



Grade 7 Unit 3 - Character Invention

Unit Focus

Students will learn how to create a 3 dimensional form from a 2 dimensional idea. They will apply their understanding and techniques by inventing a character and will write a story about it. Students will learn by looking at the work of various animators, developing appropriate ideas for character development, and other hands on drawing activities.

Stage 1: Desired Results - Key Understandings

Standard(s)	Transfer	
<p>National Core Arts Standards <i>Visual Arts: 7</i> Investigate, Plan, Make: Generate and conceptualize artistic ideas and work. (VA:Cr1.1.7) Apply methods to overcome creative blocks. (VA:Cr1.1.7.a) Investigate: Organize and develop artistic ideas and work. (VA:Cr2.1.7) Demonstrate persistence in developing skills with various materials, methods, and approaches in creating works of art or design. (VA:Cr2.1.7.a) Apply visual organizational strategies to design and produce a work of art, design, or media that clearly communicates information or ideas. (VA:Cr2.3.7.a) Reflect - Refine - Continue: Refine and complete artistic work. (VA:Cr3.1.7) Reflect on and explain important information about personal artwork in an artist statement or another format. (VA:Cr3.1.7.a) Analyze: Interpret intent and meaning in artistic work. (VA:Re8.1.7) Interpret art by analyzing art-making approaches, the characteristics of form and structure, relevant contextual information, subject matter, and use of media to identify ideas and mood conveyed. (VA:Re8.1.7.a) Interpret: Apply criteria to evaluate artistic work. (VA:Re9.1.7) Compare and explain the difference between an evaluation of an artwork based on personal criteria and an evaluation of an artwork based on a set of established criteria. (VA:Re9.1.7.a)</p> <p>Madison Public Schools Profile of a Graduate Design: Engaging in a process to refine a product for an intended audience and purpose. (POG.2.2) Self-Awareness: Examining current performance critically to identify steps/strategies to persist. (POG.4.1)</p>	<p><i>Students will be able to independently use their learning to...</i> T1 Create works of art to personally engage in the artistic process and/or communicate meaning T2 Develop and refine techniques and skills through purposeful practice and application to become more fluent</p>	
	Meaning	
	Understanding(s)	Essential Question(s)
	<p><i>Students will understand that...</i> U1 Artists make thoughtful choices about their use of skills, technique, and style to in hopes of creating a specific response for an audience. U2 Evaluation of an artistic work is based on analysis and interpretation of established criteria that is helpful to the artist or deepens understanding of the work. U3 Artists improve the quality of a performance/piece of art through a cycle of deliberate practice and examination of results.</p>	<p><i>Students will keep considering...</i> Q1 How can I use art and design to invent my own character? Q2 What inspires me? Where do I get my ideas from? Q3 What am I learning or have I learned from creating this work of art? Q4 How do I show mood or feeling in this work of art? How did the audience/viewers respond? Did what I was trying to express work? Q5 How can I use art to illustrate a story?</p>
	Acquisition of Knowledge and Skill	
Knowledge	Skill(s)	
<p><i>Students will know...</i> K1 Elements of Art and how each are used in a work of art: Shape, Form, Proportion, Color K2 Influence of Artist(s): Describe the characteristics of various animators' style of art K3 Art Vocabulary: Stop Motion Animation, Armature K4 Artists use appropriate internal support structures to create 3D sculptures.</p>	<p><i>Students will be skilled at...</i> S1 Create a 3D character that tells a story and has a purpose. S2 Using wire, newspaper, cardboard, and various recycled materials to construct an armature S3 Using proper application of various materials for the finished sculpture: plaster gauze, paint, fabric, model magic, e.g.</p>	