

Westside Middle School 6th Grade Art Curriculum Map

Teacher: Broadaway, Bowen

UNIT GOAL: Drawing Unit – 3D playground drawings		
FRAMEWORKS	CONTENT	SKILLS
CR.2.6.1 CCRA.R.7 CCRA.W.2 CCRA.SL.5	2 dimensional 3 dimensional Sphere Cone Cube Cylinder Pyramid Freehand Sketch Silhouette Shading – hatching, crosshatching, blending, stippling Contour Gesture Perspective Horizon line Line Parallel lines Perpendicular lines Portrait caricature	<i>The student will ...</i> Be able to define terms related to drawing, reproduce 2D and 3D shapes, and relate and draw objects to the 3D shapes.
ACTIVITIES	ASSESSMENTS	RESOURCES
Practice making 2D and 3D shapes Turn 3D shapes into real world objects Practice different shading techniques Use knowledge learned to create a drawing of objects seen on the playground/Classroom Vocabulary Squares - Illustrate vocabulary words - groups	Teacher observation and feedback Project completion Drawing Rubric Vocabulary Squares - Picture representations for vocabulary words (group work)	Teacher demonstration Teacher Examples Vocabulary handouts 2D and 3D practice handouts