4th Grade American Online School

ART CURRICULUM

Exploring Identity, Imagination, and Innovation Through Art

Version May/2025

1. Introduction

The Role of Art Education in 4th Grade

The 4th Grade Art curriculum empowers students to experiment, reflect, and express themselves through various media and techniques. Through exposure to great artists, themes of nature and fantasy, and the integration of new technologies like AI-generated visuals, students develop both technical skills and imaginative fluency. Art becomes a way to explore identity, culture, and emotion.

By the end of this course, students will:

✔ **Use diverse materials to create original 2D and 3D artworks.**

✔ **Apply compositional principles and design techniques.**

✔ **Analyze and respond to the work of historical and contemporary artists.**

✔ **Use digital tools creatively and responsibly in visual storytelling.**

✔ **Reflect on their creative process and artistic growth.**

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2. Core Competence Areas

ART.1 Exploring Artistic Themes and Introduction to the Topic

Learning Outcomes

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

✔ **Describe and interpret visual themes in art.**

✔ **Brainstorm ideas using sketchbooks and visual journaling.**

✔ **Experiment with lines, shapes, and textures.**

Competencies

ART.1.A.1 – Investigating themes and visual storytelling.

- Create mood boards around seasons, emotions, or personal experiences.
- Respond to artwork using language and drawing.

ART.1.A.2 – Planning compositions and expressive choices.

- Use sketching and collage to test visual ideas.
- Select tools and materials for planned outcomes.

ART.2 Artistic Focus: Picasso and Cubism

Learning Outcomes

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

✔ **Recognize elements of Cubism and Picasso's style.**

✔ **Create a portrait inspired by geometric abstraction.**

✔ **Use color and form to express mood and personality.**

Competencies

ART.2.A.1 – Analyzing and interpreting Cubist artwork.

- Study facial features, asymmetry, and multiple perspectives.
- Compare self-portraits in Picasso's Blue and Rose periods.

ART.2.A.2 – Creating expressive cubist-inspired portraits.

- Draw and color angular, overlapping facial features.
- Use warm/cool contrasts to enhance emotion.

ART.3 Seasonal Inspiration: Autumn and Fantasy

Learning Outcomes

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

✔ **Represent seasonal transitions and themes in nature.**
✔ **Explore mythical characters through symbolic design.**
✔ **Connect movement, mood, and visual rhythm.**

Competencies

ART.3.A.1 – Creating "Autumn Is Here" compositions.

- Use mixed media (leaves, pastels, watercolor) to depict fall scenes.
- Practice shading and texture to evoke temperature and mood.

ART.3.A.2 – Illustrating the "Dance of Witches and Warlocks."

- Draw dynamic character poses and flowing movement.
- Use expressive lines and surreal background settings.

ART.4 Introduction to 3D Art and Digital Visualization

Learning Outcomes

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

✔ **Construct basic 3D forms using paper, clay, or recycled materials.**

✔ **Recognize form, volume, and spatial relationships in art.**

✔ **Integrate digital tools like DALL·E to design tiles and visual concepts.**

Competencies

ART.4.A.1 – Building 3D Art with everyday materials.

- Create standing sculptures or tile reliefs using paper mâché or cardboard.
- Use symmetry and balance in 3D arrangements.

ART.4.A.2 – Exploring digital creativity through AI tools.

- Use prompts to generate tiles or designs with DALL·Er or other AI tools.
- Translate digital imagery into painted or collaged works.

ART.5 Composition and Still Life

Learning Outcomes

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

✔ **Understand and apply composition rules (e.g., focal point, balance, foreground/background).**

✔ **Observe and draw still life objects with attention to proportion and shadow.**

✔ **Reflect on the difference between realism and expressionism.**

Competencies

ART.5.A.1 – Drawing and composing still life arrangements.

- Set up and sketch classroom still life scenes (plants, books, tools).
- Use contour lines, shading, and overlapping techniques.

ART.5.A.2 – Reflecting on mood and symbolism.

- Interpret still life objects as metaphors (e.g., growth, memory, conflict).
- Create visual poems using objects and captions.

3. Assessment and Evaluation

Formative Assessments – Daily Practice and Process

✔ **Sketchbook entries and idea boards.**

✔ **Technique drills (shading, texture, form).**

✔ **Verbal and visual reflection moments.**

Summative Assessments – Project Portfolios

✔ **Final Cubist Portrait with Artist Statement.**

✔ **Seasonal Collage and "Witch Dance" Series.**

✔ **3D Sculpture with Planning Sheet.**

✔ **Still Life Composition with Artist Reflection.**

Authentic Assessment – Sharing and Storytelling

✔ **Student-Led Art Gallery Exhibition.**

✔ **Class Critique Circles.**

✔ **Digital Portfolios with Slide Narration.**

4. Instructional Strategies for Online Learning

Process-Driven Exploration

✔ **Emphasize experimentation over perfection.**

✔ **Build routines around warm-ups, sketching, and critique.**

Integration Across Subjects

✔ **Literature: Visualize stories, poetry illustration.**

✔ **Science: Study natural forms, plant structures.**

✔ **Technology: Use DALL·E, virtual museums, or design apps.**

Inclusive and Reflective Environment

✔ **Celebrate cultural and personal influences on art.**

✔ **Use "I see, I think, I wonder" for student-led discovery.**

✔ **Encourage artistic journaling as metacognitive practice.**