Art & Croffs

Art Education Primary









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«Art & Crafts 3» is a collective educational project designed and created whitin the educational department of Ediciones Sandoval, for students of THIRD GRADE (Primary Education).

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TECHNICAL INFORMATION OF THIS BOOK

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FIRST EDITION



First term

UNIT		ODERATIONAL DESIGNS	ODSEDVING ADT	EVENESCION AND CREATION	ACQUIRED
UNIT		OPERATIONAL DESIGNS	OBSERVING ART	EXPRESSION AND CREATION	SKILLS (*
		1. THE AGE OF MATERIALS	Analysis of origin and characteristics of some materials.	Finish a drawing using different techniques.	
VEL		2. ROMAN MOSAIC	Description of mosaic technique and use in Ancient Rome.	Complete a mosaic using a colour code.	
E TRAVE		3. ROSE WINDOWS	Analysis of decorative and light elements.	Make a rose window painting on glass.	
TIME		4. GAMES OF YESTERDAY AND TODAY	Identification of today's games in Brvueghels' work.	Use of tone range to add volume and colour.	
		5. THE ZOETROPE	Origin and characteristics of the zoetrope, a creator of motion illusion.	Create a zoetrope and experiment the illusion of motion.	
		6. WALK ALONG THE STREETS	Interpreting symbols on a map.	Create a sport symbol based on the Rio Games 2016.	
TOURS		7. THE SPORTS ARENA	Analysis of an architectural work, its shape and materials.	Create an original drawing to design a Sports Arena.	
AN TO		8. STRAIGHT LINES	Recognition of directions of straight lines: horizontal, vertical and diagonal.	Drawing different types of lines, with a rule or freehand.	
URB		9. CURVED LINES	Analysis of curved, wiggly and spiral lines in the modern sculpture.	Create a sculpture following Pistoletto's model.	
		10. CAR VIEWS	Analysis of shape transformation according to the point of view.	Build a three-dimensional car with different points of view.	

Second term

	UNIT		OPERATIONAL DESIGNS		OBSERVING ART		EXPRESSION AND CREATION	ACC SKI
3			11. THE LITTLE PRINCE		Interpreting a passage from The Little Prince book.		Create a free,original drawing perfor- ming the previous passage.	
			12. THE ORRERY		Identification of the light source in Joseph Wright's work.		Finishing the Mars´ cycle phases adding shadows.	•
	ACE		13. COLOURED PLANETS		Analysis of the primary colours and secondary colours production.		Experimenting with colour mixtures.	•
	IN SPA		14. PLANETARY LANDSCAPES		Description of sponge technique and its effects.		Create an alien landscape using the sponge technique.	•
			15. WARM AND COLD WORLDS		Identification of warm or cold sensations through the use of colours.		Painting with warm and cold colours.	
			16. ALIEN PUPPET	\int	Description of the process to create a puppet with moving arms.	\int	Build your own puppet.	
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4			17. WATERCOLOURS	U	Description of how to use watercolours to create effects.	U	Experimenting with the watercolour technique and effects.	
	WORLD		18. A FLOWER CHAT		Identification of gestures to create a story.		Make a cartoon.	
	RAL W		19 . I LIKE VAN GOGH		Analysis of two paintings by Vincent Van Gogh.		Constructing sunflowers with bottles of water.	
	NATUR		20 . TREES ARE GROWING UP		Reflection on the proportional growth of the trees.		Complete a drawing of a forest.	
			21 . BITS AND PIECES	<u> </u>	Description of the patchwork technique and its use.	N	Create a patchwork with your friends.	

Third term

	UNIT		OPERATIONAL DESIGNS		OBSERVING ART		EXPRESSION AND CREATION
`		<i>,</i>					
5	S		22. TEMPERATURE AND COLOUR		Identification of changes in nature caused by temperature.	\int	Invert colours in a landscape to change temperature sensation.
	OTHER		23. AFRICAN MASKS		Recognition of symmetry in African masks.		Applying vertical and horizontal symmetry in masks.
			24. BOLIVIAN BASKETS		Observation of geometrical elements in wickerwork.		Create border patterns and use them to create a basket.
	Ū		25. FLYING CARPS		Recognition of Children Day in Japan and its symbols.	\int	Building your own three-dimensional Koinobori.
6			26. COLOURFUL FISH		Recognizing primary and secondary colours.		Painting fish with watercolour paints.
	ш L		27. COW PARADE		Recognizing the relationship between the figure and the background.		Create a background and a figure of a cow.
	WILDLIFE RELIEF		28. TACTILE AND VISUAL TEXTURES		Analysis of sensations created by tactile and visual textures.		Finish a collage to imitate the texture of an insect.
	MIL. R		29. COLOURED PENCILS		Use of coloured pencils to get volume effects.		Experiment with the different techniques.
			30. ROUSSEAU'S DREAMS	\mathcal{N}	Identification of elements in Rousseau's work.	\int	Create and animation where shape fades on the background
7			REVISION (1)		Reviewing primary and cold colours.		Solve a silhouette joining primary colours and cold colours.
			REVISION (2)		Reviewing different art techniques.		Solve a puzzle about art techniques.
	ISION		REVISION (3)		Using different types of lines.		Finish a drawing according to written indications.
			REVISION (4)		Reviewing perspective of an object.		Identify the correct view of a sandcastle.
	RE		REVISION (5)		Reviewing the art works analysed during the year.		Solve a quiz about the previous art works.
			REVISION (6)		Analysis of an image to solve a crossword.		Solve a crossword about art techniques and concepts.
			REVISION (7)		Development of synthesis skills.	\int	Create compositions using geometrical pieces.

How to use this book

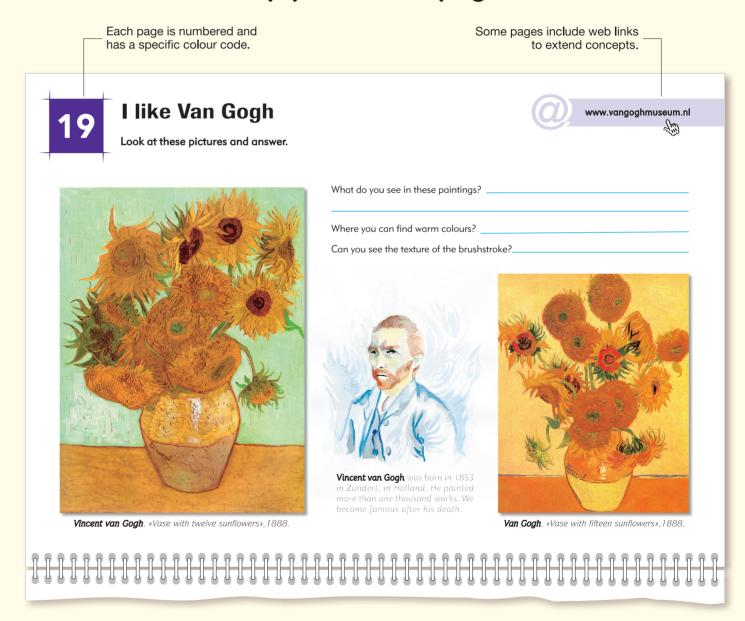
This book is designed with each page divided into two parts:

- In the **upper part**, you will find **THEORETICAL CONCEPTS** used to observe, analyse, and assess the images. Additionally, there are specific questions to be answered and related problems to be solved.

INDEX



Top part of the page



- The **lower part** of the page is reserved for you to complete **PRACTICAL ACTIVITIES** that will be done with the help of different art materials: pencils, felt-tip pens, wax crayons, tempera paint, plasticine, and scissors amongst others.

ICONS

fine felt-tip maxi felt-tip thick felt-tip pen 2B coloured hard wax pencil pencils crayons watercolours fine tempera paints paintbrush glue stick glass white paint glue punch plasticine

Lower part of the sheet

