

Unit 1: Digital Illustration
7th Grade Digital Art
15 Classes

Rev. May 2026

Essential Questions
● How do the elements of art improve digital illustrations? ● How can tools like brushes, shapes, and color help build an artwork?

Enduring Understandings with Unit Goals
EU 1: Students will understand that digital illustration uses tools and techniques to create original artwork.
EU 2: Students will understand that artists use the elements of art and shading techniques to communicate form, depth, and style.

Standards
ISTE.1.D. Understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies, and transfer their knowledge to explore emerging technologies. ISTE.6.A. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. ISTE. 6. B. Create original works or responsibly repurpose or remix digital resources into new creations. ISTE.6.C. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations. ISTE.6.D. Publish or present content that customizes the message and medium for their intended audiences. ISTE. 7.B. Use collaborative technologies to work with others, including peers, experts, or community members, to examine issues, and problems from multiple viewpoints. ISTE.7.C Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

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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 Content Overview

Digital Drawing Tools

- Identify and use basic digital drawing tools in Krita
- Demonstrate control using a Wacom tablet and stylus
- Create simple digital sketches using drawing tools
- Apply color selection using the eyedropper and fill tools

Elements of Art

- Identify elements of art (line, shape, color, value, texture)
- Apply elements of art in digital drawings
- Use visual elements to improve composition
- Create intentional design choices in artwork

Style Development

- Compare different illustration styles
- Experiment with stylistic drawing approaches
- Develop personal artistic choices in digital work
- Create variations of a digital illustration

Daily Learning Objectives with *TWPS*

Students will be able to...

- Students will identify basic digital illustration tools in Krita.
 - *What makes digital art different from traditional art?*
- Students will practice using a Wacom tablet and stylus.
 - *What challenges come with drawing digitally?*
- Students will use brush and shape tools to create basic sketches.
 - *How do tools affect how an artist works?*
- Students will use fill and eyedropper tools for color control.
 - *Why is color important in art?*
- Students will create a simple digital sketch using multiple tools.
 - *What helps artists improve their drawings?*
- Students will identify elements of art in digital illustrations.

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- *How do artists make their work visually interesting?*
- Students will apply line, shape, and color in digital drawings.
 - *How do basic elements change artwork?*
- Students will use value to show light and shadow.
 - *Why does shading make art look more realistic?*
- Students will practice basic shading techniques digitally.
 - *What is the difference between light and shadow?*
- Students will analyze different illustration styles.
 - *How do artists develop a unique style?*
- Students will experiment with different drawing styles.
 - *Why might artists try new styles?*
- Students will plan a portrait series project.
 - *What makes a portrait expressive or interesting?*
- Students will begin creating a digital portrait.
 - *How do artists improve their work while creating it?*
- Students will complete and revise portrait series artwork.
 - *How does feedback help artists improve?*
- Students will present their portrait series and reflect on their work.
 - *What did you learn about your art style?*

Instructional Strategies/Differentiated Instruction

Instructional Strategies

Teacher modeling of digital tools
Step-by-step guided drawing practice
Skill-building exercises
Visual reference analysis
Independent creative work
Peer critique and feedback
Project-based learning
Differentiated Instruction
Visual step-by-step guides
Tool demonstrations and repetition
Flexible pacing for drawing development
Peer support and collaboration
Modified drawing expectations when needed
Extension challenges for advanced students
Choice in portrait style and subject matter

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Assessments

Formative Assessments

- Drawing tool practice exercises
- Sketch checkpoints
- TWPS discussions
- Teacher observation
- Peer feedback sessions
- Skill-building activities

Summative Assessments

- Tool mastery drawing assignment
- Shading and value practice piece
- Style experimentation sketches
- Final portrait series project
- Reflection and critique response

Unit Task

Digital Portrait Series: Students will create a digital portrait series using Krita and Wacom tablets. Each portrait will demonstrate a different artistic style while showing understanding of digital tools, elements of art, and shading techniques. Students will plan, create, revise, and present their series while explaining their artistic choices and growth as digital illustrators. (EU 1, EU 2).

Unit Resources

- Krita
- Wacom tablets and styluses
- Chromebooks / computers
- Tool demonstration slides
- Drawing tutorials
- Example portrait styles
- Reference image sets
- Rubrics
- Step-by-step guides
- Sketch planning sheets
- Style reference sheets
- Drawing practice templates
- Peer feedback forms
- Art reference images