

Unit 4: Printmaking

Media Arts 7

17 Class Meetings

Created: May 2022

Essential Questions

- How can digital programs be used to plan a traditional piece of artwork?
- How can you use non-digital art processes to create multiple copies of an artwork?

Enduring Understandings with Unit Goals

EU 1: Digital programs can be used to create the preliminary images needed to begin a traditional piece of artwork

- Discover the use of Photoshop/Illustrator to create images that will be used in designing a printing plate.
- Apply prior knowledge to design a clean image to make the process in which we trace the image more manageable.

EU 2: Printmaking is a traditional artform preceding the digital era which could be used to create multiple copies of an artwork.

- Examine different forms of printmaking to compare and contrast them.
- Discover the method in which the plexiglass can be used to create a printmaking plate.
- Combine multiple inking methods to create a varied edition of prints on the etching press.

Unit 4: Printmaking

Media Arts 7

17 Class Meetings

Created: May 2022

Standards

Media Arts Standards:

- MA:Cr1.1.7 Produce a variety of ideas and solutions for media artworks through application of chosen inventive processes, such as concept modeling and prototyping.
- MA:Cr3.1.6b. Appraise how elements and components can be altered for intentional effects and audience, and refine media artworks to reflect purpose and audience.
- MA:Pr5.1.8c. Demonstrate adaptability using tools, techniques and content in standard and experimental ways to communicate intent in the production of media artworks.
- MA:Cn10.1.7a. Access, evaluate and use internal and external resources to inform the creation of media artworks, such as experiences, interests, research, and exemplary works.
- MA:Cn11.1.6b. Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright, ethics, and media literacy.

Visual Arts Standards:

- VA:Cr1.1.8a. Document early stages of the creative process visually and/or verbally in traditional or new media.
- VA:Cr1.2.7a. Develop criteria to guide making a work of art or design to meet an identified goal.
- VA:Pr4.1.8a. Develop and apply criteria for evaluating a collection of artwork for presentation
- VA:Re9.1.8a. Create a convincing and logical argument to support an evaluation of art.

ISAAC Vision of the Graduate Competencies

Competency 1: Write effectively for a variety of purposes.

Competency 2: Speak to diverse audiences in an accountable manner.

Competency 3: Develop the behaviors needed to interact and contribute with others on a team.

Competency 4: Analyze and solve problems independently and collaboratively.

Competency 5: Be responsible, creative, and empathetic members of the community.

Unit 4: Printmaking

Media Arts 7

17 Class Meetings

Created: May 2022

Unit Content Overview

1. History of printmaking
 - Explore the historical significance of printmaking
 - Analyze the various styles of printmaking processes
2. Designing an image for print
 - Examine the process of dry-point printmaking to determine methods for designing a successful artwork.
 - Utilize Photoshop to design an image in the style of art nouveau to be made on the printmaking plate.
3. Printmaking Process
 - Print the image on paper and use a scribe to recreate it onto plexiglass.
 - Properly prepare the paper and plate to be used on the etching press
 - Experiment with different inking methods to create different versions of the print
 - Create an edition of prints

Key Terms – printmaking, dry point, intaglio, relief, etching press, scribe, tarlatan, wiping, blend roll, gradient, brayer, fountain, artist proof, edition, balance, symmetry,

Unit 4: Printmaking

Media Arts 7

17 Class Meetings

Created: May 2022

Daily Learning Objectives with *Do Now Activities*

Students will be able to...

- Explore the history of Printmaking to connect previous methods of mass-produced artworks to the modern age of digital artwork creation.
 - Do Now: Before the camera existed how were artists able to mass produce artwork?
- Examine and discuss Art Nouveau Artworks to begin Brainstorming possible characters to feature in their artwork.
 - Do Now: List 3 people, Fictional or nonfictional, that are important to you.
- Begin experimenting with the use of the Wacom Intuos pen tablet to practice drawing digitally in Photoshop or Illustrator by designing an ornamental frame. ***
 - Do Now: What tools do artists use to create digital artworks beyond a mouse and keyboard?
 - Do Now: What personally relevant symbols have you depicted in your frame?
 - Do Now: Is your frame centered or have you used Asymmetrical Balance?
- Use Photoshop and Illustrator to edit a photo of a character in preparation for printing out the digital image. **
 - Do Now: Who is the person featured in your artwork? Why did you choose them?
 - Do Now: If you were making two of these artworks who would you pick for the second and why?
- Use a scribe to etch the image they printed on a plexiglass printing plate. ****
 - Do Now: What did you do to your image to prepare it for the etching step?
 - Do Now: Why do we want text to be backwards on our plate?
 - Do Now: Is the scribe a tool you would want to use in another project? Why?
 - Do Now: What can you do to make using the scribe easier on your hands?
- Use Dry-point printmaking processes to print a varied edition from their printing plate. *****
 - Do Now: What is dry-point printmaking?
 - Do Now: What is an Artist Proof?
 - Do Now: What is an Edition?
 - Do Now: How many prints are you supposed to have in your edition?
 - Do Now: What can you do today to ensure you are ready to finish this Unit Task?
- Reflect on the printmaking process to determine your successes and improvements that could be made to your artwork.
 - Do Now: What is the purpose of writing a reflection?

Unit 4: Printmaking

Media Arts 7

17 Class Meetings

Created: May 2022

Instructional Strategies/Differentiated Instruction

- Whole group instruction
- Small group instruction
- Strategic grouping
- Guided notes
- Instructional videos
- Paragraph frames and sentence starters
- Teacher/student modeling
- Written feedback – teacher and peer
- Think-write-pair-share and small-group discussions
- Pre-reading strategies
- Graphic organizers
- Accountable talk
- Homework
- Electronic word walls with visuals - Padlet
- Anchor charts
- Conferencing
- Text and video chunking with guiding questions
- Individualized in-person/Zoom coaching
- Student collaboration in small in-person/Zoom groupings
- Assignment modification
- Speech to text
- Sentence starters
- Key vocabulary - translation, reinforcing the contextual definition with visuals
- Provide correct pronunciation by repeating student response
- Chunk/challenge/chew - maximum 10 - minute chunks
- Word wall
- Do-nows as vocabulary review
- Culturally responsive teaching
- Explicit modeling
- Non-verbal Assessments

EL DIFFERENTIATED INSTRUCTION:

- Word walls with visuals
- TWPS (Think, Write, Pair, Share)
- Pre-reading strategies
- Culturally responsive teaching
- Explicit Modeling
- Key Vocabulary
- Graphic Organizers
- Strategic Grouping
- Non-verbal Assessments

Unit 4: Printmaking

Media Arts 7

17 Class Meetings

Created: May 2022

Assessments

FORMATIVE ASSESSMENTS:

- Do Now
- Student discussions and responses
- CFU – Check for Understanding
- Exit Slips
- Accountable Talk Discussions
- Assignment completion
- Completed graphic organizers
- Homework

SUMMATIVE ASSESSMENTS:

- Quiz on EU #1
- Quiz on EU-2
- Performance Task – “First Edition” (EU-2)

Unit Task

Unit Task Name: “First Edition”

Description: Students will demonstrate their understanding of Photoshop/Illustrator to create an original image for use in a printmaking process. (EU1) Students designs will be in the Art Nouveau style and must feature one fictional or non-fictional character. After the image is designed the students will use traditional etching tools and materials to create a Varied edition of prints. (EU2)

Evaluation: Summative assessment and Rubric #5 Responsibility.

Unit Resources

- Chromebooks
- Computer Lab
- Google Classroom
- Google Chrome
- Google Docs, Google Slides
- Teacher computer
- Classroom monitor (TV)
- Pexels
- Photoshop
- Etching Press
- Printer
- Adobe tutorials