WATERCOLORED KODIAK

Developed by Carrie Pigage and Summer Christiansen
Sum'Arts for Kids, 2018
Grade Level: 5th-8th Grade

Timeframe: 5 days, 90 minutes per day

Summary: This class will introduce young artists to color theory, watercolor as an art form, and specific watercolor techniques. Students will use various materials to learn different techniques. Students will view works of art in the landscape and seascape forms, and develop and create their own Kodiak landscape or seascape.

Visual Arts: Anchor Standard #2 - Organize and develop artistic work
VA:CR2a-6 Demonstrate openness in trying new ideas, materials, methods, and approaches in making works of art and design.
VA:CR2a-7 Demonstrate persistence in developing skills with various materials, methods, and approaches in creating works of art or design.
VA:CR2c-7 Apply visual organizational strategies to design and produce a work of art, design, or media that clearly communicates information or ideas.

Social Studies - KIBSD 6th & 7th Grade Essential Learnings
Use and make maps and geographic tools to determine and report information.
Understand the physical characteristics of a place/region.
Understand the cultural characteristics of a place/region.

Vocabulary:
Primary Colors: any of a group of colors from which all other colors can be obtained by mixing.
Secondary Colors: a color resulting from the mixing of two primary colors.
Complementary Colors: colors directly opposite each other in the color spectrum, such as red and green or blue and orange, that when combined in the right proportions, produce white light.
Analogous Colors: are groups of three colors that are next to each other on the color wheel, sharing a common color, with one being the dominant color, which tends to be a primary or secondary color, and a tertiary. Red, orange, and red-orange are examples

Elements of Art: See attachment

Principles of Art: See attachment
Materials
Watercolor paper
Watercolor paints
Muffin tins for paint palettes/ or plastic paint palettes
Cups for water
Pencils
Paintbrushes of varying sizes
Computer and screen for sharing images
Sharpies of varying sizes and color
Color Wheel
Painters tape/Frog tape
Rubbing alcohol with spray bottle
Table salt
Plastic wrap
Sponges

Day One
Introductions
Discuss Color Wheel and Color Theory
Begin Drawing & Labeling color wheel
Paint Color Wheel
Color Wheel: Discuss primary colors, secondary colors, complementary colors, analogous colors, tertiary colors, and value.
Ask students where they see landforms and bodies of water in their communities; discuss what land and seas areas appeal to them and why.

Day Two
Finish Color Wheel if needed
Begin taping off paper for a tips and tricks painting
Review color wheel and vocabulary terms
Discuss the Elements of art: line, shape, color, value, texture, form, and space - how are they organized or composed?
Discuss the Principles of Art and Design -balance, contrast, emphasis, movement, pattern, rhythm, unity/variety  (see attachments).
View works of art representing land and seascapes and discuss perspective, horizon lines, geographic elements within the work as well as the elements of art and the principles of art and design.
Day 3
Begin Kodiak inspired drawings, go outside for inspiration if weather permits

**Discuss composition:** the art of organizing elements of artwork into a harmonious and pleasing whole. The consideration of how objects are placed in a design or work of art. (See attachment)

Day 4
Begin Painting Kodiak inspired work of art

Day 5
Finish Individual Watercolor Painting
Students share their art work and discuss their choices within it.
**VOCABULARY**

**ELEMENTS OF ART:** The visual components of color, form, line, shape, space, texture, and value.

<table>
<thead>
<tr>
<th>Line</th>
<th>An element of art defined by a point moving in space. Line may be two- or three-dimensional, descriptive, implied, or abstract.</th>
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</thead>
<tbody>
<tr>
<td>Shape</td>
<td>An element of art that is two-dimensional, flat, or limited to height and width.</td>
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<tr>
<td>Form</td>
<td>An element of art that is three-dimensional and encloses volume; includes height, width AND depth (as in a cube, a sphere, a pyramid, or a cylinder). Form may also be free flowing.</td>
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<tr>
<td>Value</td>
<td>The lightness or darkness of tones or colors. White is the lightest value; black is the darkest. The value halfway between these extremes is called middle gray.</td>
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<tr>
<td>Space</td>
<td>An element of art by which positive and negative areas are defined or a sense of depth achieved in a work of art.</td>
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| Color      | An element of art made up of three properties: hue, value, and intensity.  
  - Hue: name of color  
  - Value: hue’s lightness and darkness (a color’s value changes when white or black is added)  
  - Intensity: quality of brightness and purity (high intensity= color is strong and bright; low intensity= color is faint and dull) |
| Texture    | An element of art that refers to the way things feel, or look as if they might feel if touched.                           |
PRINCIPLES OF ART: Balance, emphasis, movement, proportion, rhythm, unity, and variety; the means an artist uses to organize elements within a work of art.

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
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<tbody>
<tr>
<td>Rhythm</td>
<td>A principle of design that indicates movement, created by the careful placement of repeated elements in a work of art to cause a visual tempo or beat.</td>
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<tr>
<td>Balance</td>
<td>A way of combining elements to add a feeling of equilibrium or stability to a work of art. Major types are symmetrical and asymmetrical.</td>
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<td>Emphasis (contrast)</td>
<td>A way of combining elements to stress the differences between those elements.</td>
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<tr>
<td>Proportion</td>
<td>A principle of design that refers to the relationship of certain elements to the whole and to each other.</td>
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<tr>
<td>Gradation</td>
<td>A way of combining elements by using a series of gradual changes in those elements. (large shapes to small shapes, dark hue to light hue, etc)</td>
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<tr>
<td>Harmony</td>
<td>A way of combining similar elements in an artwork to accent their similarities (achieved through use of repetitions and subtle gradual changes)</td>
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<tr>
<td>Variety</td>
<td>A principle of design concerned with diversity or contrast. Variety is achieved by using different shapes, sizes, and/or colors in a work of art.</td>
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<tr>
<td>Movement</td>
<td>A principle of design used to create the look and feeling of action and to guide the viewer's eye throughout the work of art.</td>
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**COMPOSITION**
The art of organizing elements of artwork into a harmonious and pleasing whole. The consideration of how objects are placed in a design or work of art.

Tips for creating good composition:

1. **Overlap**
   - Place objects slightly over one another. This will get the eye to move from one element to another. Objects should not be touching each other by edges ("no kissing allowed!"). Avoid isolation. Build a relationship between objects.

2. **Crop**
   - Consider having objects go off the edge of the page. This gets the viewer in and out of the picture. Avoid floating objects within the edges of the page.

3. **Rotate:**
   - Consider placing objects at an angle. Things that are tilted create a more dynamic composition. Artwork with objects that are perfectly lined up with the edge can be boring.

4. **Focal Point**
   - Create an area of importance. Give the viewer something to focus on. One way to achieve this is through size variation. Try not to have all elements the same size. Another way to create focus is through color dominance.

5. **Off-Centering**
   - Avoid placing objects directly in the center of the page. Think about placing objects slightly to one side. This will create a more interesting composition. Try to keep elements balanced as you do this. For example, one large object could be balanced by 3 smaller ones. (Note: this does not mean that a symmetrical design cannot be successful.)