



ART Elements Scope and Sequence

GOAL: Students will be able to identify, describe and apply the following elements of Art at the appropriate grade level.

Element	Kindergarten	First	Second	Third	Fourth	Fifth	Sixth - Eighth
Line is a mark with greater length than width. Lines can be horizontal, vertical or diagonal, straight or curved, thick or thin.	Introduction to different types of lines	Introduction to lines to create shapes	Introduction to lines to create movement and direction	Guided practice utilizing different types of lines	Guided practice utilizing lines to enhance the student's compositions	Introduction to lines to create value	Introduction to lines to express quality of an object Independently applying effective use of lines within a composition
Shape is a closed line. Shapes can be geometric, such as squares and circles; or organic, such as free formed shapes or natural shapes. Shapes are flat and can express length and width.	Introduction to geometric shapes	Introduction to objects as combinations of shapes	Introduction to geometric and organic shapes in the environment	Guided practice to better understand and incorporate the element of shape in compositions	Introduction to positive and negative shapes	Guided practice with 2D shapes vs. 3D forms	Independently applying geometric, organic and freeform shapes in a composition
Color is light reflected off objects. There are three properties of color: hue or its name value, and intensity.	Introduction to color names	Introduction to primary colors to mix secondary colors	Introduction to warm and cool colors	Guided practice with color mixing	Introduction to tertiary colors	Introduction to color theory: color groupings, value, tints and shades	Guided practice with basic color mixing Introduction to realistic, expressive, and monochromatic colors
Space is the area between and around objects. The space around objects is often called negative space; negative space	Introduction to near as large and far as small	Introduction to overlapping shapes to enhance near and far	Introduction to horizon line, foreground, middleground and background	Guided practice with the horizon line, overlapping and size to create space	Introduction to one point perspective.	Independently applying illusion of space through linear perspective, foreground, middle	Independently applying concepts to create depth proportion: distinguishing between positive (mass) and negative (void)

has shape. Space can also refer to the feeling of depth. Space can be two-dimensional, three-dimensional, negative and/or positive.						ground and background	space, size relationship and overlapping of objects
Texture is the surface quality that can be seen and felt. Textures can be rough or smooth, soft or hard. Textures do not always feel the way they look; for example, a drawing of a porcupine may look prickly, but if you touch the drawing, the paper is still smooth.	Introduction to natural and manmade textures	Introduction to texture as visual as well as tactile	Introduction to texture being simulated in a variety of media	Guided practice with texture (simulated and actual)	Guided practice using value to create simulated texture.	Independently applying actual vs. applied texture	Introduction to using texture as a tool on a variety of media
Value , or tone, refers to the use of light and dark, shade and highlight, in an artwork. Value is directly related to contrast.	N/A	N/A	Introduction to light and dark in colors.	Introduction to value.	Guided practice with value.	Independently applying value Introduction to techniques to create ranges of value	Introduction to shading to create illusion of depth and volume
Forms are three-dimensional shapes, expressing length, width, and depth. Spheres, cylinders, cubes and pyramids are forms. They can be viewed from many sides.	N/A	N/A	Introduction to three-dimensional shapes.	Continued introduction to the element of form.	Guided practice with form.	Introduction to creating the illusion of form on a 2D surface Guided practice with the creation of 3D forms	Guided practice in creating the illusion of form on a 2D surface Independently creating a 3D form