

Curriculum Map - Elementary Art

Grade 5

(Storm Hammond)

Month	Project	Content	Skills	Assessment
September	• Rules	• Behavior, rules, & expectations	• Behaving appropriately for the school setting	• Rubric: directions followed • Goals met
	• Cave	• Archeological theories • Elements of art/principles of design • Art History - Paleolithic • Art vocabulary	• Identify tools and/or materials & their use	• Rubric: Interprets, reconstructs, judges, images support ideas, processes sequentially, uses art vocabulary, participates in games
	• Tools	• Elements of art/principles of design • Art History - Paleolithic • Art vocabulary	• Identify tools and/or materials & their use and making them	• Rubric: Interprets, reconstructs, judges, images support ideas, processes sequentially, uses art vocabulary, participates in games
	• Painted Rock	• Limited palette • Elements of art/principles of design • Art History - Paleolithic • Art vocabulary	• Painting • Identify tools and/or materials & their use	• Rubric: Interprets, reconstructs, judges, images support ideas, processes sequentially, uses art vocabulary, participates in games
	• Totem Figures	• Ceramic • Elements of art/principles of design • Art History - Neolithic • Art vocabulary	• Forming, inscribing, hand building, and attaching • Identify tools and/or materials & their use	• Rubric: Interprets, reconstructs, judges, images support ideas, processes sequentially, uses art vocabulary, participates in games

Timing is flexible and varies from one year to another to accommodate special opportunities. Availability of recycled materials and other required media are necessary.

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Month	Project	Content	Skills	Assessment
September (cont'd.)	• Initial Art	<ul style="list-style-type: none"> • Resistance • Elements of art/principles of design - line • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Coloring, drawing, painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Interprets, reconstructs, judges, images support ideas, processes sequentially, uses art vocabulary, participates in games
October	• Fall Leaves	<ul style="list-style-type: none"> • Irregular • Organic • Elements of art/principles of design - shape • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Rubbing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Interprets, reconstructs, judges, images support ideas, processes sequentially, uses art vocabulary, participates in games
	• Leaves	<ul style="list-style-type: none"> • Irregular • Organic • Elements of art/principles of design - shape, outline • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Cutting, tracing, drawing, gluing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Interprets, reconstructs, judges, images support ideas, processes sequentially, uses art vocabulary, participates in games
	• Color Wheel	<ul style="list-style-type: none"> • Theories • Elements of art/principles of design - color • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Mixing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstractness, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
October (cont'd.)	• Tree Branch	<ul style="list-style-type: none"> • Irregular • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Spattering, painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Leaf	<ul style="list-style-type: none"> • Elements of art/principles of design - texture • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Rolling, printing, pressing, stamping • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Line	<ul style="list-style-type: none"> • Repetition • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing, designing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
October (cont'd.)	• Van Gogh	<ul style="list-style-type: none"> • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Reading • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Van Gogh	<ul style="list-style-type: none"> • Modeling biography • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Writing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Artist	<ul style="list-style-type: none"> • Research project • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Reading, writing, questioning • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
October (cont'd.)	• Skeleton	<ul style="list-style-type: none"> • Pop-up • Logo • Human proportion • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Folding, cutting, drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstract, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Drawing Book	<ul style="list-style-type: none"> • Journal • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Writing, coloring, drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstract, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
November	• Egyptian Gods & Goddesses	<ul style="list-style-type: none"> • Border • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Decorating, symbolizing, drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstract, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
November (cont.)	• Exterior	<ul style="list-style-type: none"> • Two point perspective • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Plaque #1	<ul style="list-style-type: none"> • Slab • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Rolling, cutting, embossing, inscribing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Plaque #2	<ul style="list-style-type: none"> • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Glazing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
November (cont'd.)	• Birds	<ul style="list-style-type: none"> • Detail • Elements of art/principles of design - pattern • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Overlapping, drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Gesture	<ul style="list-style-type: none"> • Action figure • Elements of art/principles of design - movement • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Like Leonardo	<ul style="list-style-type: none"> • Inventions • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
December	<ul style="list-style-type: none"> • Right Mode #1 	<ul style="list-style-type: none"> • Positive/Negative • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	<ul style="list-style-type: none"> • Right Mode #2 	<ul style="list-style-type: none"> • Contour line - shoe • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	<ul style="list-style-type: none"> • Right Mode #3 	<ul style="list-style-type: none"> • Shells • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
Dec. (cont'd.)	• Interior	<ul style="list-style-type: none"> • Perspective • Illusion • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Snowflakes	<ul style="list-style-type: none"> • Nature of snow • 1/2, 1/3, 1/4, 1/6 • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Cutting, folding • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Snake (or other Asian astrological symbol)	<ul style="list-style-type: none"> • Scales • Curves & spirals • Elements of art/principles of design • Art History - year of ? • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
Dec. (cont'd.)	• Castle #1	<ul style="list-style-type: none"> • Detail • Elements of art/principles of design - line • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Castle #2	<ul style="list-style-type: none"> • Detail • Elements of art/principles of design - shape • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing, printing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
January	• Koi	<ul style="list-style-type: none"> • Computer • Elements of art/principles of design - outline, value • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Designing, saving, opening • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
January (cont'd.)	• Garden	<ul style="list-style-type: none"> • Computer • Light • Atmosphere • Landscape • Realism • Elements of art/principles of design • Art History-impressionist • Art vocabulary 	<ul style="list-style-type: none"> • Analyzing, texturizing, layering, under painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstraction, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Quotes	<ul style="list-style-type: none"> • Computer landscape • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Blending, keyboarding, matching words, with images • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstraction, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Space	<ul style="list-style-type: none"> • Computer • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Dragging, overlapping • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstraction, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
January (cont'd.)	• Koi #2	<ul style="list-style-type: none"> • Template • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Rolling, attaching, inscribing • Identify tools and/or materials and their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Sports	<ul style="list-style-type: none"> • Gesture • Action • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Foreshortening, drawing • Identify tools and/or materials and their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Koi #3	<ul style="list-style-type: none"> • Ceramic, bisque • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Glazing • Identify tools and/or materials and their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
February	• Calligraphy	<ul style="list-style-type: none"> • Letter forms • Positive/negative space • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Writing • pen manipulatives • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Be Mine	<ul style="list-style-type: none"> • Valentine's Day card • Elements of art/principles of design - layout • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Folding, writing, decorating • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Patch-work Hearts	<ul style="list-style-type: none"> • Warm/cool color • Elements of art/principles of design - repetition • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
February (cont'd.)	• Gargoyles	<ul style="list-style-type: none"> • Medieval/ Gothic • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Exemplars	<ul style="list-style-type: none"> • Calligraphy • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Writing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Flowers	<ul style="list-style-type: none"> • Stencil / mask • Symmetry • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Blending, rubbing, cutting, folding • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
February (cont'd.)	<ul style="list-style-type: none"> • Unicorn 	<ul style="list-style-type: none"> • Fantasy • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
March	<ul style="list-style-type: none"> • PARP 	<ul style="list-style-type: none"> • Georgia O'Keeffe • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Reading • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	<ul style="list-style-type: none"> • Big Flowers 	<ul style="list-style-type: none"> • Enlargement • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Magnifying, painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
March (cont.)	• 4 Gentlemen	<ul style="list-style-type: none"> • Brush strokes • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Dragons	<ul style="list-style-type: none"> • Chinese Theory • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Gargoyles #2	<ul style="list-style-type: none"> • Ceramic • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Hand building, attaching • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
March (cont'd.)	<ul style="list-style-type: none"> • Bugs 	<ul style="list-style-type: none"> • Mixed media • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Blending, color mixing, painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstract, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
April	<ul style="list-style-type: none"> • Leaves & Lizards 	<ul style="list-style-type: none"> • Realism • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstract, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	<ul style="list-style-type: none"> • Abstract 	<ul style="list-style-type: none"> • Collagraph • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Printing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy, realism-abstract, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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April (cont'd.)	<ul style="list-style-type: none"> • Costume 	<ul style="list-style-type: none"> • Fashion • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing, designing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	<ul style="list-style-type: none"> • Cast Head 	<ul style="list-style-type: none"> • Portrait • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	<ul style="list-style-type: none"> • Pastoral Scene 	<ul style="list-style-type: none"> • Landscape - resist • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

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Month	Project	Content	Skills	Assessment
April (cont'd.)	• Sunset	<ul style="list-style-type: none"> • Skyscape • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Painting, washing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Skyline	<ul style="list-style-type: none"> • Architectural • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Cutting, gluing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Horses	<ul style="list-style-type: none"> • Elements of art/principles of design - placement • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games

Curriculum Map - Elementary Art

Grade 5

(Storm Hammond)

Month	Project	Content	Skills	Assessment
May	• Art Show	<ul style="list-style-type: none"> • Portfolio review • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Analyzing, choosing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Art Show	<ul style="list-style-type: none"> • Preparation • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Mounting, labeling • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment, demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Pythagoras	<ul style="list-style-type: none"> • Tangrams • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Assembling • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games

Curriculum Map - Elementary Art

Grade 5 (Storm Hammond)

Month	Project	Content	Skills	Assessment
May (cont'd.)	• Tessellation	<ul style="list-style-type: none"> • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Sliding, rotating, translation • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstraction, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Abstract	<ul style="list-style-type: none"> • Still life • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstraction, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Friends	<ul style="list-style-type: none"> • Portraits - human proportion • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstraction, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games

Curriculum Map - Elementary Art

Grade 5

(Storm Hammond)

Month	Project	Content	Skills	Assessment
May (cont'd.)	• Cartooning	<ul style="list-style-type: none"> • Character development • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Drawing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Art Show	<ul style="list-style-type: none"> • Reception • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Scavenger hunting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Celebrating another year of hard work and accomplishment!
June	• Origami	<ul style="list-style-type: none"> • Review • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Folding, reviewing • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games

Curriculum Map - Elementary Art

Grade 5

(Storm Hammond)

Month	Project	Content	Skills	Assessment
June (cont'd.)	• Review & Final	<ul style="list-style-type: none"> • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Folding, painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games
	• Spin Art	<ul style="list-style-type: none"> • Elements of art/principles of design • Art History • Art vocabulary 	<ul style="list-style-type: none"> • Painting • Identify tools and/or materials & their use 	<ul style="list-style-type: none"> • Rubric: Tries to solve visual problems, attempts accuracy realism-abstracton, expressive imagination, discusses and concludes, self-assessment demonstrates application of instruction, transference of knowledge on own initiative, participates in games

