

Grade 7

Distance Learning Module 7 & Module 8: Weeks of May 18th – May 29th

Visual Arts **Grade 7** *Two Different Ways of Illustrating a Portrait*

Targeted Goals from Stage 1: Desired Results

Content Knowledge: Understanding the difference between a realistic portrait and how symbolism can also be used to illustrate a portrait

Vocabulary: Line, shape, value, realistic, symbolism, Surrealism

Skills: Drawing

Expectation: Students will create 2 different drawings. The first drawing will be a practice drawing of a realistic portrait. The second drawing will be a self-portrait using characteristics of Surrealism.

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
<p>Part I: Practice drawing a realistic portrait of a person (this can be a self-portrait, a portrait of someone else, or a generic portrait).</p> <p>Some basic rules to follow:</p> <ul style="list-style-type: none">-start off drawing lightly in pencil-draw a shape of an oval-eyes are placed halfway from top of head to chin-nose halfway from eye to chin-mouth $\frac{1}{3}$ from nose to chin <p>Use the Everyone Can Draw website as a guide: (link posted in Google Classroom)</p> <p>Part II (on a different piece of paper): Create a <u>self-portrait</u> drawing using the characteristics of <u>Surrealism</u>. This drawing will look nothing like you, but will illustrate who you are by using</p>	<p>Materials: Paper, pencils, erasers, colored pencils, markers, paint</p> <p>Resources: Salvador Dali</p> <p>Rene Magritte</p>	<ul style="list-style-type: none">- Students can send snapshots of their works in progress.- Students can email questions.

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<p><u>symbolism.</u></p> <p>The best way to describe Surrealism- Fantasy and Dream-like. Objects can be out of scale (a slide made of melted cheese and a chip as a raft). You can create levitating objects (a painter's palette that flies). You can put 2 different objects together to create a new form (a shoe that has wings).</p> <p>The best way to describe symbolism- Using one object to represent something else.</p> <p>Have fun with this drawing: Take your objects and place them in a specific environment (amusement park, art museum, baseball field). Try to avoid too much negative space (empty space). Draw your symbols large enough to fill the page.</p>		

Week criteria for success (attach student checklists or rubrics):

- Students can brainstorm/ make a list of objects that represent them (hobbies, favorite animals, favorite places to travel)
- Students can submit a rough sketch for feedback before starting on the final project.

Supportive resources and tutorials for the week (plans for re-teaching):