

1st Grade American Online School

ART CURRICULUM

Creativity, Exploration, and Color



Version May/2025

1. Introduction

The Role of Art Education in 1st Grade

In 1st grade, art becomes a space for children to explore color, shape, texture, and imagination. Through simple craft projects, drawings, and observations, students learn to express their ideas and understand the artistic process. The focus is on fostering creativity, building fine motor skills, and enjoying the act of making art.

By the end of this course, students will:

- ✓ Use basic art tools to create and explore color, texture, and shape.
 - ✓ Express imagination through crafting, drawing, and painting.
 - ✓ Identify different materials and their uses in artistic projects.
 - ✓ Understand the work of artists through visual stories and cultural art exploration.
 - ✓ Share their art and process with others confidently.
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2. Core Competence Areas

ART.1 Crafting and Drawing – “Crafting and Drawing”

Learning Outcomes

By the end of this course, students will be able to:

- ✓ Use crayons, markers, and colored pencils to create drawings.
- ✓ Cut, glue, and arrange materials for craft projects.
- ✓ Explore shapes, lines, and forms in their creations.

Competencies

ART.1.A.1 – Experimenting with drawing tools and techniques

- Draw simple shapes and figures using a variety of tools (crayons, chalk, colored pencils).
- Create layered drawings with patterns and textures.

ART.1.A.2 – Combining materials in creative ways

- Use scissors and glue to create collages.
- Cut shapes from colored paper and arrange them into pictures (e.g., house, trees, animals).

ART.2 Imagination and Fantasy – “Magical Creatures”

Learning Outcomes

By the end of this unit, students will be able to:

- ✓ Create imaginary creatures using shapes and colors.
- ✓ Combine different elements of animals and fantasy to form unique designs.
- ✓ Use their imagination to tell stories through art.

Competencies

ART.2.A.1 – Drawing creatures from imagination

- Use basic shapes to form animals or fantastical creatures (e.g., dragons, unicorns).
- Add texture and color to bring these creatures to life.

ART.2.A.2 – Using mixed media to enhance designs

- Mix colored paper, yarn, or fabric to create 3D creatures or masks.
 - Draw and add collage details to their imaginative creatures.
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ART.3 Geometry and Precision – “Ruler Art”

Learning Outcomes

By the end of this unit, students will be able to:

- ✓ Use rulers to draw straight lines and shapes.
- ✓ Create geometric designs and patterns with precision.
- ✓ Combine straight lines and curves to form artwork.

Competencies

ART.3.A.1 – Drawing shapes with rulers

- Make straight lines, squares, rectangles, and triangles using a ruler.
- Design a simple grid-based artwork using geometric shapes.

ART.3.A.2 – Incorporating symmetry and balance

- Create symmetrical designs using rulers and patterns.
 - Understand the idea of balance by making equal shapes and spaces on both sides of their work.
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ART.4 Animal Art – “Animals”

Learning Outcomes

By the end of this unit, students will be able to:

- ✓ Draw simple representations of real and imaginary animals.
- ✓ Explore the textures and features of animal skin, fur, feathers, and scales.
- ✓ Combine lines and shapes to form animal figures.

Competencies

ART.4.A.1 – Observing and drawing animals

- Look at pictures of animals and draw their basic shapes and details.
- Practice drawing animals using easy-to-follow steps (e.g., circle for head, lines for legs).

ART.4.A.2 – Exploring animal textures in art

- Use lines and shading to show fur, feathers, or scales on their animal drawings.
- Create 3D animal sculptures using clay or other materials.

ART.5 Cityscapes and Expression – “Rizzi Cities”

Learning Outcomes

By the end of this unit, students will be able to:

- ✓ Create colorful cityscapes inspired by the work of James Rizzi.
- ✓ Use bold lines, bright colors, and patterns to represent buildings and scenes.
- ✓ Explore the relationship between art and city environments.

Competencies

ART.5.A.1 – Drawing and designing cityscapes

- Use a variety of shapes to create buildings and roads in a lively city.
- Add patterns and details to windows, cars, and streets.

ART.5.A.2 – Exploring the use of color and space in urban design

- Use markers or paint to fill city scenes with bright, vibrant colors.
 - Include simple symbols (clouds, trees) and abstract elements in the design.
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Assessment and Evaluation

Formative Assessments – Daily Creation and Reflection

- ✓ Ongoing participation in hands-on activities.
- ✓ Peer and teacher feedback during collaborative work.
- ✓ Observation of individual progress through mini-projects.

Summative Assessments – Art Exhibitions and Projects

- ✓ End-of-unit portfolio showcasing growth (e.g., “My Art Collection”).
- ✓ Class art show or gallery walk featuring cityscapes, animals, and drawings.
- ✓ Personal reflection on one key project.

Authentic Assessment – Public Presentation and Creativity

- ✓ Share final projects with parents or classmates via digital presentation.
- ✓ Collaborative mural or group-based creation.
- ✓ Create a visual journal or sketchbook as a personal art archive.

4. Instructional Strategies for Online Learning

Exploratory and Expressive

- ✓ Encourage free-form art with no “right” way to create.
- ✓ Use diverse materials (fabric, clay, natural objects) to stimulate creativity.
- ✓ Foster an open and welcoming environment where mistakes are part of the process.

Collaborative and Inclusive

- ✓ Encourage group art-making to promote sharing and teamwork.
- ✓ Celebrate each child’s unique expression and cultural influences.

Creative and Culturally Relevant

- ✓ Introduce famous artists and their works (e.g., Picasso, Rizzi, O’Keeffe).
- ✓ Connect artistic themes to global and local traditions (e.g., street art, folk art).