Abstract Art in the Elementary Classroom Grade 5 Michael Staniz

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Timeline **Postmodern Principles Previous Lessons Mid-Year Museum Visit Appropriation Art** Video Virtuosos **Delightful Dots Our Class Canvas Pixel Pets** Adios, Abstraction! Resources

Curriculum Overview and Rationale Class Meeting Frequency



Curriculum Overview

This curriculum will focus heavily on Abstract Art in the contemporary era. Students will be asked to think about the function of art in society and express their own feelings through both their pieces and written artist statements. The lessons are based on Olivia Gude's Postmodern

Principles.

Artists we will be focusing on include Sweet Joey Vermouth, Kriostoffer Zetterstrand, Yayoi Kusama, and Smac McCreanor.





Roffiomole

Students in 5th grade are expected to be 10-11 years old and, as such, are in Lowenfeld's Dawning Realism stage. This means that students understand the usage of symbols in art but no longer depend on them. Abstraction, since the invention of the camera in the late 19th century, has been integral to art. Interpreting art has become less about what a viewer sees and more about what they can "read" in a piece of art. Teaching students to interpret abstract pieces will help their artistic literacy going into the future. Abstract art also allows for freedom from form and realism which students getting ready to enter the Pseudorealism stage may become more anxious and self-concious about. Giving students freedom from a perfectionist expectation will hopefully allow them to continue enjoying the artmaking process into the future.















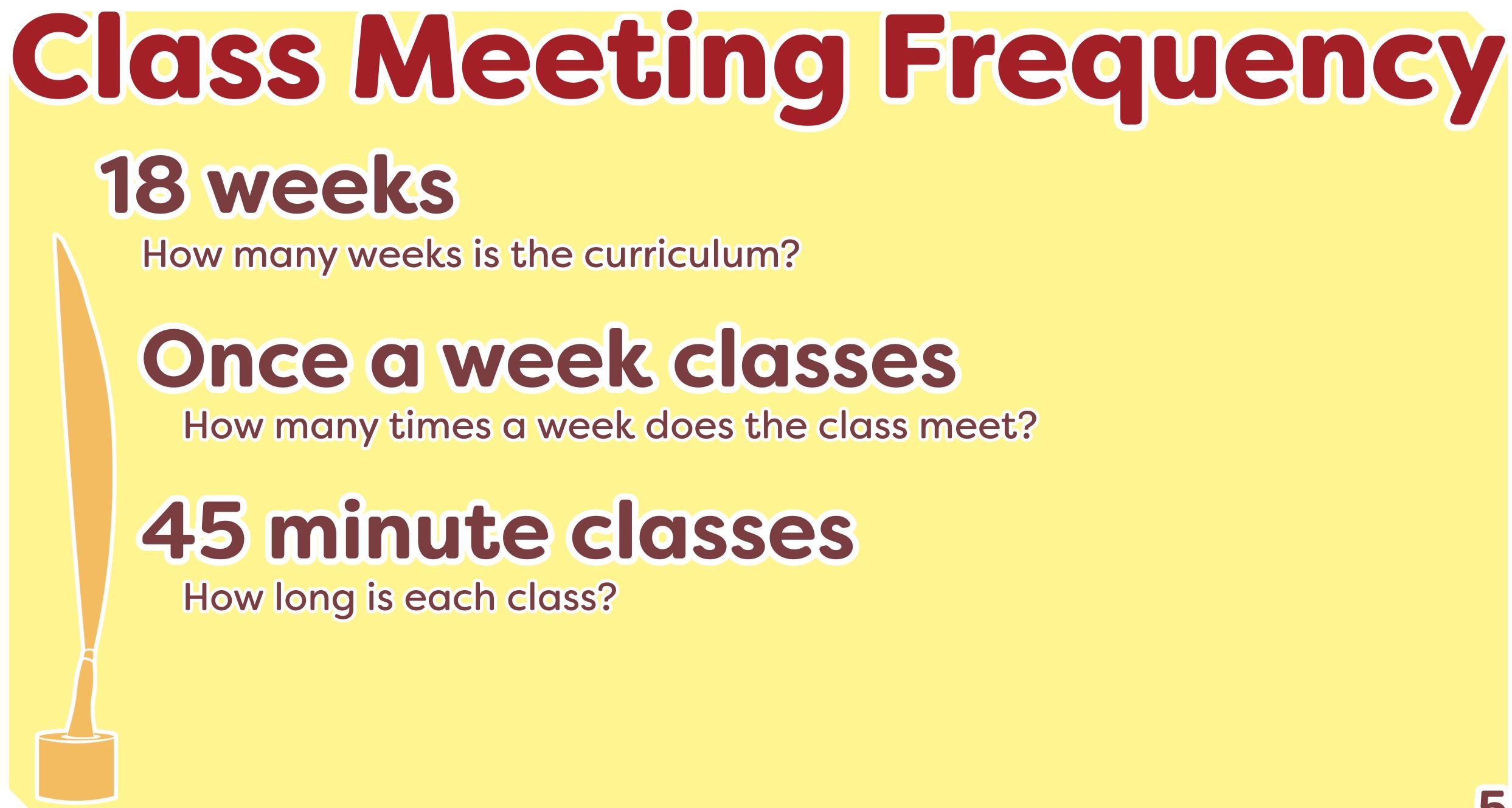














Timeline # weeks title 1-3 1 **Appropriation A** 24-7 Video Virtuoso 3 8-9 **Delightful Dot** 4 10-11 **Our Class Canv** 5 13-15 **Pixel Pets** 6 16-18 Adios, Abstractio

essential question

Art	How can an artist reuse existing assets to create ar original piece of art?
OS	How can reference material be re-interpreted in an original way?
ts	How do artists interpret the same concept in differer ways?
/as	Is the artmaking process as valuable as the result?
	How can complex items be simplified while still bein recognizable? What is the limit?
ion!	How does intuition affect the artmaking process?



Postmodern Principles

1. Appropriation 2. Juxtaposition **3. Recontextualization** 4. Layering 5. Interaction of Text & Image 6. Hybridity 7. Gazing 8. Representation

Postmodern BY OLIVIA GUDE Principles:

finite amount of time is wasted in

An infinite amount of time is wasted in misdirected effort because tradition has a strong hold...

—Arthur Wesley Dow, 1920

Arts magazine explained the roots of today's elements and principles of

design in the work of the early 20thcentury art educator, Arthur Wesley Dow (Walkup, 2001). The article described Dow's commitment to teaching students to apply formal principles to all aspects of the "fine arts" as well as the objects and environments of everyday life. The article trumpeted Dow's influence on great American modernists such as Georgia O'Keeffe and Alfred Stieglitz. A headline for a companion article on the teaching of elements and principles in today's schools proudly announced, "According to a recent NAEA survey, teaching understanding of the elements and principles of design is the major curriculum goal [emphasis added] for art teachers at the beginning of the 21st century" (School Arts, 2001).

When visiting K-12 school art programs, I rarely see meaningful connections being made between these formal descriptors and understanding works of art or analyzing the quality of everyday design. I ponder the piles of exercises on line, shape, or color harmonies left behind by hundreds and hundreds of students each year. I wonder why what is still considered by many to be the appropriate organizing content for the foundations of 21st century art curriculum is but a shadow of what was modern, fresh, and inspirational 100 years ago.

he 100th Anniversary issue of School The elements and principles?

The elements and principles of art are enshrined in most art education textbooks today (Crystal Productions 2000; Hobbs & Salome, 1995; Ragans, 2000; Wachowiak and Clements, 2000) Note the shift from elements of design to elements of art.1 These elements and principles are proffered as universal and foundational.2 The definite article the suggests that these lists propose to be more than attempts to present a descriptive vocabulary of observed form. They are not presented as some vocabulary words or concepts that have been identified as useful for constructing art or interpreting the work of others. The elements and principles are presented as the essence of artmaking. If not literally engraved in stone, the big seven (elements) + seven (principles) are reified in print, achieving theoretical unity, not through persuasive argument, but through seemingly endless repetition in formally oriented textbooks or, during the last decade, as governmentmandated standards.

In Search of

ART EDUCATION / JANUARY 2004

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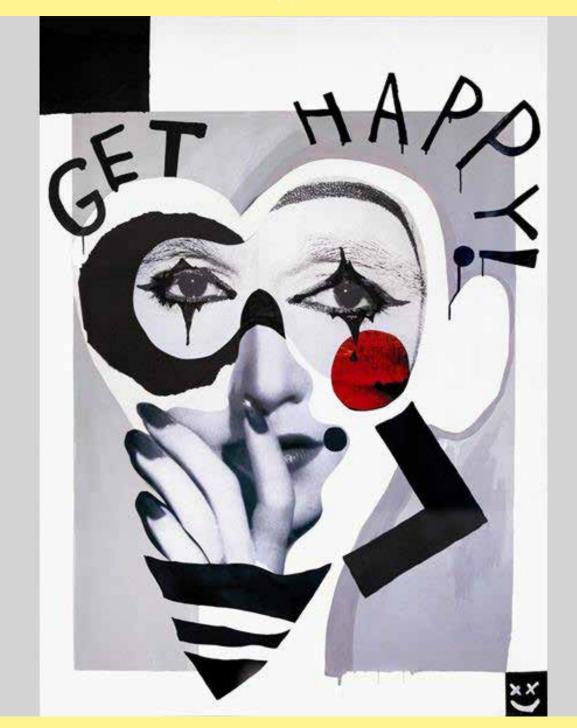






Compositional Collage





Matisse, Henri. The Snail. 1953.

Dealing with Dada



Jones, Quentin. Electric Circus. 2014.

Duchamp, Marcel. Bicycle Wheel. 1963.









Making Motion

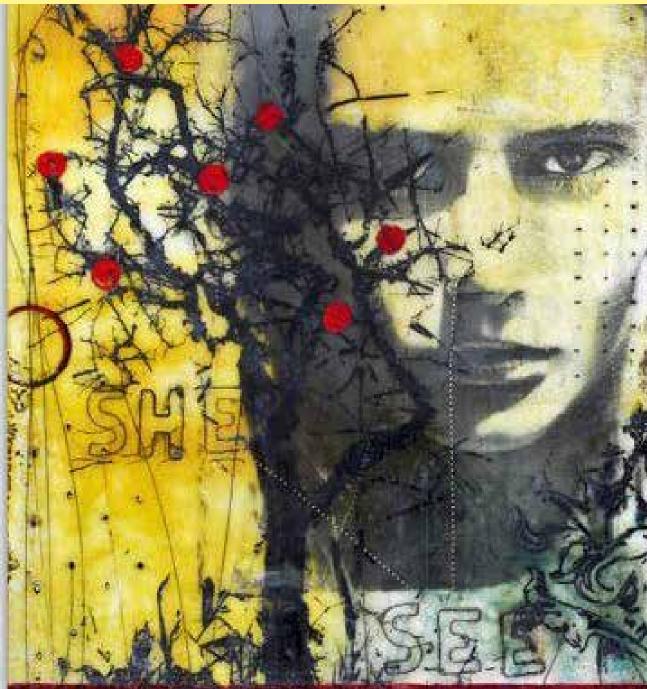


Brancusi, Constantin. Bird in Space. 1924.



Picture Perfect

Getting Gelli



Del Zou, Brno. Latyr. 2013.

Ukkola, Susan.







Mid-Year Museum Visit The Andy Warhol Museum **Students will visit The Andy** Warhol Museum in Pittsburgh, PA to tour the museum and gain a baseline understanding of Appropriation Art and Andy Warhol's history.

> This will tie into the following Appropriation Art project.



Appropriation Art S Weeks





Sweet Joey Vermouth.

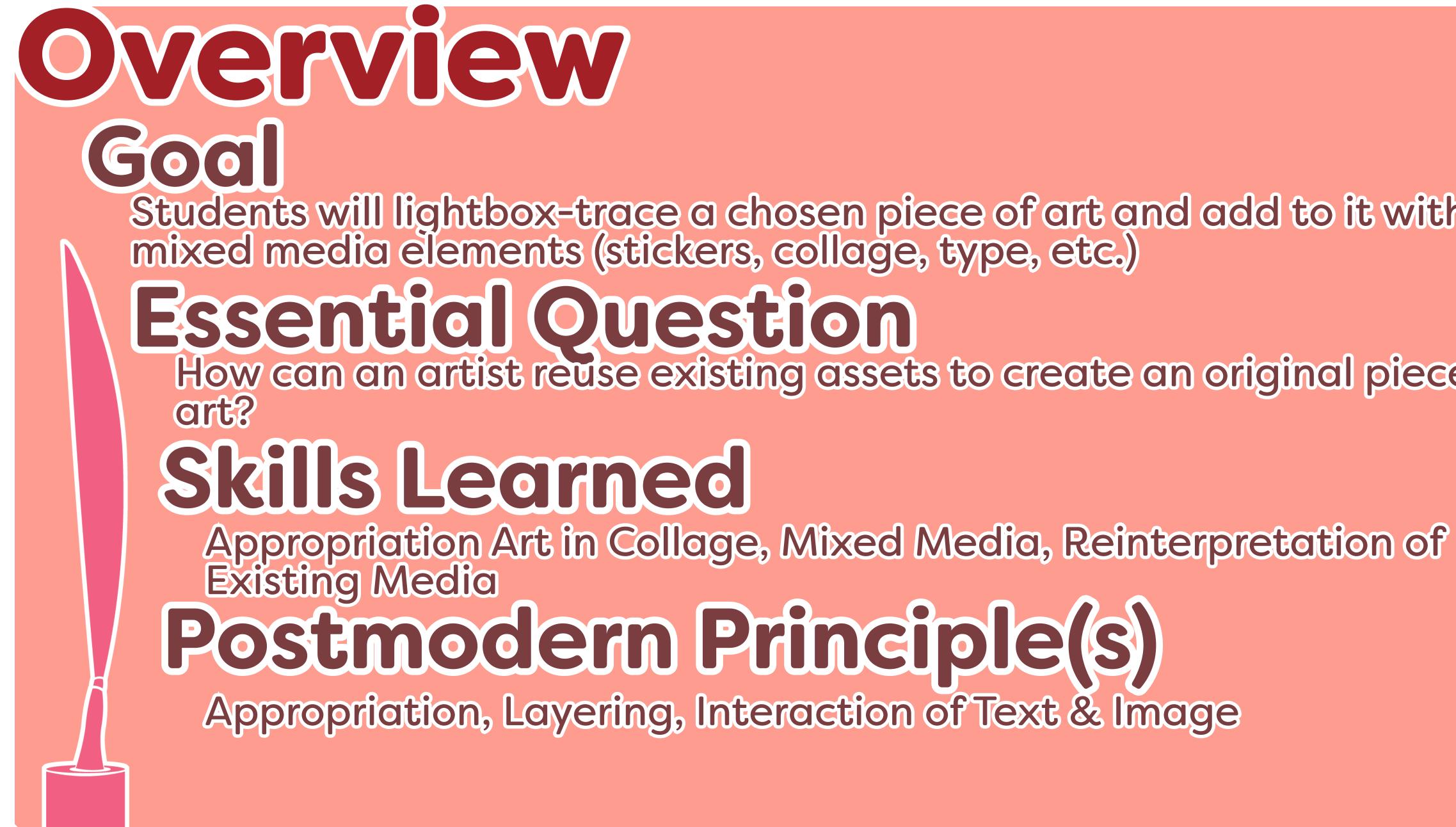




Lichtenstein, Roy. Drowning Girl. 1963.

Ringgold, Faith. Dancing at the Louvre. 1991.





Students will lightbox-trace a chosen piece of art and add to it with mixed media elements (stickers, collage, type, etc.) Essential Question How can an artist reuse existing assets to create an original piece of



Objectives Cognitive-Head SWBAT place visual elements on top of each other IOT create a layered image. Psychomotor-Hands SWBAT experiment with mixed media IOT create a piece that utilizes each media's strength Affective-Heart SWBAT consider how iconic cultural images affect society IOT understand the importance and messaging of images around them.





Resources 4 Materials Materials Resources Above Listed Images Lightbox(es) Mixed Media Paper Student Chosen Stickers Letter Stamps Images Stamp Ink Various library books

for students to research pieces

Student Chosen Materials



Connections

Art History

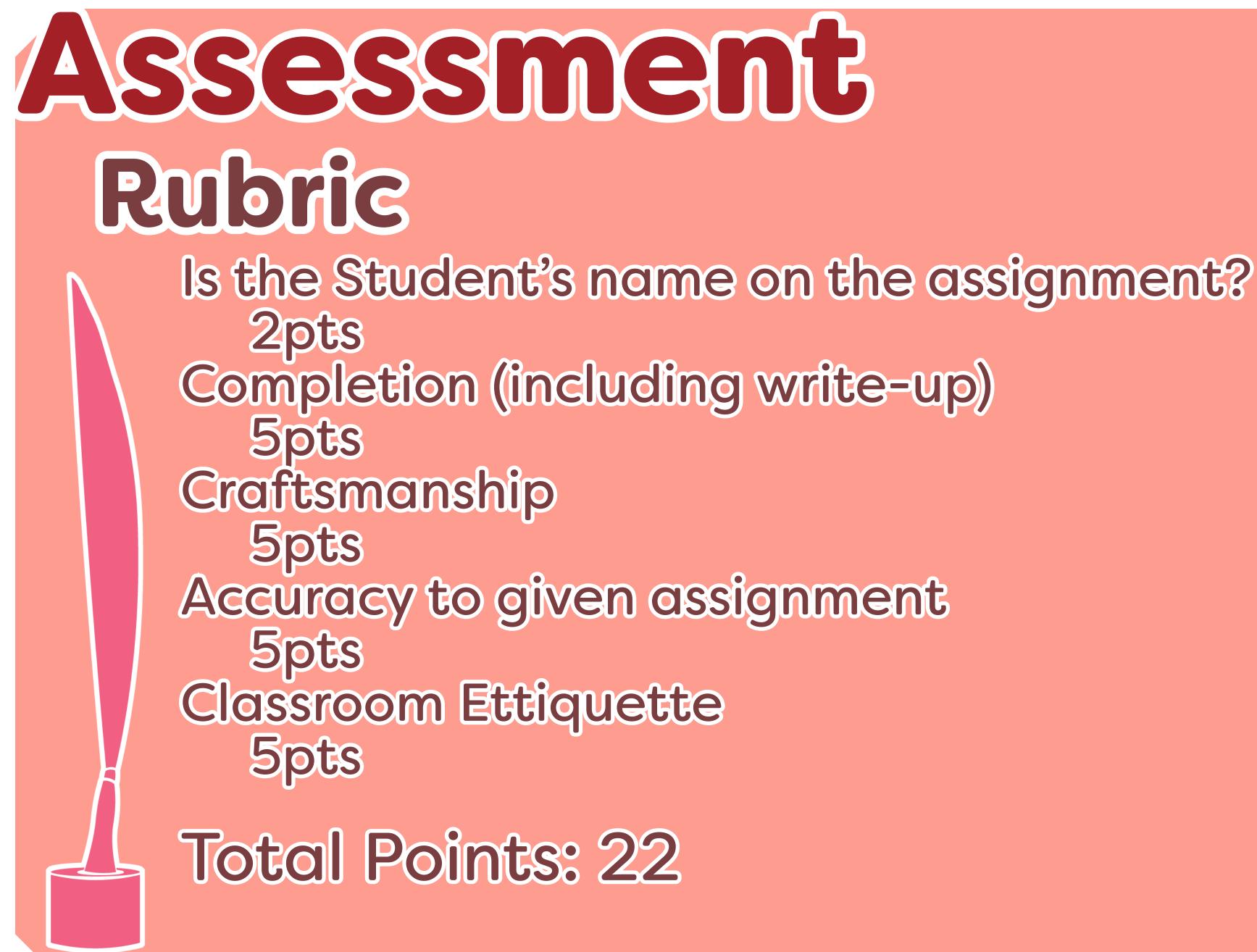
did.

Inter-Disciplinary PA History Students will be taught the history of Appropriation Art and the cultural significance of items such as Campbell's Soup Cans to Warhol as an artist and Pittsburgh/PA history.



Students will be given art history books from the school library to find a piece they wish to trace. They will also have the option to use their school-assigned or personal devices. Students will be asked to give a short write-up (2 sentences minimum) on why they chose the piece they







Video Virtuosos Lesson 2 4 Weeks



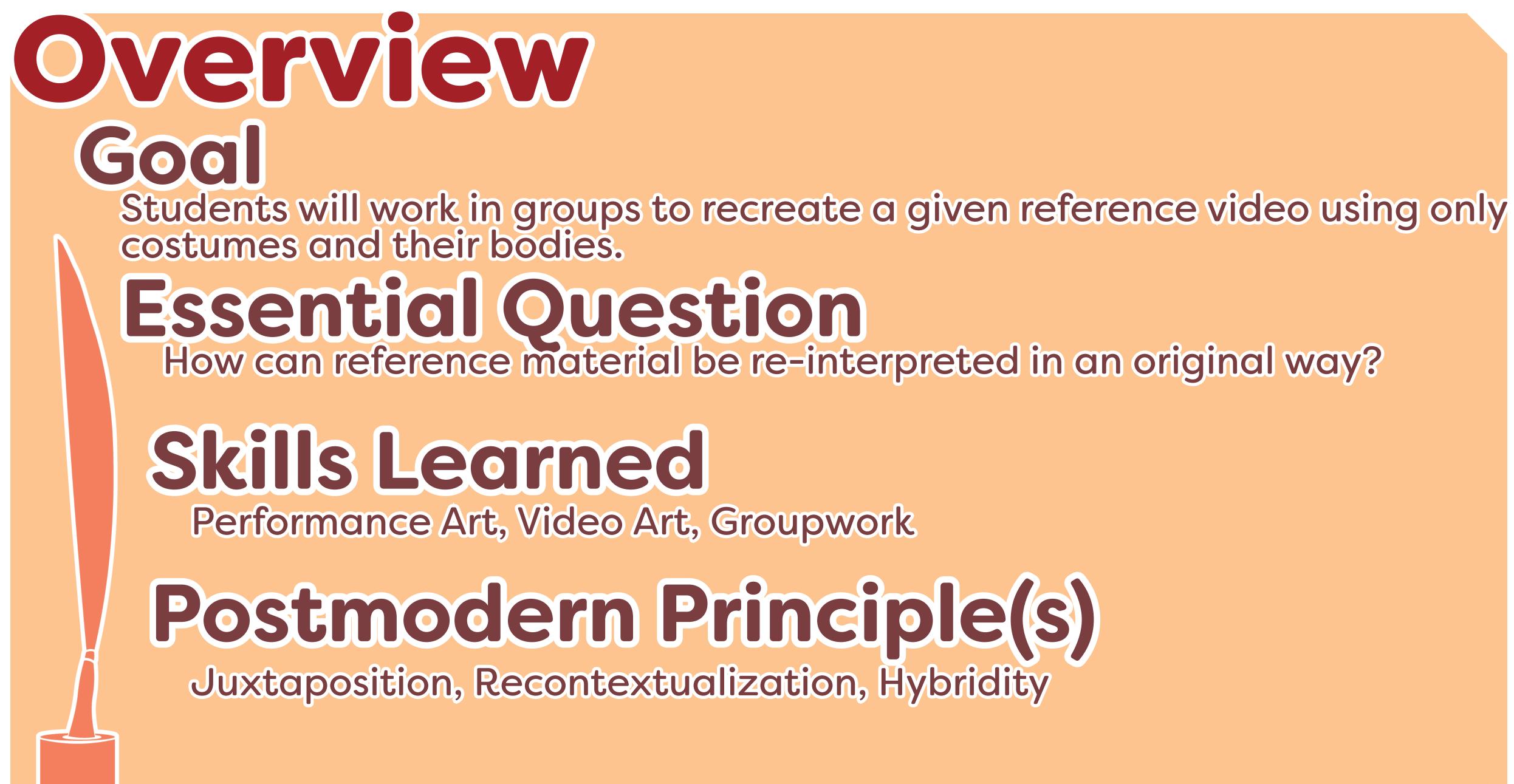




Embed Video Here



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Essential Question How can reference material be re-interpreted in an original way?







- SWBAT determine how to recreate motion using their bodies IOT view their bodies as a way to make art. **Psychomotor-Hands**
 - SWBAT create costumes with texture and detail IOT reflect different

SWBAT work with their classmates on an amusing project IOT





Materials Resources Video work of Smac **Recording Technology** Tripods McCreanor Lights Fabic (Backdrop) Existing reference video Muslin + Felt

https://www. youtube.com/ watch?v=Kw5ggqN4DnE

Pipe Clearners, Pompoms, Sequins, etc. **Construction Paper** Glue, Staples, etc.





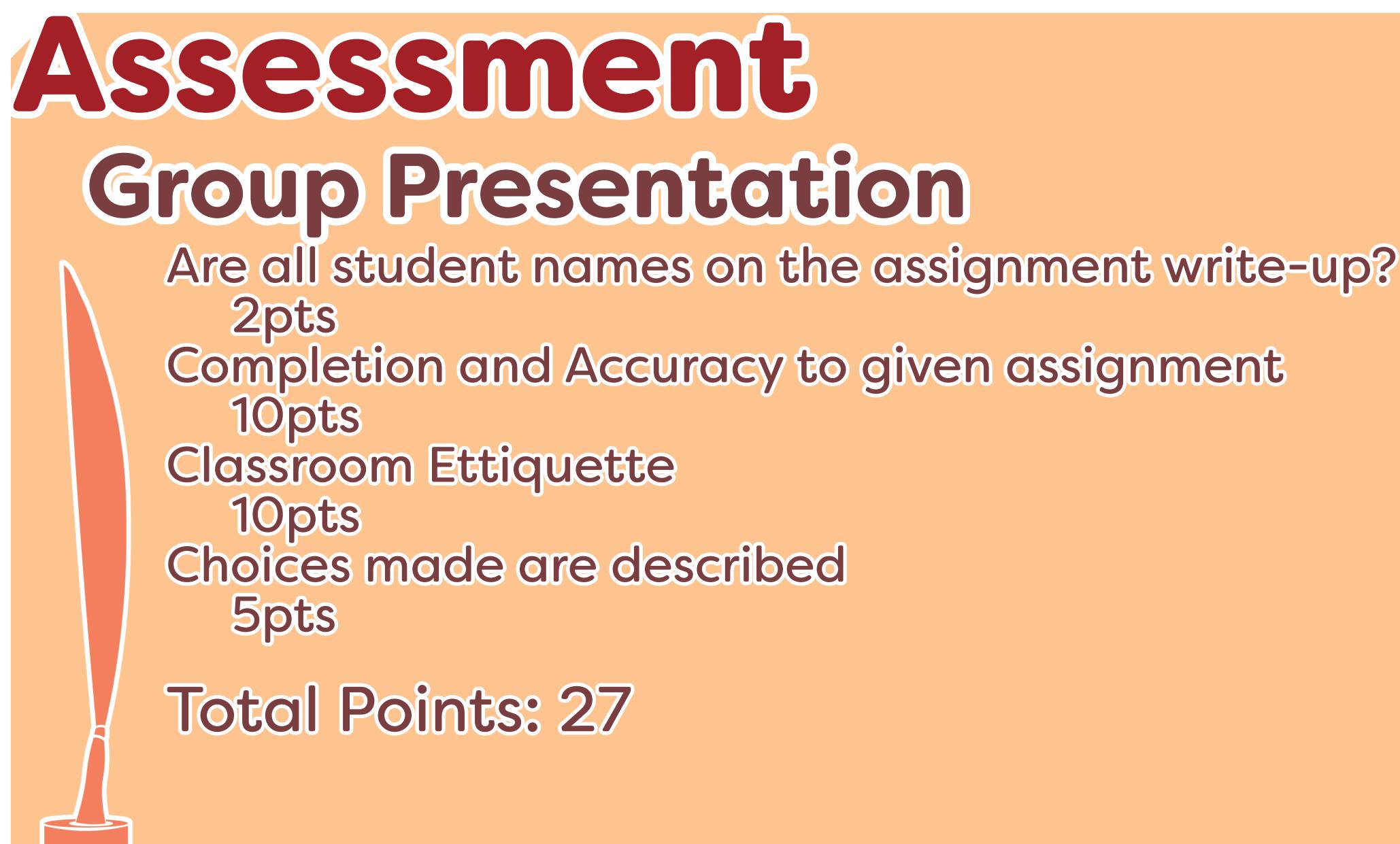
Connections Art History + Multiculturalism There will be a short lecture on performance art. Students shown an example of African Masquerade in the form of the

There will be a short lecture on performance art. Students will be shown an example of African Masquerade in the form of the Kumpo. The Kumpo is a mythological creature of protection from the Gambian/ Senegalese area of Africa. The focus will be on the craftsmanship of the costume and how motion is intergrated into the costume design.

Inter-Disciplinary | STEM

Students will be expected to record their own videos using schoolissued devices (cameras or iPads). One student will be assigned a "cameraperson" role. The entire group will be taught how to properly set up a device uing a tripod, light a video, and film it.









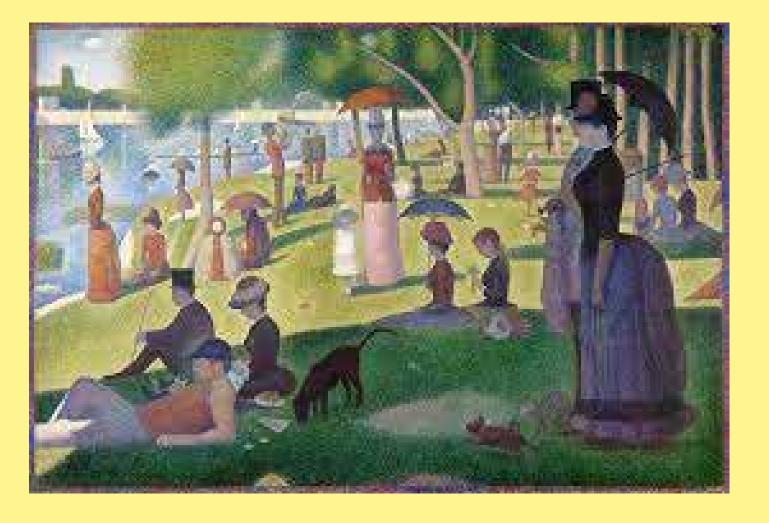
Delightful Dots 2 Weeks



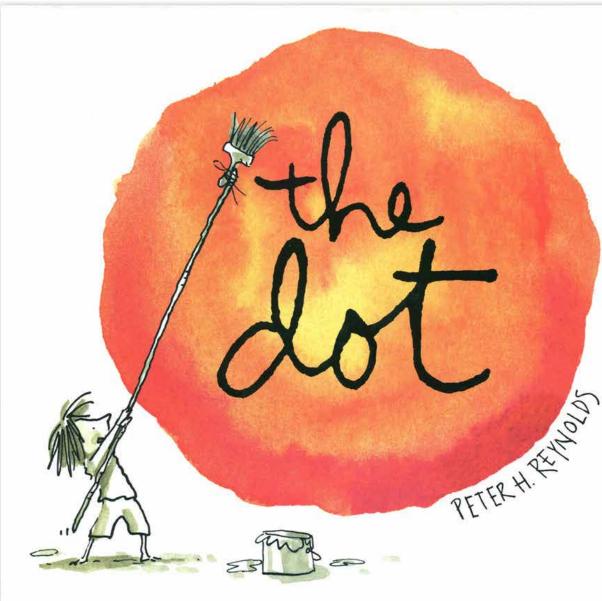




Kusama, Yayoi. Pumpkin (Yellow and Black). 2013.

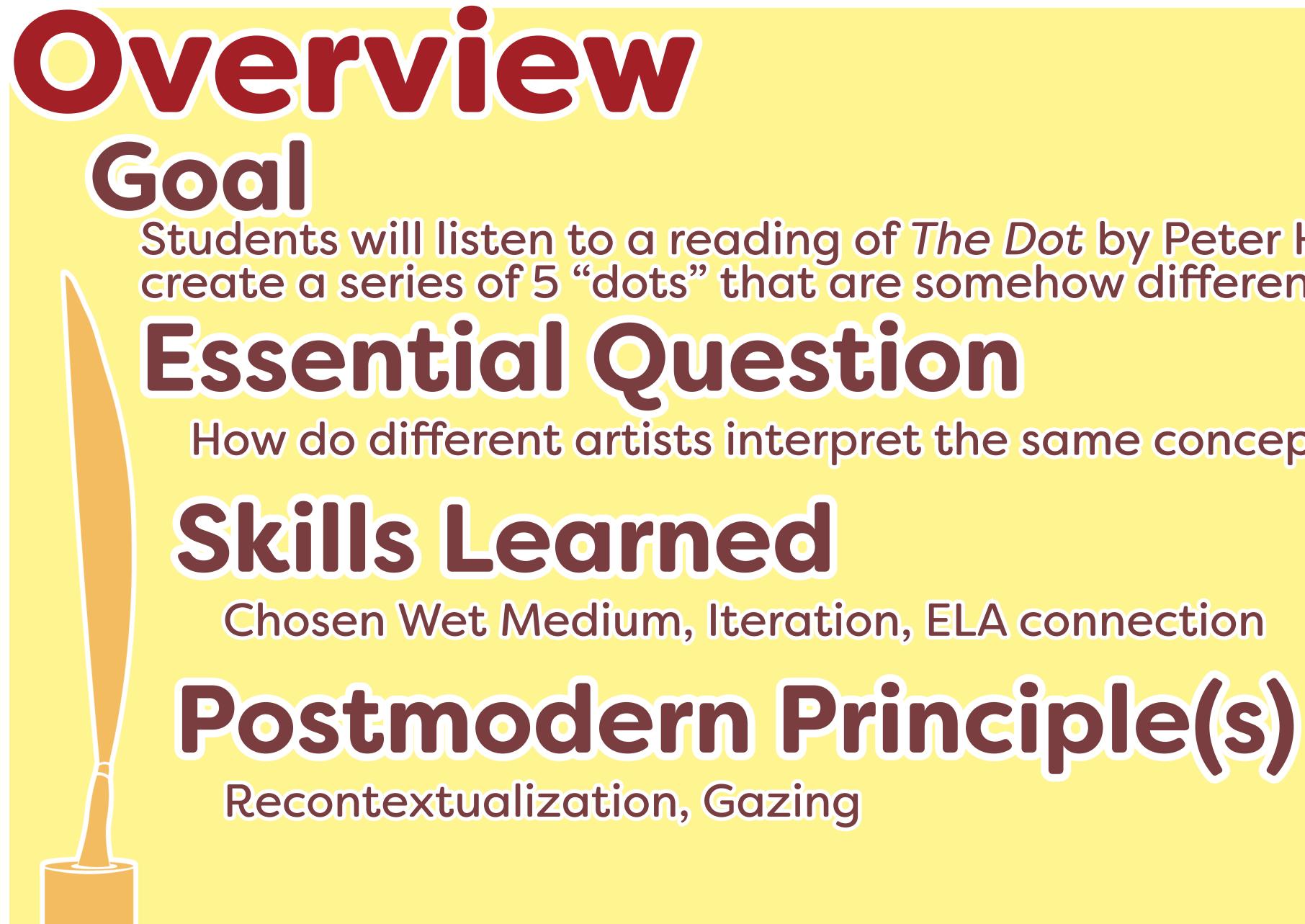


Seurat, Georges. A Sunday Afternoon on the Island of La Grande Jatte. 1884.



Reynolds, Peter. The Dot. 2003.





Students will listen to a reading of *The Dot* by Peter H. Reynolds and create a series of 5 "dots" that are somehow different to each other. How do different artists interpret the same concept in different ways?





<u>Objectives</u> Cognitive-Head SWBAT re-evaluate the dot as an artistic device IOT create more unique ideas. Psychomotor-Hands SWBAT utilize a simple form IOT manipulate a viewer's perception of simplicity. Affective-Heart SWBAT consider the importance of passion IOT know what kind of art they want to create.



Resources + Materials

ResourcesAbove Listed Work

Aboriginal Dot Art

Reflection Worksheet: If you had to pick one thing to make an artistic collection of, what would it be? Why?

Materials Mixed Media Paper Bingo Blotters!

> Student Chosen Material

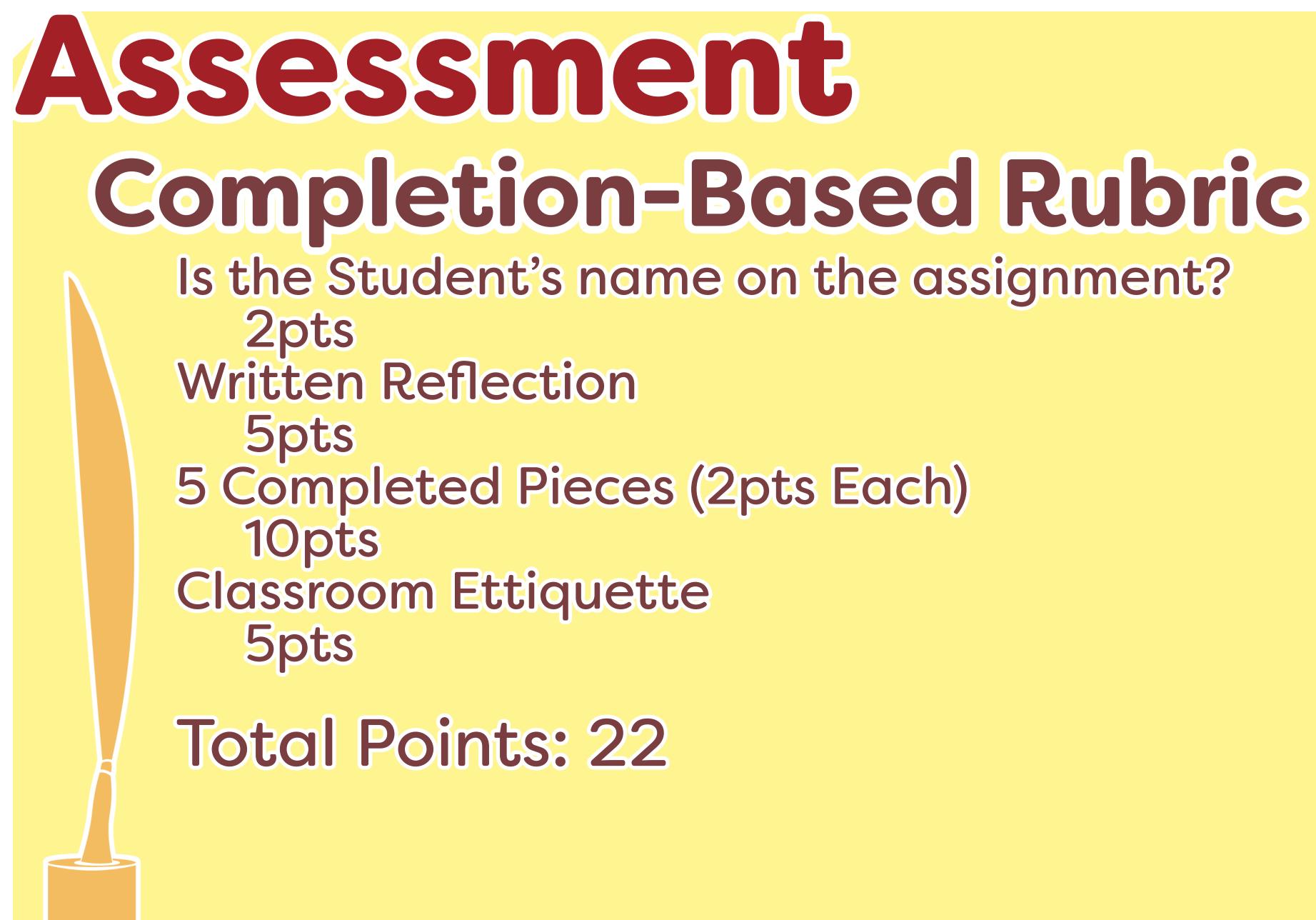


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Connections Art History + Multiculturalism Students will learn about how dots are used in various different forms of art. The two main examples will be the development of pointillism (French) and dot art (Aboriginal Australian with modern developments by Papunya Tula artists). Inter-Disciplinary | ELA Students will be asked to write a reflection on the book *The Dot* by Peter H. Reynolds. While the book is below a fifth grade reading level, it will hopefully be accessible and inspiring to all students.





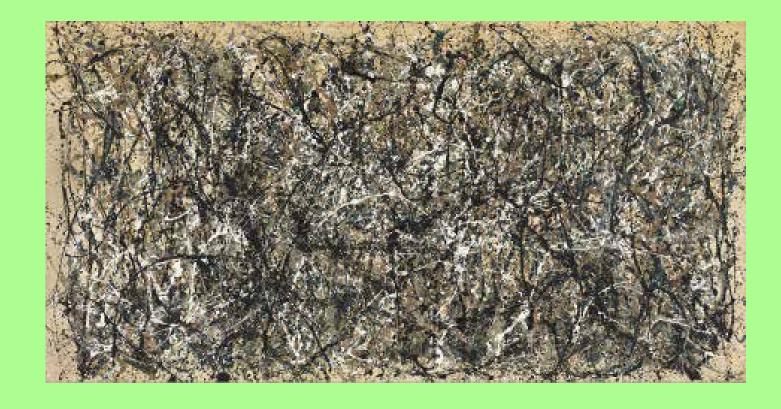


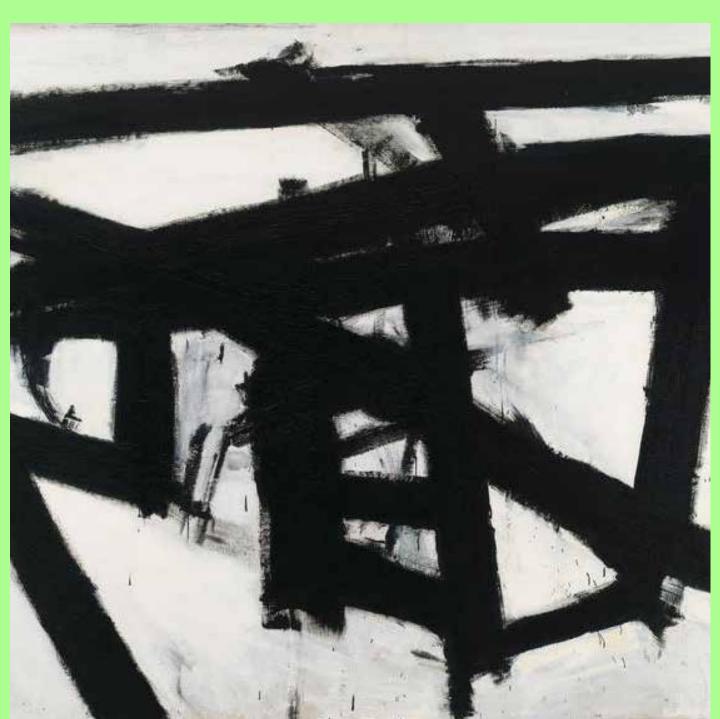


Our Class Canvas Lesson 4 2 Weeks









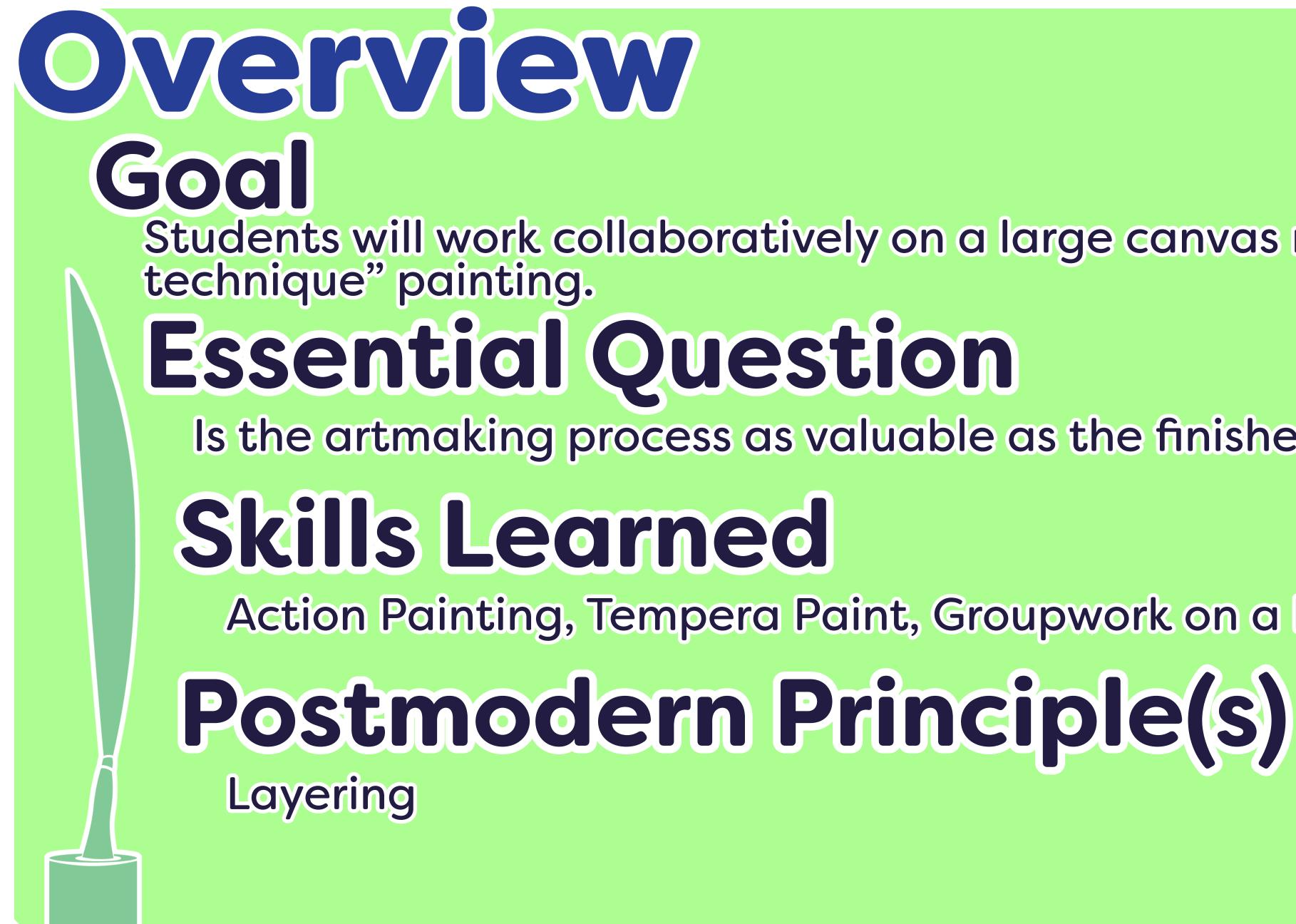
Pollock, Jackson. One: Number 31, 1950. 1950.





Kline, Franz. Mahoning. 1956.

33



Students will work collaboratively on a large canvas roll to create a "drip

Is the artmaking process as valuable as the finished result?

Action Painting, Tempera Paint, Groupwork on a large scale



<u>Objectives</u> Cognitive-Head SWBAT consider the layering of stroke and color IOT create an interesting texture. Psychomotor-Hands SWBAT test their control of Action Painting techniques on a large canvas IOT utilize them more effectively in future work. Affective-Heart SWBAT create a large piece with their class IOT feel connected to the canvas of their final project.





Resources **Above Listed Images**

Instructions/demo on control

Letter/email to guardians on clothes

Extra T-Shirts

Materials Large Canvas Roll **Tempera Paint** Paintbrushes **Foam Paintbrushes** Aprons Plastic for space covering Plastic for shoe covering

CLEANING MATERIALS!





Connections Art History + Multiculturalism Students will be asked to revisit their knowlege of Jackson Pollock from the Making Motion assignment. They will be given a follow-up lecture on the history of Abstract Expression and specifically Action Painting. Comparisons will be made to East Asian calligraphy, specifically the contemporary work of artist Xu Bing.

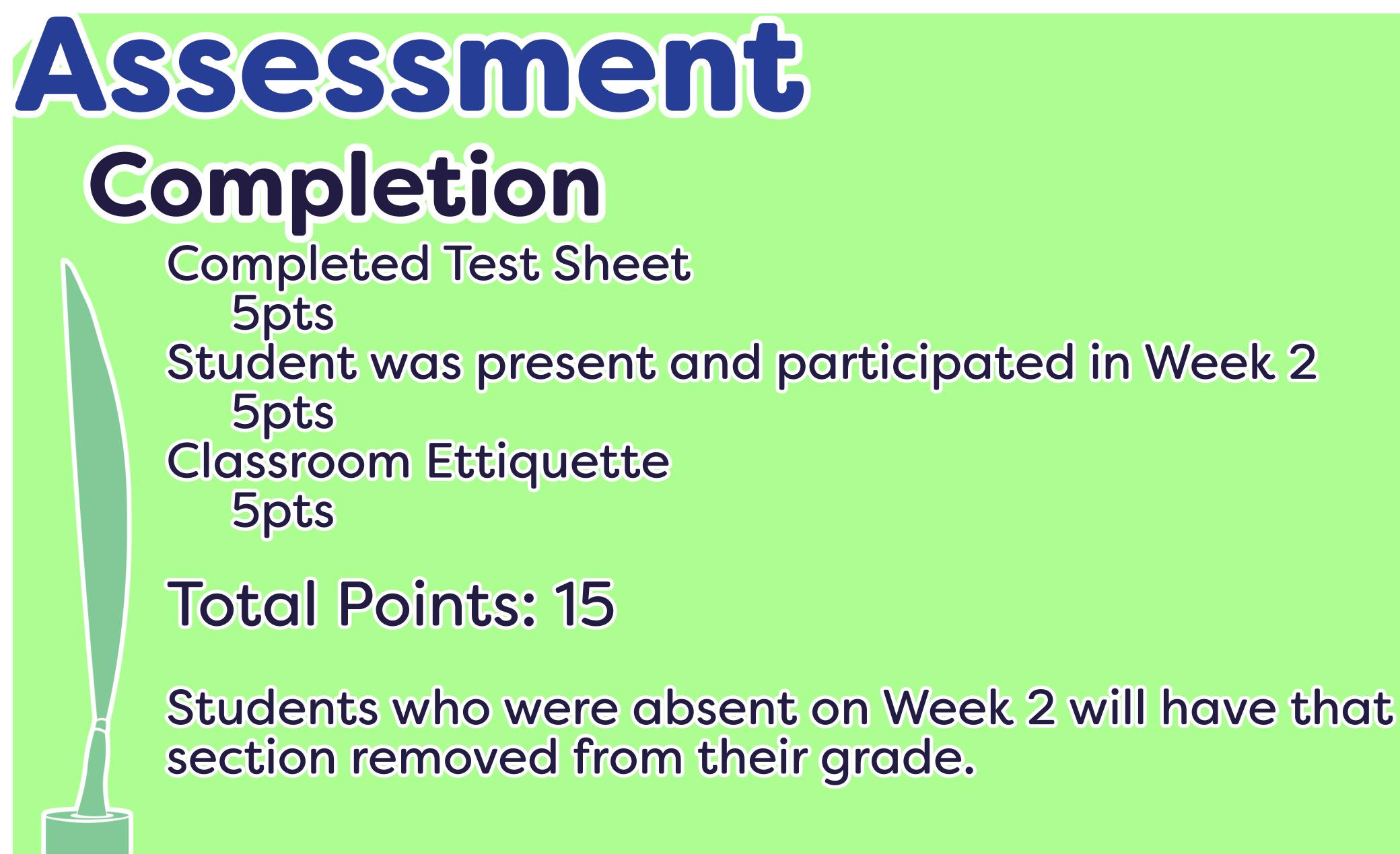
Inter-Disciplinary ELA

This phase of the project does not have an inter-disciplinary connection. See "Adios, Abstraction!" for the ELA connection.













Pixel Pets Lesson 5 **3 Weeks**



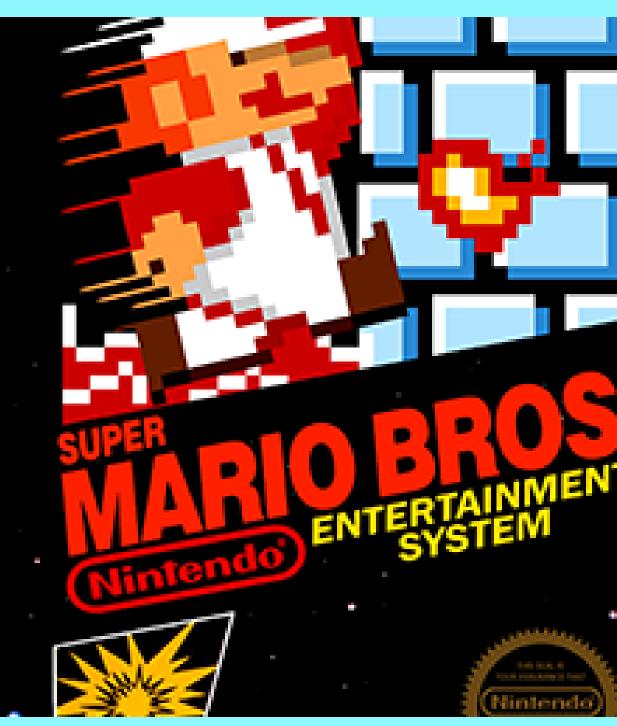




Zetterstrand, Kristoffer. Skull on Fire. 2010.



Robertson, Paul. From work on *Gravity Falls*.



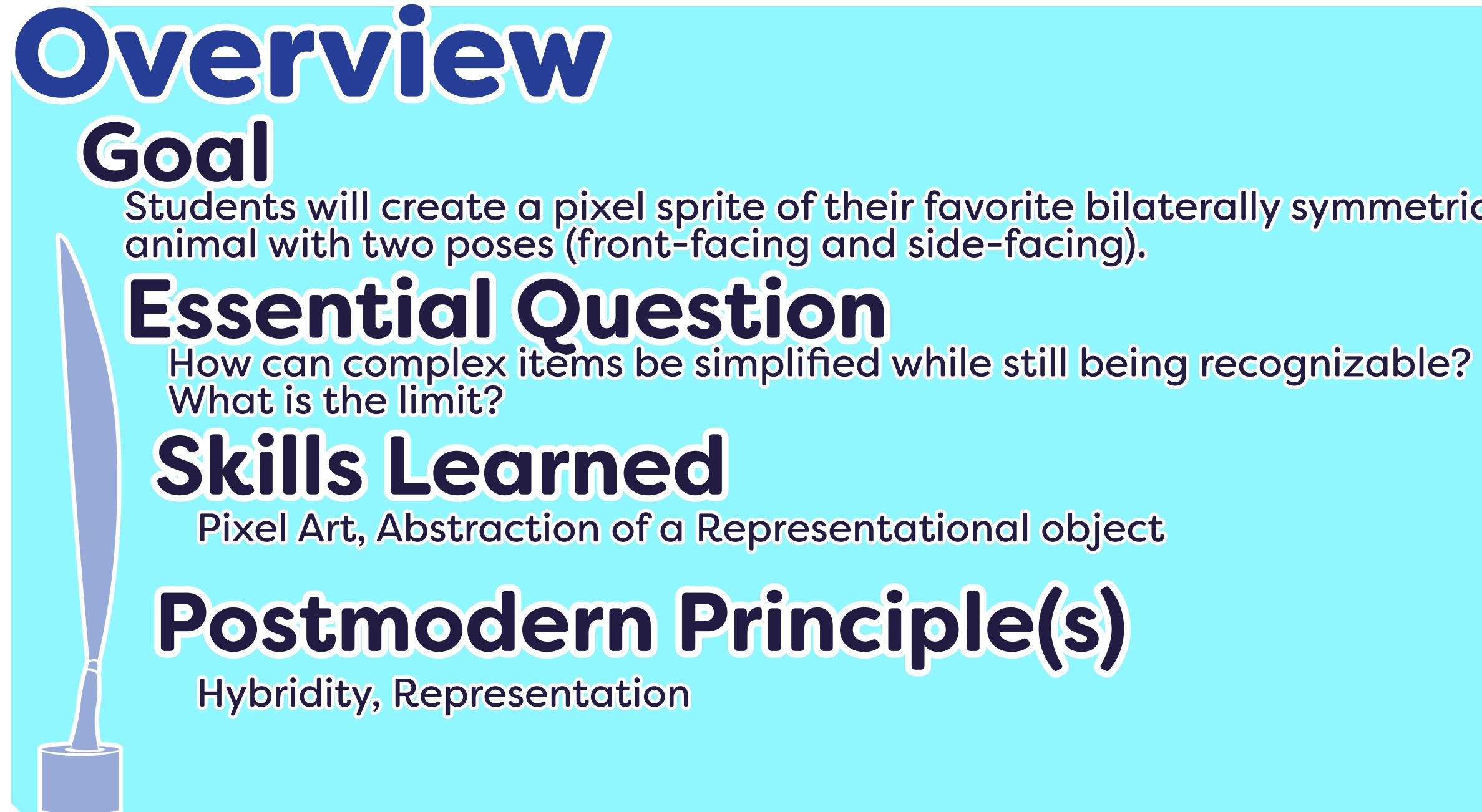
Super Mario Bros.





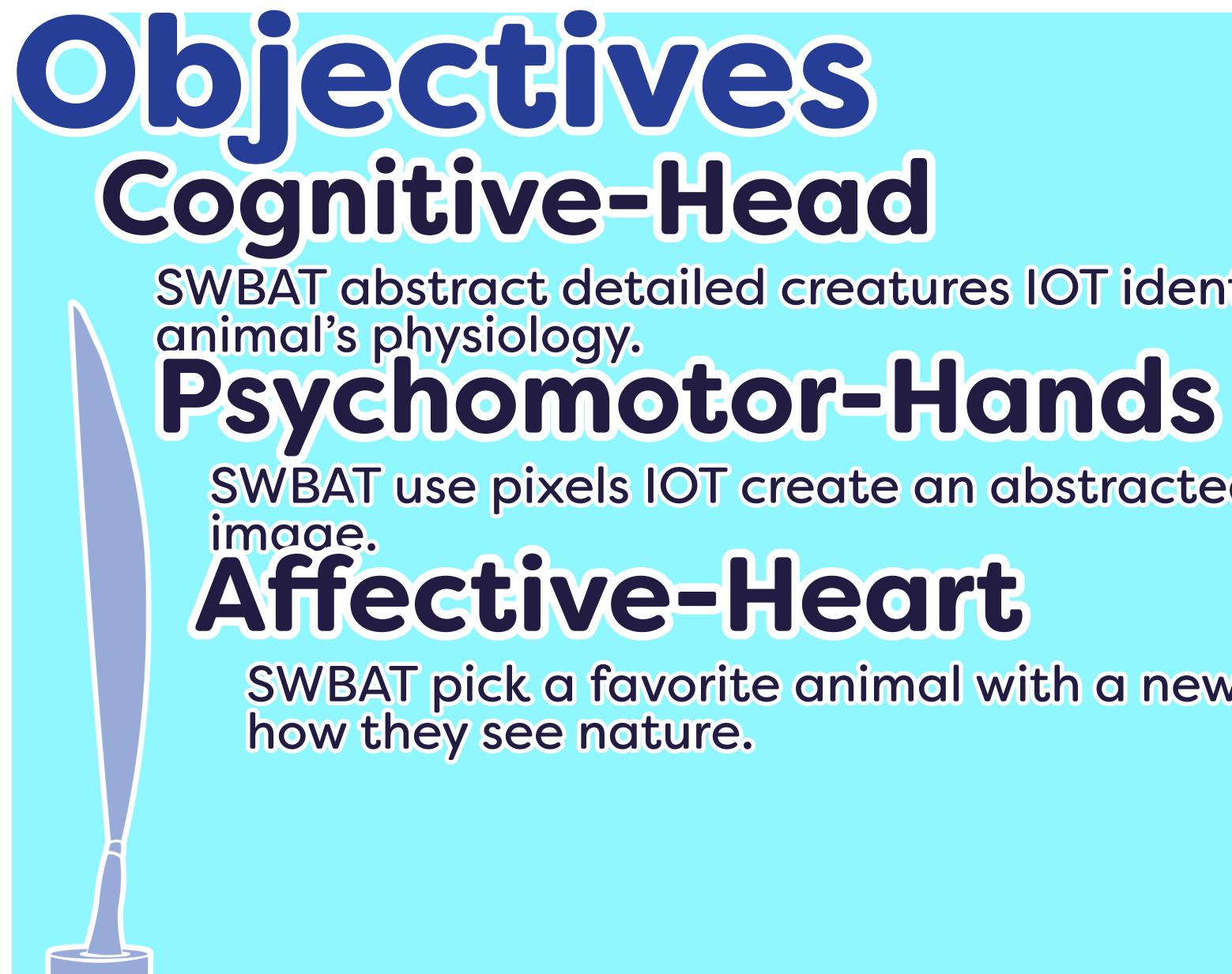






Students will create a pixel sprite of their favorite bilaterally symmetrical animal with two poses (front-facing and side-facing).





SWBAT abstract detailed creatures IOT identify the core elements of an

SWBAT use pixels IOT create an abstracted but representational

SWBAT pick a favorite animal with a new criteria IOT recontextualize





Above Listed Images Technology able to run PixilArt

PixilArt

Encyclopedias





Connections Art History

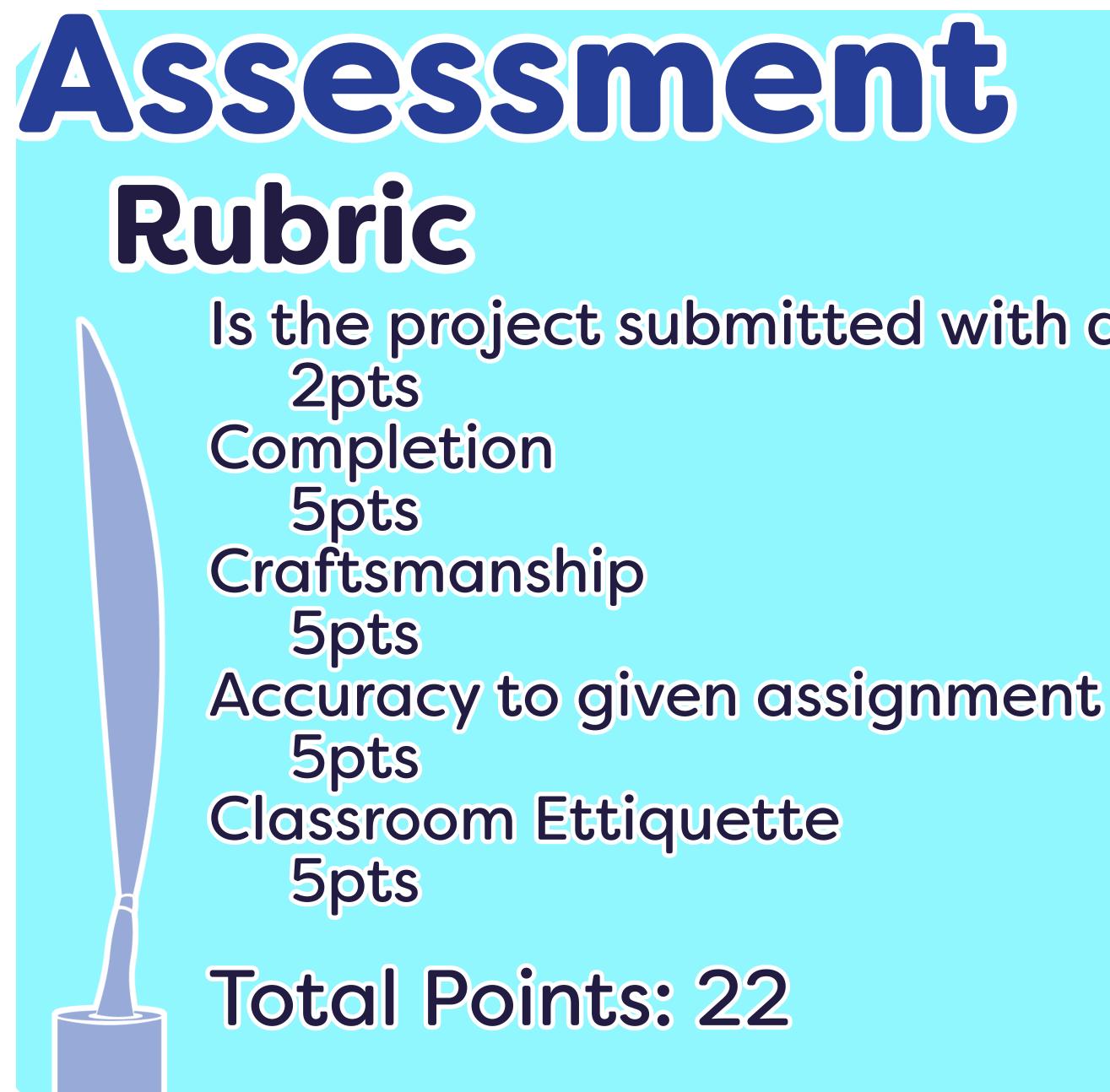
Inter-Disciplinary STEM

Students will be taught about Bilateral Symmetry. This is the existence of symmetrical animals, like humans, in nature. Students will be asked to pick a bilaterally symmetrical animal for their project.



Students will learn about the history of pixel art in Video Games and why early video games had that kind of limitation on their art. Students will be shown Pong, one of the earliest video games, and the development of graphics through milestone games such as Super Mario Bros., Battlezone, Sonic the Hedgehog, and Among Us VR.





Is the project submitted with a name to Google Drive?





Adios, Abstraction! Lesson 6 4 Weeks

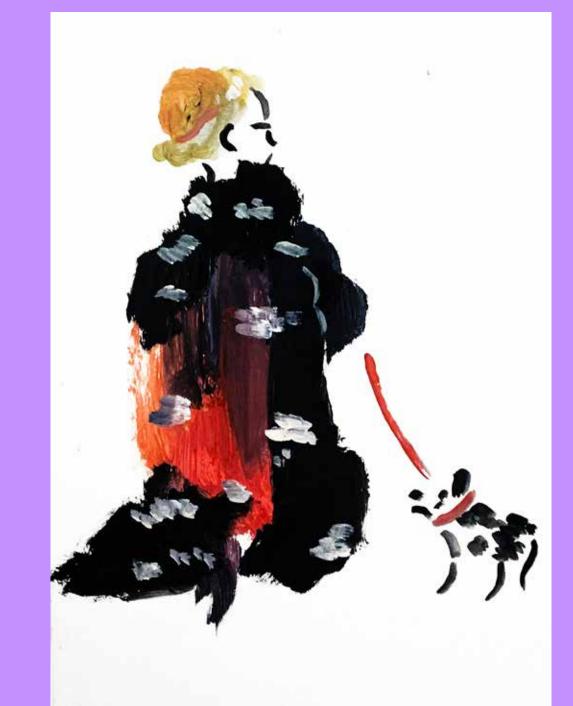






Xiaoli, Zhao.

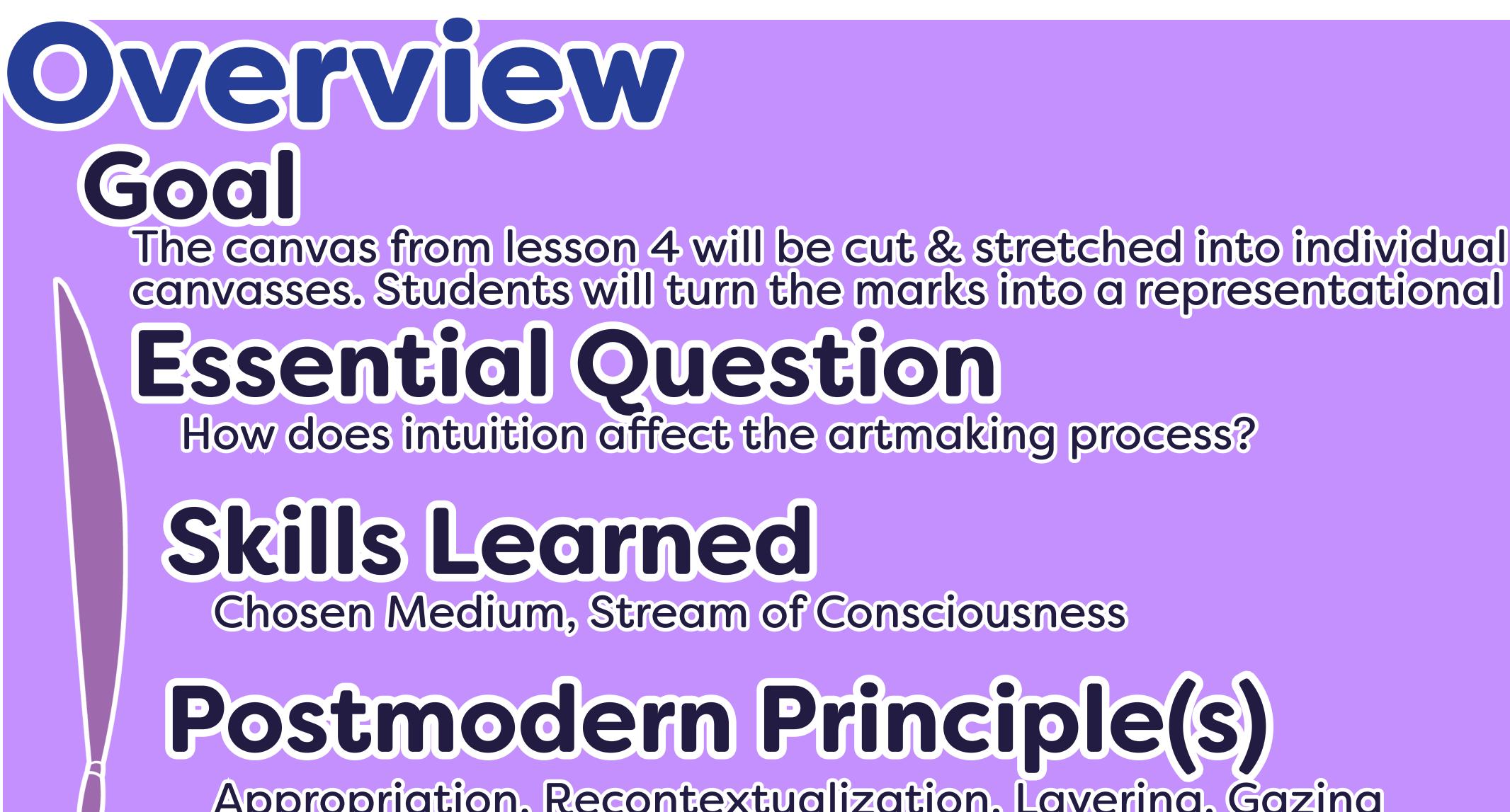




Runyan, Terry. 2021.

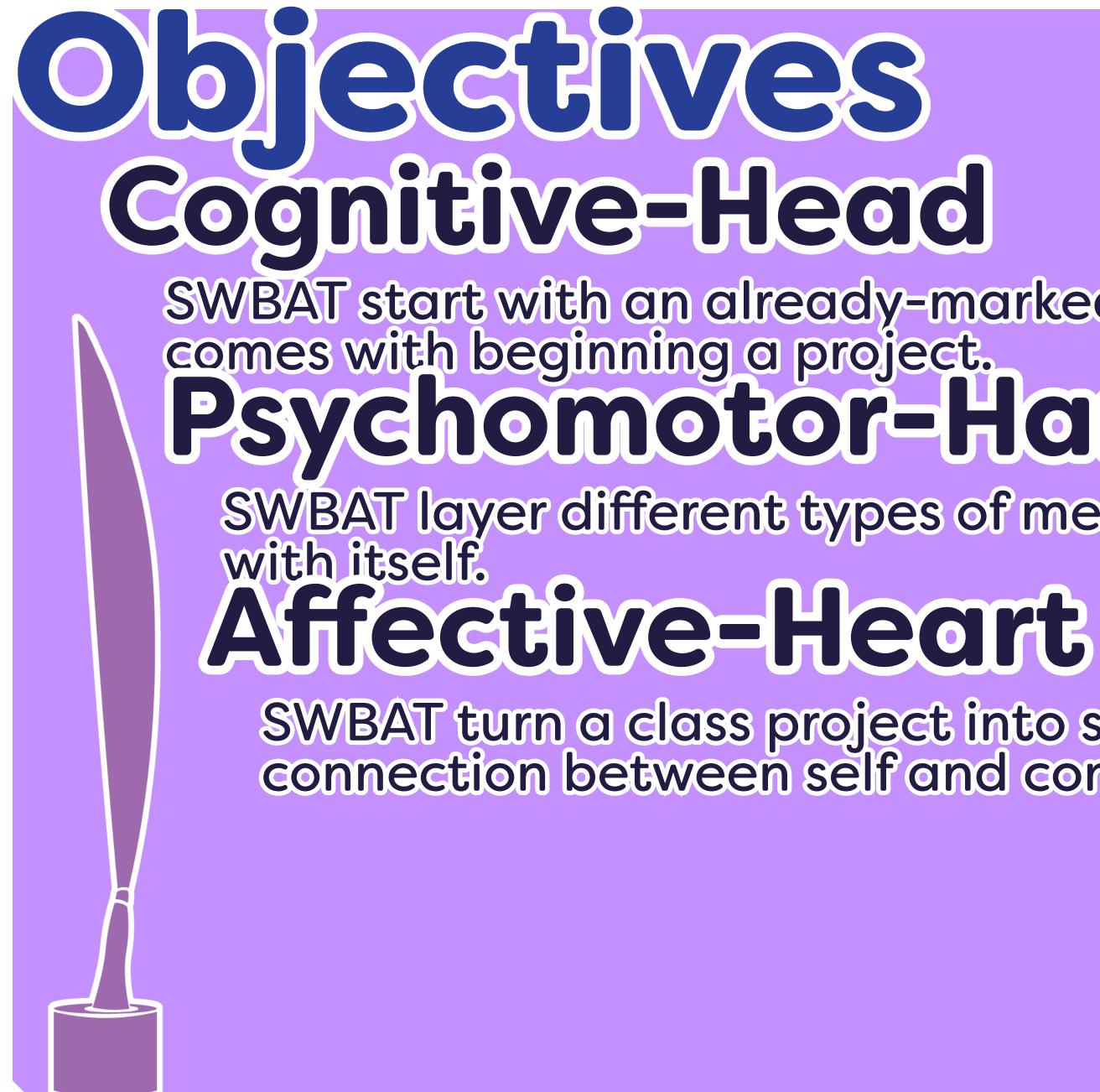
Staniz, Michael. *Woman with Dog.* 2019.





canvasses. Students will turn the marks into a representational image.

Appropriation, Recontextualization, Layering, Gazing



SWBAT start with an already-marked canvas IOT quell the stress that comes with beginning a project. **Psychomotor-Hands**

SWBAT layer different types of media IOT see how wet media interacts

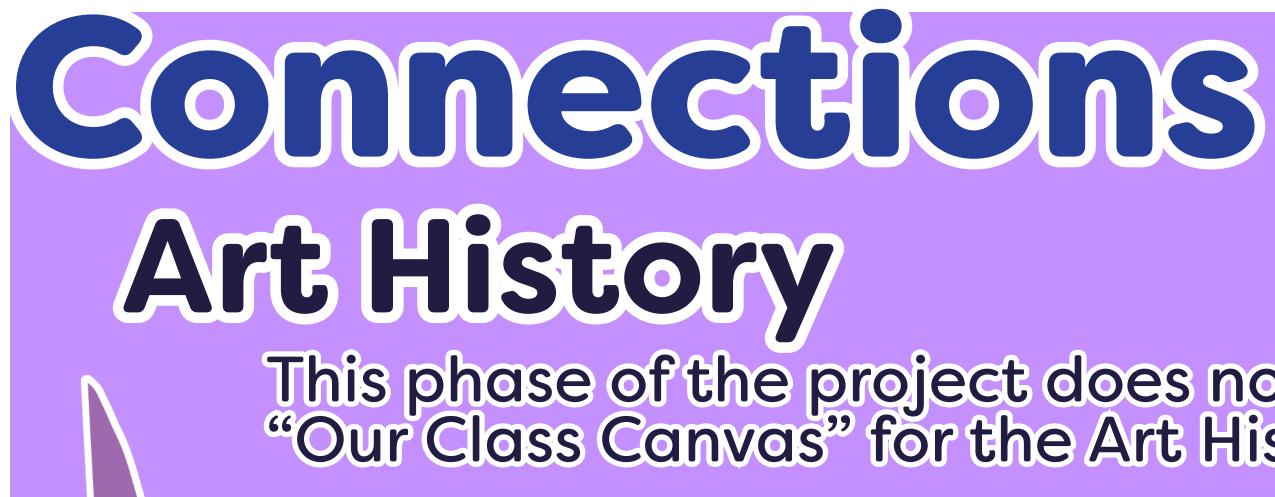
SWBAT turn a class project into something of their own IOT see the connection between self and community art.







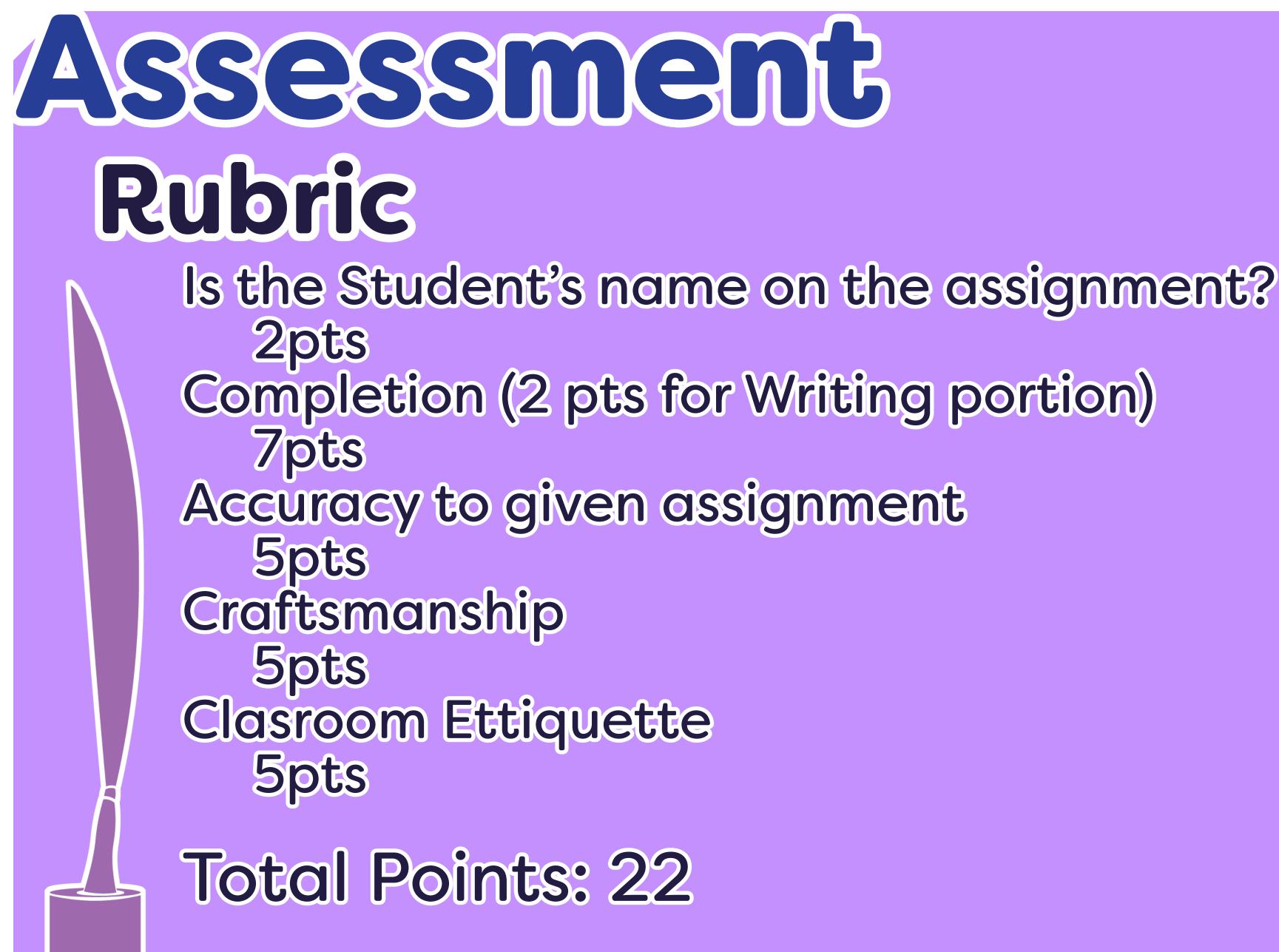




Inter-Disciplinary | ELA Students will be asked to participate in a Stream of Consciousness writing exercise. For 5 minutes, students will have to write without stopping, erasing, or changing what they write. There is no need for a cohesive story or correct syntax, only the act of writing is required.

This phase of the project does not have an Art History connection. See "Our Class Canvas" for the Art History connection.









Bibliography https://www.braitmanstudio.com/blog/artists-to-know/ artists-to-know-andy-warhol

https://www.braitmanstudio.com/blog/artists-to-know/ artists-to-know-andy-warhol https://www.warhol.org/ https://www.accessgambia.com/information/kumpomask.html https://www.youtube.com/watch?v=Kw5ggqN4DnE https://japingkaaboriginalart.com/articles/aboriginaldot-painting/ https://papunyatula.com.au/ https://www.britannica.com/biography/Georges-Seurat http://www.xubing.com/en/work/ details/595?year=2020&type=year https://www.metmuseum.org/art/collection/ search/73325#:~:text=In%20the%20early%20 1990s%2C%20Xu,structures%20that%20resemble%20 Chinese%20characters.



Bibliography

https://whitney.org/collection/works/1997 https://www.gamedesigning.org/gaming/video-gamegraphics/ https://www.aps.org/publications/apsnews/200810/ physicshistory.cfm#:~:text=In%20October%20 1958%2C%20Physicist%20William.Brookhaven%20 National%20Laboratory%20open%20house.

