Scope & Sequence

the glitter bowl®

	BEGINNER / K-2ND	INTERMEDIATE / 3RD-4TH	ADVANCED / 5TH-7TH
COLOR	• Learn and use primary colors • Mix secondary colors from primary • Understand and use complementary colors • Color wheel	• Understand and use warm and cool colors • Create a piece using optical color mixing (pointillism) • Blend colors together • Use the color wheel in non-wheel format	• Understand and explore the concept of "colorful" • Learn and create using the color triads • Determine and use an existing color scheme • Create using a primary color scheme
LINE	• Learn and create using multiple types of lines • Use more free-form lines such as doodle and squiggle lines • Use line to create mood	• Use lines as a pattern within art • Create using continuous lines • Use lines to create texture	• Create sketchbook zentangles and patterns • Create a neurographic line drawing • Use line as negative space • Create a line color scheme
FORM	• Create different types of coils • Create a basic pinch pot • Roll and create using a clay slab • Sculpt a form with texture	• Create contrasting pinch pots • Use pencil shading to create form • Create a relief • Sculpt with paper and clay	• Use watercolor shading to create form • Create a coil pot • Create a detailed relief based on historical architecture • Create a sculpture depicting an animal

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the glitter bomb ®

	BEGINNER / K-2ND	INTERMEDIATE / 3RD-4TH	ADVANCED / 5TH-7TH
SHAPE	• Create from a single shape • Deconstruct and reconstruct shapes • Create complex subjects from simple shapes	• Create shapes using positive and negative space • Sculpt with shapes • Use shapes to create architecture	• Use shapes in fiber arts • Use shapes to create light and shadow • Fill a shape by using the entire space • Compare and contrast organic and geometric shapes
TEXTURE	• Experiment with actual and implied texture • Use various art supplies in different ways to create texture	• Use implied and actual texture jointly in an artwork • Create contrast using texture • Use folding and cutting techniques to create texture	• Create surface texture • Use various types of lines to create texture • Create texture contrast between foreground and background
VALUE	• Create a value scale • Create tints and shades • Create a monochromatic work	• Paint a value scale to show a focal point • Layer color to create value • Use oil pastels to create value of a specific color	• Create value with graphite • Use multiple mediums to create value • Use only two colors to create a background • Create a value scale with watercolor

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SPACE	• Fill the entire space of an artwork or area • Understand the difference between a foreground, midground, and background	• Create a simple one point perspective artwork • Use line and pattern to fill the space • Use positive and negative space in a creative way	• Create multiple layers in the foreground, midground, and background • Create an optical illusion • Use two-point perspective in architecture
BALANCE	• Experiment with actual balance in art • Understand and use symmetry • Create asymmetrical balance through humor	• Create radial symmetry • Use balance in one-point perspective • Use rotational symmetry	• Display an object in two ways visually • Use symmetrical and asymmetrical balance in a single work • Use paint strokes to convey balance
UNITY	• Create unity through repetition of shape • Create unity through repetition of subject • Create unity through repetition of line	• Create unity through color and design • Show unity in subject, even with contrast • Show unity by repeating an element in an artwork	• Create a series of drawings using unity • Create an artwork that has unity by repeating 3 or more elements

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RHYTHM	• Create rhythm through placement of shapes and objects through collage • Create rhythm through line	• Show rhythm through pattern and repetition • Use multiple kinds of lines to create rhythm throughout an entire piece	• Show rhythm in fiber arts • Create a piece inspired by a working artist that shows rhythm through at least 3 elements
EMPHASIS	• Emphasize a subject by differentiating it from the background • Create a focal point in the center • Use line to create emphasis	• Use color, line, and pattern to create emphasis • Create contrast in emphasis through light and dark or uncolored and colored	• Emphasize variation in color • Use forced perspective to create emphasis • Create convergence of background elements to create contrast
MOVEMENT	• Use body language and positions to convey movement • Learn how line can create movement • Use large scale movement while creating art	• Create movement in a finished piece by using weight and balance • Show movement through line • Use technology to create movement in a digital piece	• Use repetition and line to move the viewer's eye through an artwork • Create based on knowledge of the physics of movement • Create movement through line and color

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	BEGINNER / K-2ND	INTERMEDIATE / 3RD-4TH	ADVANCED / 5TH-7TH
PATTERN	• Use basic patterns containing shapes and lines • Contrast patterns within a single piece of art • Create patterns inspired by an artist	• Create patterns from the environment, both man-made and natural • Compare and contrast patterns by placing them next to each other	• Use animal patterns while creating a work of art • Use patterns in fiber arts to create circular weaving • Use patterns to create op art • Create unique patterns
CONTRAST	• Create contrast between black and white and bright colors • Show contrast between two similar artworks • Create contrast by using complementary colors	• Create contrast by emphasizing the subject • Create contrast by using two different mediums • Show emphasis of subject by using color	• Create contrast in a series • Create contrast between mediums while creating contrast between environments • Create contrast between at least 3 elements within a single artwork
MOVEMENT	• Use body language and positions to convey movement • Learn how line can create movement • Use large scale movement while creating art	• Create movement in a finished piece by using weight and balance • Show movement through line • Use technology to create movement in a digital piece	• Use repetition and line to move the viewer's eye through an artwork • Create based on knowledge of the physics of movement • Create movement through line and color