

Art Grade 6

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6th Grade Visual Arts Syllabus

Course Overview: This Visual Arts syllabus is designed to provide 6th-grade students with a comprehensive introduction to various art forms, including sculpture, painting, design, crafts, drawing, and art history. Students will explore the elements and principles of design and how they apply to each of these art forms. The course will focus on building technical skills, fostering creativity, and developing an understanding of art history and cultural context.

Course Objectives: By the end of this course, students will:

- Develop skills in drawing, painting, sculpture, design, and crafts.
 - Understand and apply the elements and principles of art.
 - Explore art history and recognize key artists and movements.
 - Create original artwork in a variety of mediums.
 - Critically analyze and evaluate their work and the work of others.
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Unit 1: Sculpture (4 Weeks)

National Standards:

- **VA:Cr1.1.6a** - Engage in exploration and imaginative play with materials.
- **VA:Cr2.3.6a** - Use multiple techniques and processes to create a sculpture.
- **VA:Re7.1.6a** - Analyze and interpret artwork from various cultural and historical contexts.

Key Concepts:

- Definition and types of sculpture (relief, free-standing, and assemblage).
- Materials used in sculpture (clay, wire, paper mache, found objects).
- Basic sculptural techniques (carving, modeling, assembling).
- Exploration of form, texture, and space in sculpture.

Skills:

- Creating a basic 3D sculpture using various materials.
- Understanding the concept of space and form in sculpture.
- Exploring texture and balance in a sculptural piece.

Assessment:

- Completed sculpture project (e.g., a clay model or a mixed-media sculpture).
 - Group critique and reflection on process and outcome.
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Unit 2: Painting (4 Weeks)**National Standards:**

- **VA:Cr2.1.6a** - Experiment with various materials and techniques to create expressive artwork.
- **VA:Re8.1.6a** - Interpret and analyze personal works of art and those of others.

Key Concepts:

- Different types of painting (watercolor, acrylic, tempera).
- Color theory (primary, secondary, complementary colors).
- Techniques in painting (wash, layering, blending).
- Expressing emotion and personal ideas through painting.

Skills:

- Using color theory to create a balanced and harmonious painting.
- Exploring different brushwork techniques.
- Applying various painting techniques to convey mood or theme.

Assessment:

- Completed painting project based on a theme (e.g., still life, landscape, or abstract).
 - Reflection on the use of color and technique.
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Unit 3: Design (3 Weeks)**National Standards:**

- **VA:Cr2.2.6a** - Apply elements of design to create a unified composition.
- **VA:Pr5.1.6a** - Evaluate the effectiveness of a design based on its intended purpose.

Key Concepts:

- The elements of design: line, shape, color, texture, value, space, and form.
- The principles of design: balance, contrast, emphasis, movement, pattern, rhythm, and unity.
- Introduction to graphic design principles and layout.

Skills:

- Creating designs using the elements and principles of design.
- Understanding and applying balance, contrast, and emphasis in compositions.
- Creating a unified visual design.

Assessment:

- Completed design project (e.g., poster, logo, or pattern).
 - Peer review and self-assessment based on design principles.
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Unit 4: Crafts (3 Weeks)**National Standards:**

- **VA:Cr2.3.6a** - Use appropriate tools and materials to create functional or decorative objects.
- **VA:Re8.1.6a** - Evaluate the qualities of handmade objects, including texture and form.

Key Concepts:

- Introduction to various craft mediums (fiber arts, paper crafts, printmaking).
- Exploring texture, pattern, and form in crafts.
- The difference between functional and decorative crafts.
- Cultural significance of various crafts.

Skills:

- Creating functional or decorative objects using basic craft techniques.
- Experimenting with different materials (e.g., yarn, fabric, paper, beads).
- Applying pattern and texture to craft projects.

Assessment:

- Completed craft project (e.g., woven piece, print, or hand-sewn item).
 - Class discussion and critique of final pieces.
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Unit 5: Drawing (4 Weeks)**National Standards:**

- **VA:Cr2.1.6a** - Experiment with various drawing techniques and media.
- **VA:Cr2.2.6a** - Use the elements and principles of design to organize artwork.

Key Concepts:

- Basic drawing techniques (contour, gesture, shading).
- Using line, value, and texture in drawing.
- Exploration of drawing as a tool for observation and expression.
- Developing observational drawing skills (still life, portrait).

Skills:

- Drawing from observation, using accurate proportions and perspectives.
- Creating texture and shading through various techniques.

- Exploring different types of drawing media (pencil, charcoal, ink).

Assessment:

- Completed drawing project (e.g., still life or portrait drawing).
 - Portfolio of various drawing exercises showcasing technique development.
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Unit 6: Art History (Throughout the Year)

National Standards:

- **VA:Re7.1.6a** - Analyze and interpret artwork from various cultural and historical contexts.
- **VA:Cn11.1.6a** - Investigate the significance of art in different cultures and time periods.

Key Concepts:

- Overview of major art movements (Renaissance, Impressionism, Modernism).
- Study of famous artists (e.g., Leonardo da Vinci, Pablo Picasso, Georgia O'Keeffe).
- The role of art in society and cultural expression.
- Art as a reflection of historical events and changes.

Skills:

- Understanding the historical and cultural context of famous art pieces.
- Analyzing key works of art for their style, technique, and meaning.
- Making connections between historical events and the development of art.

Assessment:

- Research and presentation on an artist or art movement.
 - Art history quiz covering key artists, movements, and styles.
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Materials and Supplies:

- Drawing materials: pencils, charcoal, erasers, sketchbooks
- Painting supplies: watercolors, acrylics, brushes, palettes, paper
- Sculpture materials: clay, wire, glue, paper mache, found objects
- Craft materials: yarn, fabric, paper, beads, printmaking supplies
- Design software (optional for digital design projects)

Grading and Evaluation:

- **Projects (50%):** Assessment based on creativity, effort, and completion.
- **Participation (20%):** Active involvement in class discussions, critiques, and group activities.
- **Quizzes/Exams (15%):** Tests on art history and the elements and principles of design.
- **Portfolio (15%):** A collection of student work throughout the year, showing progression and improvement.

This syllabus provides a structured approach to art education for 6th-grade students, emphasizing creativity, skill development, and historical understanding.