketch A Day Drawing Prompts

Monday

Create a quick sketch for the word *Neon*

Tuesday

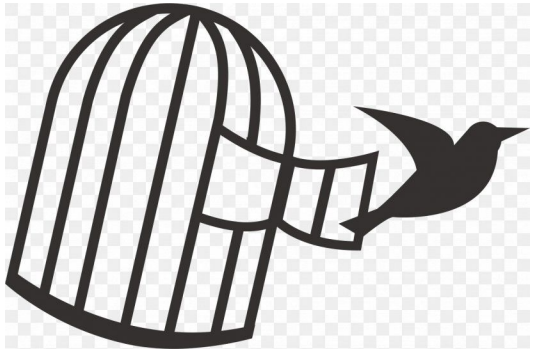
Create a quick sketch for the word *Market.*

Wednesday

Create a quick sketch for the word *Temple*

Thursday

Create a quick sketch for the word *Escape.*



Friday

***No Bellwork**

***Complete the Agenda**

***Complete the Data Day Drawing in your sketchbook**

Due Week 9 - Friday

Week 8_q3 - Agenda- This Week in Art:

Directions: Write the following Agenda in your Student Planner.

Projects: **Sketch A Day Prompts**	**Agenda**
Monday **2/23**	1. Discuss Drawing Expectations 2. Create a drawing for the word: Neon *Folder check for the next group
Tuesday **2/24**	1. Discuss Drawing Expectations 2. Create a drawing for the word: Market *Folder check for the next group
Wednesday **2/25**	1. Discuss Drawing Expectations 2. Create a drawing for the word: Temple *Folder check for the next group
Thursday **2/26**	1. Discuss Drawing Expectations 2. Create a drawing for the word: Escape 3. Receive Grade Printout *Folder check for the next group
Friday **2/27** ***No Bathroom Passes***	1. Submit Assignments 2. Data Day Drawing for the word: Bark 3. Continue Folder Check
Assignment Submissions 🗓️ **Grading Schedule** ***Monday:** 1st & 2nd Period ***Tuesday:** 3rd & 5th Period ***Wednesday:** 6th & 7th Period	1. BW 2. Agenda 3.SketchADay_pg1 4. SketchADay_pg2

📌 **Where to Find & Submit Assignments**

Find assignment information:
➡️ Go to **katundra.com**

Submit all assignments:
➡️ Upload work on **Artsonia**
Artsonia Info:
-**School ID:** Odyssey19
-**Access Code:** JPPT-BWDB

❗ **Missing Work? Follow These Steps**
1. Go to the **Art Cart**.
2. Find your class color bin:
***2D1 – Gray** **2D2 – Green** **2D3 – Blue**
3. Look for the **manila folder** with the correct **number in the top-left corner**.
4. Take the handout you need.

📂 **Assignment Handout Numbers**

0. Syllabus
1. Bellwork
2. Agenda
3. Project Info
4. Notes
5. Project Exercise
6. Theme Research & . Thumbnail Sketches
7. Preliminary Sketch
8. Final Checklist
9. Rough Draft
Artist Statement
10. T.A.G Ticket
11. Final Paper
12. Folder Check

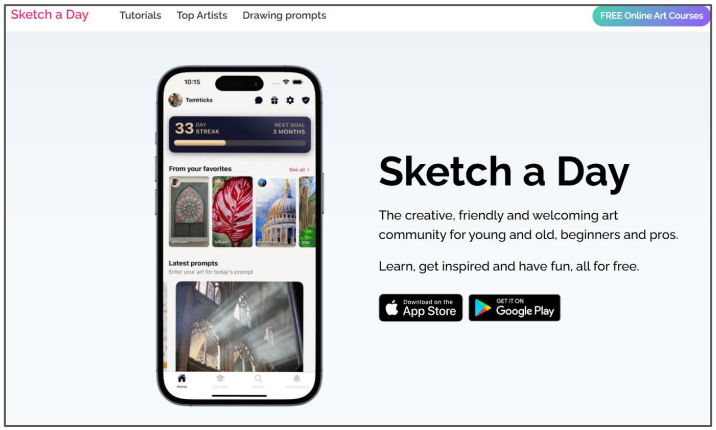
✅ **After You Finish**
*Submit the assignment in the **Make-Up Window** on Artsonia
*You **may submit more than once** under the Make-Up Window.

WEEKEND HIGHLIGHT:
Attending Ladies Day at My Church

Sketch A Day - Drawing Prompts

Name:_____ Per._____ Date:____

Class: 2D
Duration: 5 Class Sessions (20 minutes each)



Florida Visual Arts Standards

VA.68.H.3.3 - Work collaboratively with peers to complete an artwork or art task.

VA.68.F.1.3 - Examine and describe how artists contribute to their communities.

Essential Questions:

1. **How can I take a simple idea and develop it into a finished artwork using value or color?**
2. **How does adding detail, shading, or color transform a sketch into a complete drawing?**
3. **How does creating art alongside others help me grow as an independent artist?**
4. **How can I use half of my paper intentionally to create a balanced and finished composition?**
5. **How can I push my original idea further to create a drawing that feels complete and intentional?**

The goal of this process is to develop a simple sketch into a finished, intentional drawing by using value (grayscale) or color. You will practice planning your composition within half of your paper, adding meaningful details, and making creative decisions that move your work beyond an outline. Through this process, you are building independence as an artist, learning how to push your ideas further, and growing within our artist community by creating consistently and with purpose.

Directions: Use the sketch you created during bellwork and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. Build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

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!

Sketch A Day Drawings - Pg 1

Name:_____ Per._____ Date:_____ 3

Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

Monday- Neon:

*Draw something **totally normal** (a toaster, shoe, frog, or sandwich) but turn it **wildly NEON**—glowing, buzzing, and lighting up the world around it like it has magical electric powers.*

Drawing quality

☐ My drawing is **more than an outline** (it has depth and detail).
☐ I added **details** to support my idea (texture, patterns, background, props, etc.).
☐ My lines are clean and confident (I erased extra sketchy lines if needed).

Value or Color Requirement (choose one)

☐ **Grayscale shading:** I used a **full value range** from light → medium → dark.
☐ I included at least **3–5 different values**.
☐ Shading matches the form (it wraps around shapes).

☐ **Color:** I used color to make the drawing feel finished.
☐ I used at least **3 colors**.(if applicable)
☐ I added **lighter + darker** areas (not flat coloring).

Finish strong

☐ I filled the half-page in a balanced way (no tiny drawing floating in space).
☐ I pushed my idea further (made it more creative, weird, funny, or dramatic).

Tuesday - Market:

*Draw a **market gone wild** where the stalls sell impossible things (clouds, emotions, tiny planets, memories, or monsters), everything is busy, loud, and chaotic, and at least one object is doing something it definitely shouldn't.*

Drawing quality

☐ My drawing is **more than an outline** (it has depth and detail).
☐ I added **details** to support my idea (texture, patterns, background, props, etc.).
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Finish strong

☐ I filled the half-page in a balanced way (no tiny drawing floating in space).
☐ I pushed my idea further (made it more creative, weird, funny, or dramatic).

Sketch A Day Drawings - Pg 2

Name:_____ **Per.**_____ **Date:**_____

Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

Wednesday - Temple:

*Draw a **temple that should not exist**—floating, walking, growing, or alive—where strange creatures worship something unexpected (a light bulb, a giant plant, a snack, or an idea), and nothing follows normal rules*

Drawing quality

☐ My drawing is **more than an outline** (it has depth and detail).
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Finish strong

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Thursday - Escape:

*Draw an **escape that makes no sense**—someone (or something) bursting out of an impossible place (a clock, a book, a teacup, a backpack, or a thought bubble) using the most ridiculous method you can imagine.*

Drawing quality

☐ My drawing is **more than an outline** (it has depth and detail).
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Finish strong

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wk 8- Data Day Drawing

Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

Friday - Bark:

Draw something that **barks but absolutely shouldn't**—a tree yelling at squirrels, a shoe barking at its owner, or a cloud barking thunder—make it loud, dramatic, and completely chaotic.

Drawing quality

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Here's What I did for Bark

What You Will Do: Independent Time

Conversation	At a Level-0
Help	Raise Hand
Activities	Sketch a Day Drawing

Sketch A Day Drawings - Pg 1 **Name:**_____ **Per.**_____ **Date:**_____ 3

Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

Monday:

Draw something **totally normal** (a toaster, shoe, frog, or sandwich) but turn it **wildly NEON**—glowing, buzzing, and lighting up the world around it like it has magical electric powers.

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Finish strong
☐ I filled the half-page in a balanced way (no tiny drawing floating in space).
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Tuesday :

Draw a **market gone wild** where the stalls sell impossible things (clouds, emotions, tiny planets, memories, or monsters), everything is busy, loud, and chaotic, and at least one object is doing something it definitely shouldn't.

Drawing quality
☐ My drawing is **more than an outline** (it has depth and detail).
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Movement	Materials Cart
Participation	Drawing

What You Will Do: Independent Time

Conversation	At a Level-1 Whisper
Help	3 Before Me
Activities	Sketch a Day Drawing

Sketch A Day Drawings - Pg 1 Name:_____ Per._____ Date:_____ 3

Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

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Movement	Materials Cart
Participation	Drawing

What You Will Do: Independent Time

Conversation	At a Level-0
Help	Raise Hand
Activities	Sketch a Day Drawing
Movement	Materials Can
Participation	Drawing

Sketch A Day Drawings - Pg 2

Name:_____ **Per.**_____ **Date:**_____ 3

Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

Wednesday - Temple:

*Draw a **temple that should not exist**—floating, walking, growing, or alive—where strange creatures worship something unexpected (a light bulb, a giant plant, a snack, or an idea), and nothing follows normal rules*

Drawing quality
☐ My drawing is **more than an outline** (it has depth and detail).
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What You Will Do: Independent Time

Conversation	At a Level-1 Whisper
Help	3 Before Me
Activities	Sketch a Day Drawing

Sketch A Day Drawings - Pg 2

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Movement	Materials Cart
Participation	Drawing

What You Will Do: Independent Time

Conversation	At a Level-1 Whisper
Help	3 Before Me
Activities	Sketch a Day Drawing

wk 8- Data Day Drawing

Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

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Here's What I did for Bark

Movement	Materials Cart
Participation	Drawing

2D1 ASSIGNMENTS FOR THIS WEEK

Name:_____ Per._____ Date:_____

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

Bellwork

2D Week 8-Q3

Create with the Artist Community

Sketch A Day Drawing Prompts

Monday

Create a quick sketch for the word *Neon*

Tuesday

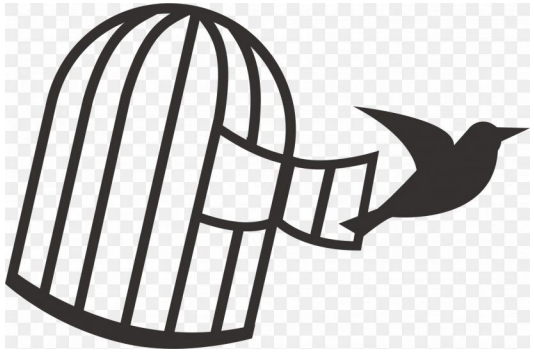
Create a quick sketch for the word *Market.*

Wednesday

Create a quick sketch for the word *Temple*

Thursday

Create a quick sketch for the word *Escape.*



Friday

***No Bellwork**

***Complete the Agenda**

***Complete the Data Day Drawing in your sketchbook**

Due Week 9 - Friday

Week 8_q3 - Agenda- This Week in Art:

Directions: Write the following Agenda in your Student Planner.

Projects: **Sketch A Day Prompts**	**Agenda**
Monday **2/23**	1. Discuss Drawing Expectations 2. Create a drawing for the word: Neon *Folder check for the next group
Tuesday **2/24**	1. Discuss Drawing Expectations 2. Create a drawing for the word: Market *Folder check for the next group
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Sketch A Day Drawings - Pg 1

Name:_____ Per._____ Date:_____ 3

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Finish strong

☐ I filled the half-page in a balanced way (no tiny drawing floating in space).
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Tuesday - Market:

*Draw a **market gone wild** where the stalls sell impossible things (clouds, emotions, tiny planets, memories, or monsters), everything is busy, loud, and chaotic, and at least one object is doing something it definitely shouldn't.*

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Sketch A Day Drawings - Pg 2

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Directions: Use the sketch you created during bellwork as inspiration and turn it into a full, finished drawing. You will only use half of your paper, so plan your space carefully. You can build directly from your original idea. Add more details, strengthen your composition, and make your drawing feel complete. This should not be just an outline. You must add either grayscale shading (showing a full range from light to dark) or color to bring your drawing to life. Even though you are working on half the page, make it feel intentional and finished. Push your idea further, take your time, and most importantly — have fun with it.

Wednesday - Temple:

*Draw a **temple that should not exist**—floating, walking, growing, or alive—where strange creatures worship something unexpected (a light bulb, a giant plant, a snack, or an idea), and nothing follows normal rules*

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*Draw an **escape that makes no sense**—someone (or something) bursting out of an impossible place (a clock, a book, a teacup, a backpack, or a thought bubble) using the most ridiculous method you can imagine.*

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Here's What I did for Bark

2D2 ASSIGNMENTS FOR THIS WEEK

Name:_____ Per._____ Date:_____

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

Bellwork

2D Week 8-Q3

Create with the Artist Community

Sketch A Day Drawing Prompts

Monday

Create a quick sketch for the word *Neon*

Tuesday

Create a quick sketch for the word *Market.*

Wednesday

Create a quick sketch for the word *Temple*

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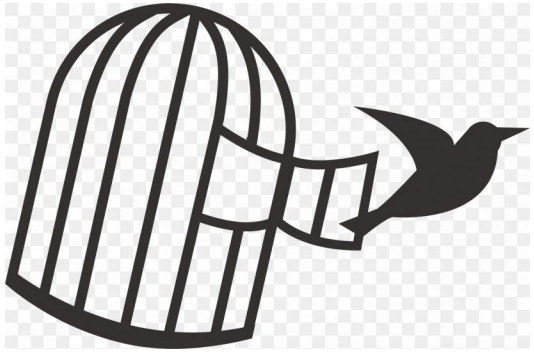
Create a quick sketch for the word *Escape.*



Friday

***No Bellwork**

***Complete the Agenda**

***Complete the Data Day Drawing in your sketchbook**

Due Week 9 - Friday

Week 8_q3 - Agenda- This Week in Art:

Directions: Write the following Agenda in your Student Planner.

Projects: **Sketch A Day Prompts**	**Agenda**
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Bellwork

2D Week 8-Q3

Create with the Artist Community

Sketch A Day Drawing Prompts

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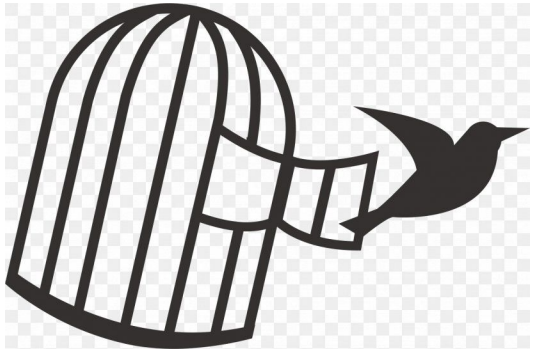

Friday

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☐ My lines are clean and confident (I erased extra sketchy lines if needed).

Value or Color Requirement (choose one)

☐ **Grayscale shading:** I used a **full value range** from light → medium → dark.
☐ I included at least **3–5 different values**.
☐ Shading matches the form (it wraps around shapes).

☐ **Color:** I used color to make the drawing feel finished.
☐ I used at least **3 colors**.(if applicable)
☐ I added **lighter + darker** areas (not flat coloring).

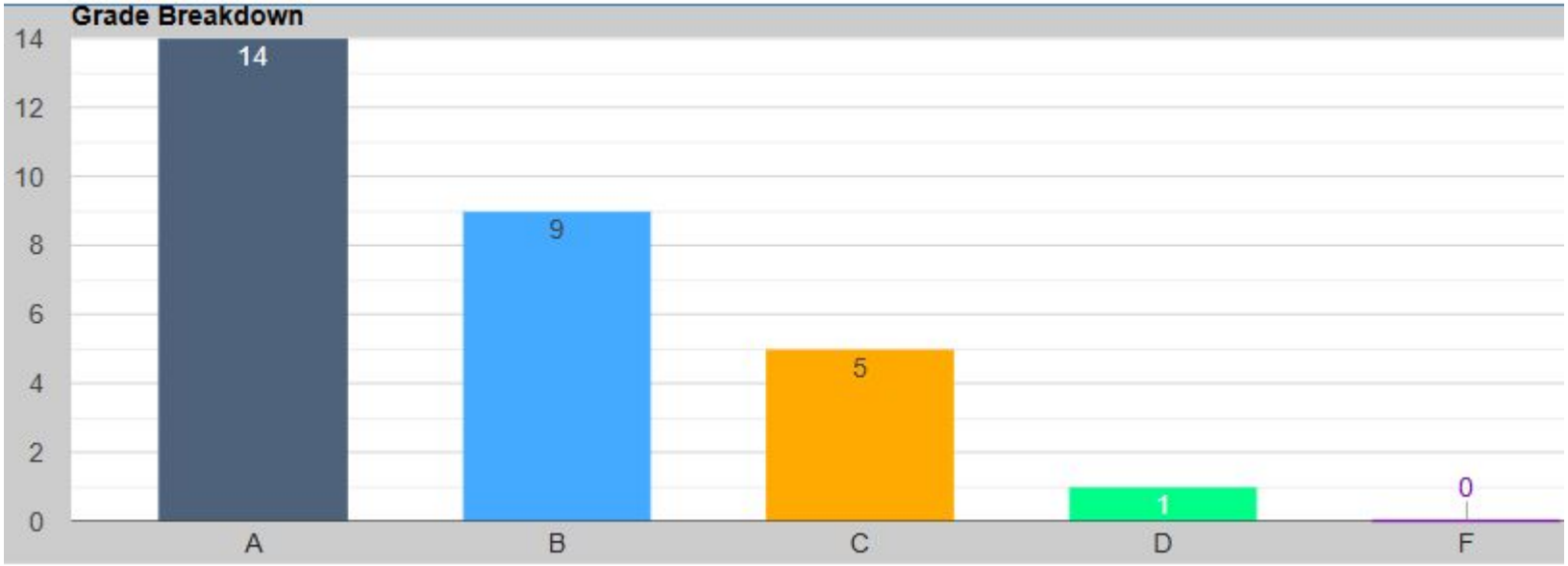
Finish strong

☐ I filled the half-page in a balanced way (no tiny drawing floating in space).
☐ I pushed my idea further (made it more creative, weird, funny, or dramatic).

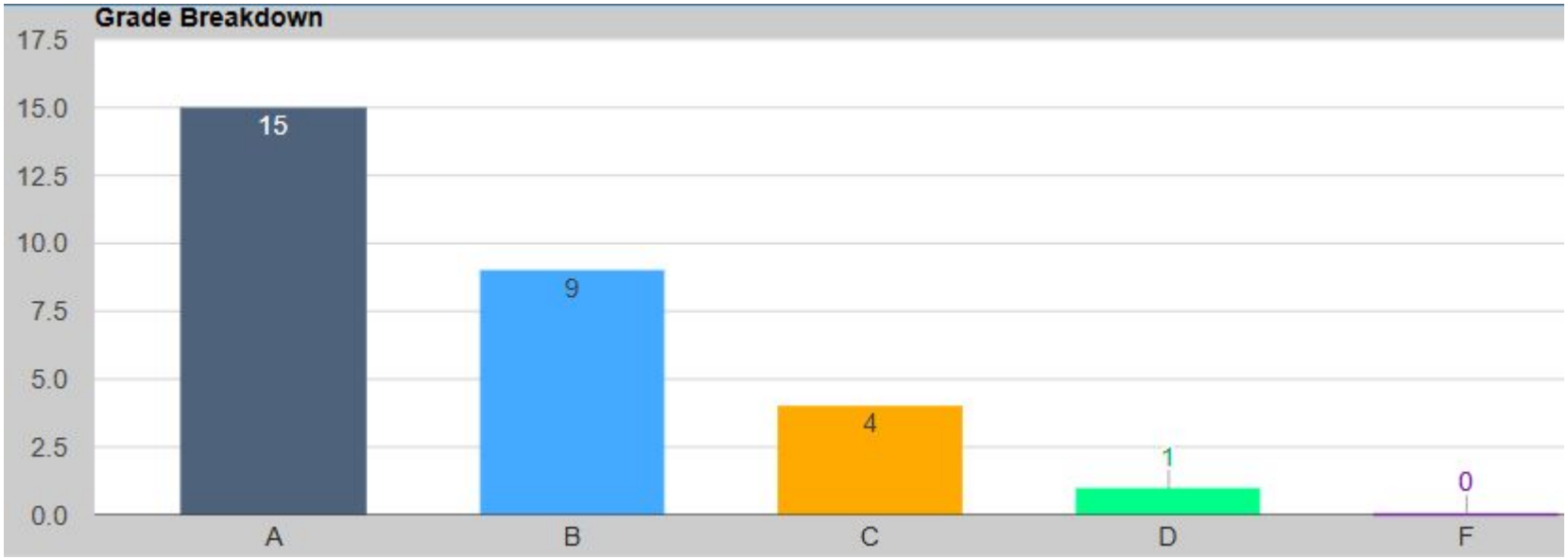
Here's What I did for Bark

Grading Data for Week 7 Assignments

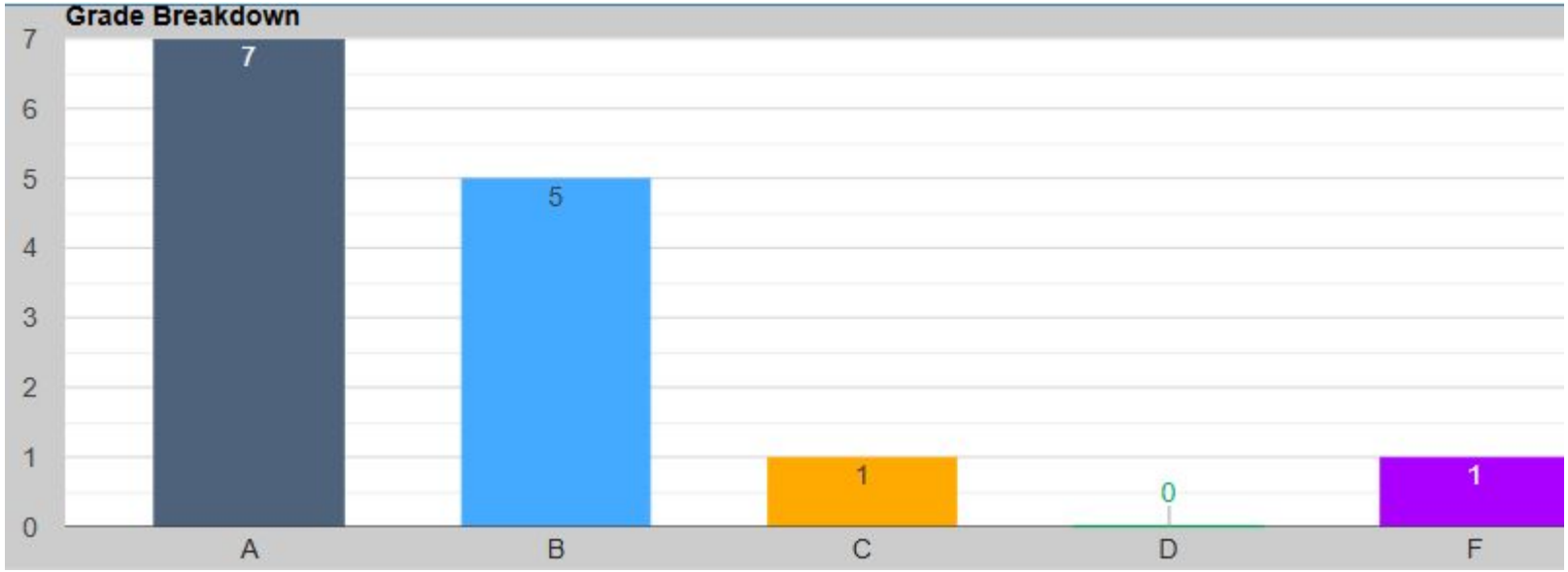
1st Period - 88%



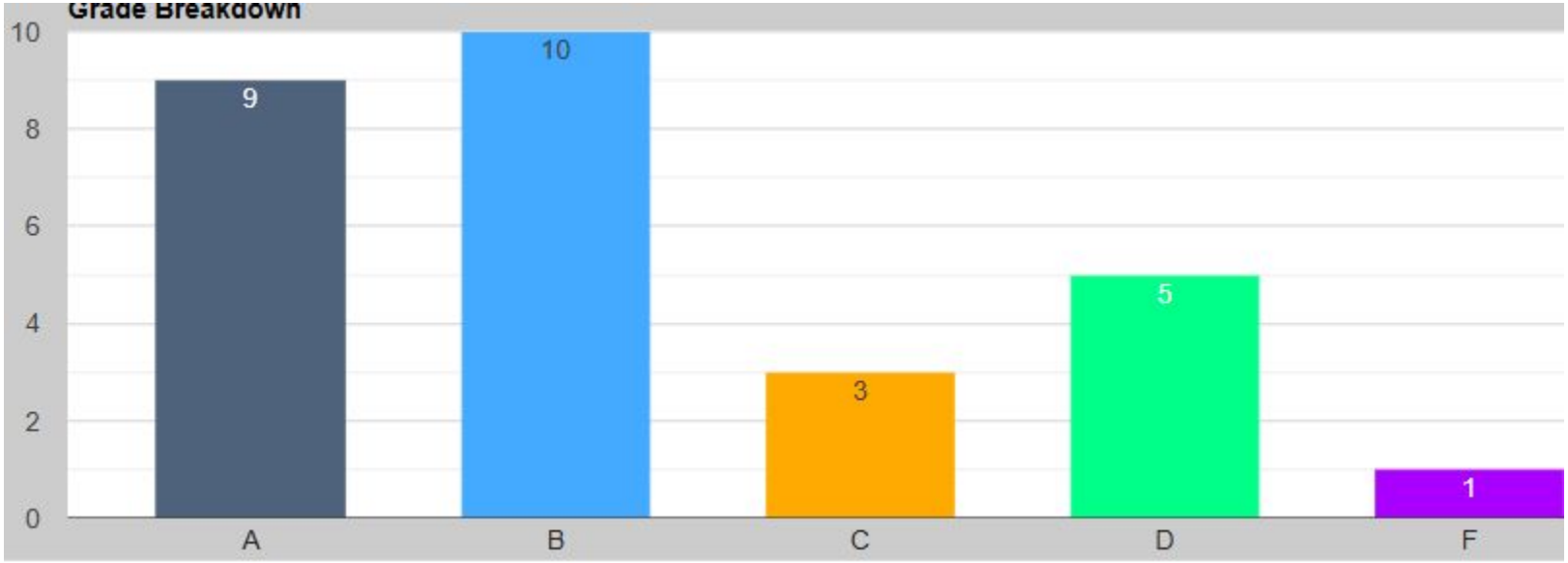
2nd Period - 88



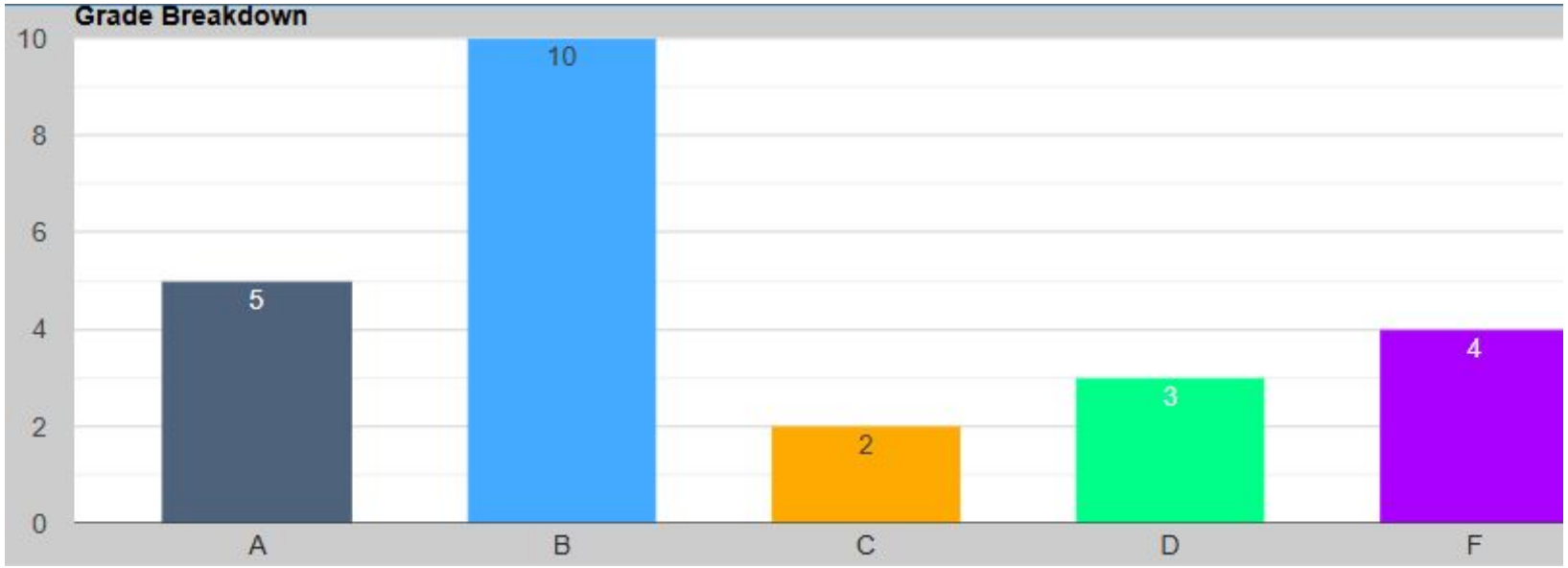
3rd Period - 85%



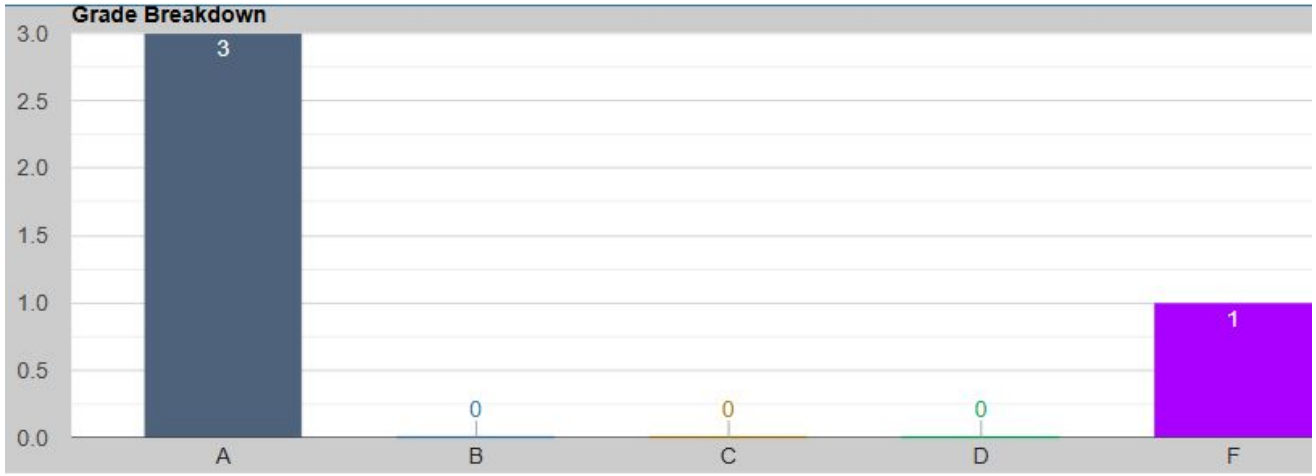
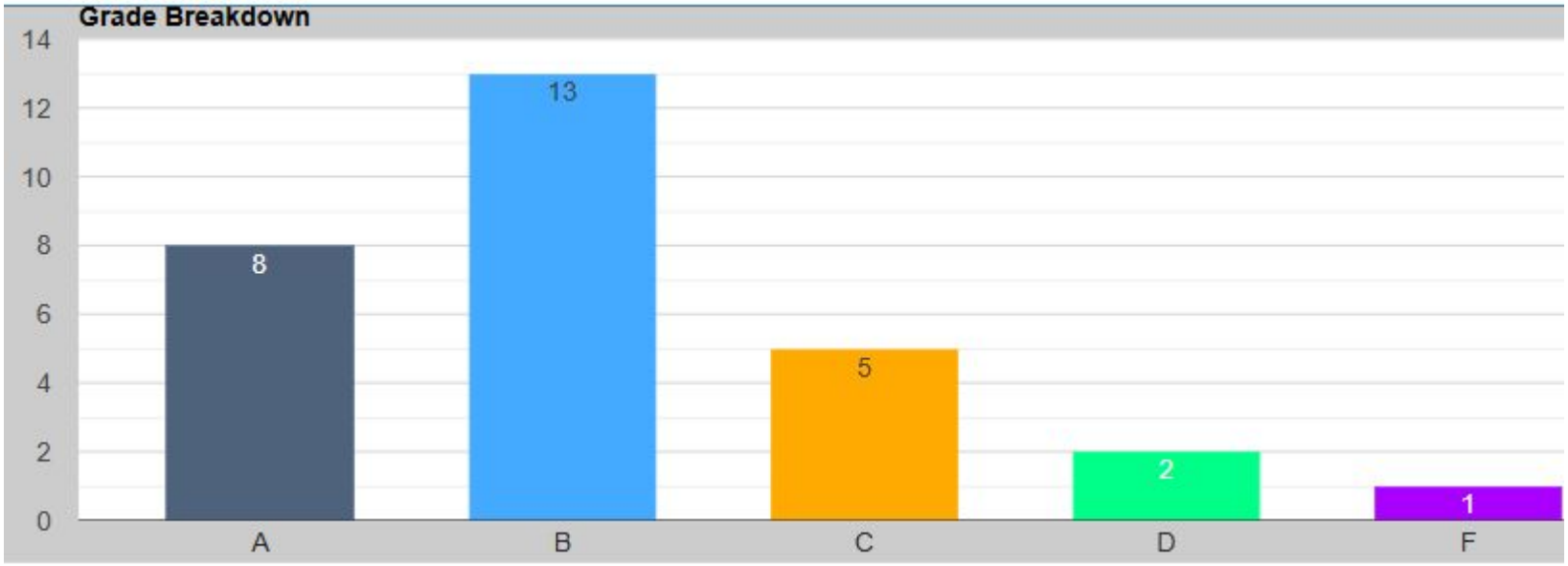
5th Period - 82%



6th Period - 78%-2D2



6th Period - 85%-2D3



7th Period - 84%