



Approx. Time

8 art classes (40 minute classes)

Date

Grade

5th

Class

All 5th Grade Classes

Standards

1.1 The Creative Process: All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in visual art.

1.2: History of the Arts and Culture: All students will understand the role, development, and influence of the arts throughout history and across cultures.

1.3 Performance: All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing, and/or presenting works of art in visual art.

1.4 Aesthetic Responses & Critique Methodologies: All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in visual art.

Benchmarks

1.1.5.D.1 Identify elements of art and principles of design that are evident in everyday life.

1.2.5.A.1 Recognize works of visual art as a reflection of societal values and beliefs.

1.3.5.D.1 Work individually and collaboratively to create two- and three-dimensional works of art that make cohesive visual statements and that employ the elements of art and principles of design.

1.3.5.D.5 Collaborate in the creation of works of art using multiple art media and art mediums, and present the completed works in exhibition areas inside and outside the classroom.

1.4.5.A.3 Demonstrate how art communicates ideas about personal and social values and is inspired by an individual's imagination and frame of reference (e.g., personal, social, political, historical context).

Technology

computer

iPad

tv or projector

Software

iTunes

iphone/ipod/ipad

Web Resources

iTunes

Elements Of Art

Line

Shape

Color

Contrast

Principles Of Design

Balance

Proportion

Contrast

Emphasis

Character Education

Responsibility

Cooperation

Respect

National Educational Technology Standards For Students

1. Creativity and Innovation- Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

1a. apply existing knowledge to generate new ideas, products, or processes.

1b. create original works as a means of personal or group expression.

2. Communication and Collaboration - Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.

Inclusion / ESL / ESE Strategies

Demonstrations

Explain Key Concepts

Pairs and Threes

Peer Buddy

Pictures

Math Testing Skills

Combines and Changes Shapes

Measurement

Describes, Draws, Identifies & Analyzes 2- and 3-D shapes

Comm Testing Skills

Organizes Resources

Synthesize Information And Draw Conclusions

Writing - Drafts & Revises

Connections

Technology

Mathematics

Language Arts

Essential / Guiding Question

What is an app? Why do so many people buy them? If you were an app inventor, what app do you think you could invent that would fill a need, solve problems, assist or entertain people? What would you call it? How would you describe the features of your app. How much you would sell it for and why?

Objectives

Students will collaborate in groups to design apps that will either make life easier and/or more enjoyable for people. They will create a description and design an icon inspired by the apps sold in the iTunes Store.

Materials

White paper

Markers

Resources

iTunes App Store

Pencils
Erasers

Preparation

Cut paper to size (square)

Vocabulary

21st Century Skills
Apps
Advertising
Invention
Digital Media/Art
Elements/Principles of Art
Logo
Creativity and Innovation
Critical Thinking and Problem Solving
Communication and Collaboration

Procedure

Begin conversations about apps, asking essential questions listed above.

Use the "Boss Box" so that students can choose numbers that will decide who their teammates will be. After numbers are drawn from the box, announce that numbers 1,2,3 will be one group 2,3,4 will be another, and so on.

Explain that teammates are going to pretend to be a company of employees who are app developers. Each team must develop a series together and then work on individual apps within the series as well.

Group work and planning will be presented in writing on work sheets.

Independent work will be written on a final work sheet and each student will create his/her own icon artwork.

Students will first decide whether their app will solve a problem, fill a need in the world, help others, provide entertainment, etc. They must decide on the app series name and individual app names as well.

Students will brainstorm possibilities for their icons/logos (first creating thumbnail sketches of ideas).

Students will consider elements and principles of design with the emphasis being on the simplicity of a logo design.

Students will present their apps to their classmates and classmates will provide feedback.

Some students will have the opportunity to connect with a real app developer named James Alliban in a Skype Video Conference. James Alliban invented these apps: Konstruct, Composite, Fracture and more. We used some of his apps last year to create digital art. James has agreed to video chat with us so that students can ask him what it is like to be an app developer, what it takes to make an idea into a reality, and more. See our Skype chat here <http://vimeo.com/32999264>

Read about this lesson in our B.A. Art Blog here <http://bit.ly/rsi4bu> and here <http://bit.ly/nDV1Nr>

App icons will be displayed as a large iPad at our district art gallery. Icons will be uploaded to Artsonia galleries and app descriptions will be posted underneath the icons so that viewers will be able to learn all about the purpose of the apps.

"Look Fors":

Career/21st Century Learning: (Collaboration, Communication, Critical Thinking and Problem Solving, Creativity and Innovation)

Character Education: Cooperation, Responsibility, Respecting Others

Assessment

Listening to conversations
Monitoring creative choices
Watching for the ability to follow directions
Observing for the application of demonstrated practices
Monitoring teamwork
Reviewing written work sheets
Evaluating completed works of art using predetermined rubrics and scales that were shared with students beforehand.

Look Fors:

Career/21st Century Learning: (Collaboration, Communication, Critical Thinking and Problem Solving, Creativity and Innovation)

Character Education: Cooperation, Responsibility, Respecting Others

Cross-Curricular- Literacy and Writing, Science(inventing), Technology, Math(Pricing apps to sell)

Illustrations

