	ART	Curriculum Map	Updated Date of Review July, 2024
	Grade	Level: Sixth Grade	
STUDENT SKILLS & ABILITIES:			
Build upon prior skills and techniques			
Artist individual responsibility to set up	and clean up of art materials		
Generate and conceptualize artistic id	·		
Artistic Process: Create, Plan, Investig	gate, Make		
Combine ideas to generate an innova	tive idea for artmaking		
Brainstorm multiple artmaking approa	ches to a creative art or design problem.		
Can demonstrate quality crafstmanship	p		
Can think critically about art and unde	rstand as well as compare ideas from peers		
Can connect and understand artwork	and how it effects culture		
KEY CONCEPT: Elements of ART			
Shapes:		Construction with a variety of materials	
Circles, Ovals, Square, Rectangles Triangles, Trapezoids, 3D Shapes	Combining Shapes to form pictures	Shapes as patterns	Shape that create realistic and abstract images; drawing, painting, columns
Organic vs Geometric Shapes	Overlapping	Paper Sculpture	3D Shape Sculptures; Abstract vs Rea
	Using Shapes in Drawing to create perspective	Architecture 2D/3D	Observational Drawing of 3D shapes
		Shapes overlapping to show architectural structures	Overlapping 3D shapes in perspective
Color:			
Identifying colors	Warm and Cool Colors	Using Paint for Color Mixing	Neutral Colors
Color Theory, Primary Colors	Color Wheel, Color Mixing	Complementary Colors & Names	Color Symbolism
Color Theory, Primary Colors, Secondary Colors	Tints and Shades	Color in Collage	Color Blending in various materials
Color in Drawing	Color in Painting	Using Shadow	Comparing color blending from various materials
		Tertiary/Intermediate Colors	
		How to make Tertiary colors from primary and secondary colors	
Drawing:			
Elements of Art: Contour Line, Shap	e, Space, Color, Texture, Form and Value		
Observational drawing	Building upon observational skills, visual clues/visual story and composition	Building upon observational skills, visual clues/visual story and composition	Building upon observational skills, visu clues/visual story and composition

Figure Drawing/Animation	Sketchbook Assignments	Atmospheric Perspective	
One Point Perspective	Understanding of Realism vs. Abstract Visual Art	Foreground, Middle Ground, Background and Overlapping	Written Reflection: Student responce Visual Art through Writing
Value: Chiaroscuro: Light/Dark			
Lines:	Lines:	Lines:	Lines:
Contour Line Drawing, 3D Lines,	Straight, Horizontal, Vertical, Diagnonal	Lines as patterns	Lines that create realistic and abstract images
Overlapping Lines, Continuous Lines	Wavy, Curvy, Squiggly, ZigZag	Lines in Collage	Combining lines to create a design
Using Line for Texture	Spiral, Freeform, Contour, Dashed, Dotted, Thick, Thin	Idefinitfying different types of texture	Using lines on 2D and 3D surfaces
Creating texture in various materials	Lines to create shapes	Pattern:	Pattern:
Organic Lines, Geometric Lines	Lines to create symmetry	Patterns made from color, shape, line	Creating original patterns
	Using lines to show one point perspective	Pattern in Collage	pattern with symmetry
		Complex Patterns to create design	Texture:
			Color in Painting
KEY CONCEPT: SKILLS, Fine Motor	<u>r</u>		Using Various materials to create different textures
Pencil: grip, Pencil Pressure			Finding Texture in your surroundings.
Scissor: Grip, Use & Safety			Space:
Gluing: proper use of bottles and sticks			positive & negative space
Tracing: Shapes, Lines, Ruler			perspective
Paper: bending, curling, folding, aligning edges, tearing			Using space in one point perspective
Paint: painting with brushes, color mix	xing		Foreground, Middleground, Background
painting with alternative materials, oil	pastel resist		
Sculpture: Clay, Natural Material Scu	ulpture, Paper		
Drawing: drawing from observation, silhouettes step by step drawing, drawing with verbal prompts, figure drawing			