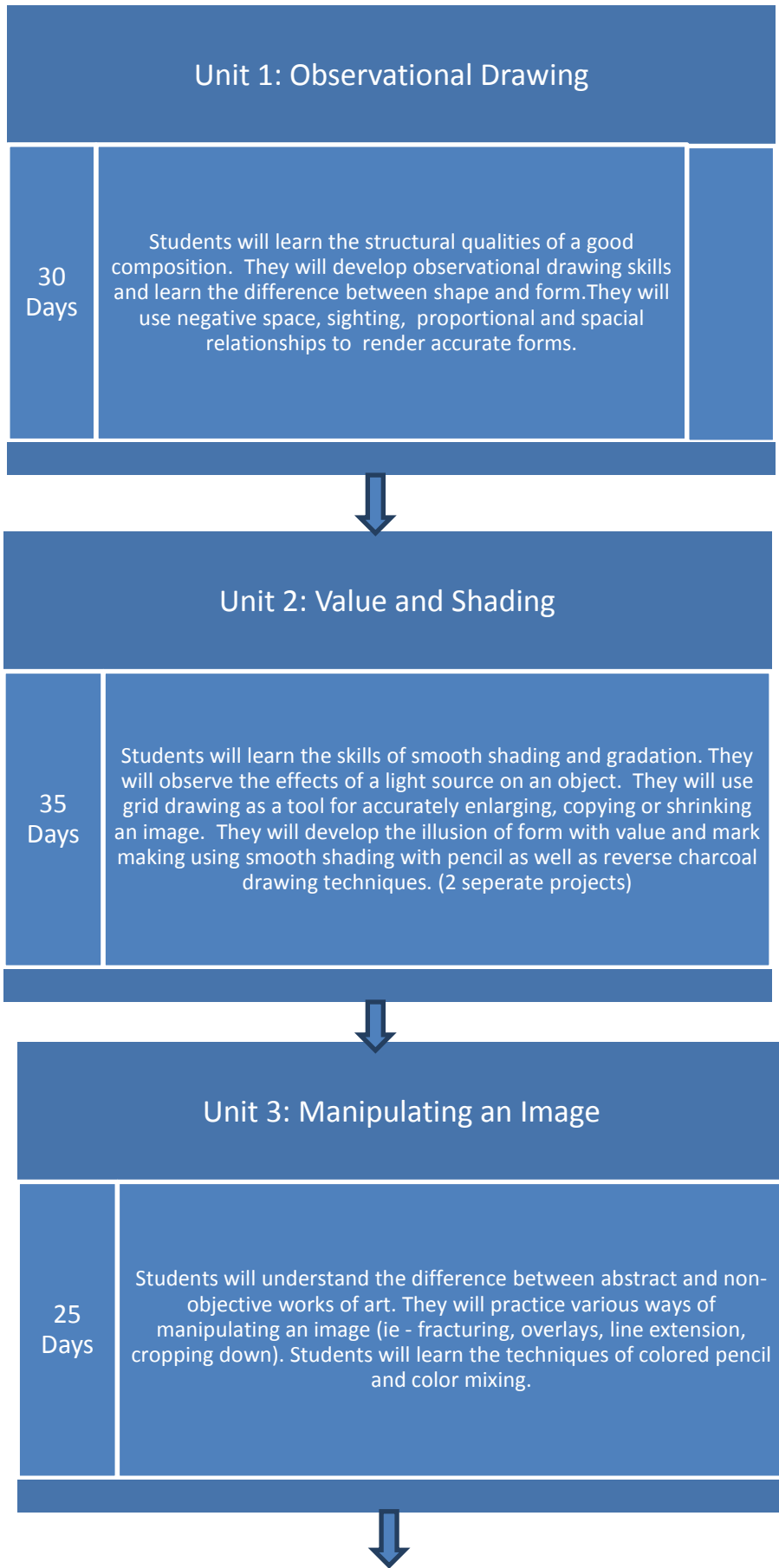




Reavis High School
Curriculum Snapshot/Cover Page for Drawing



Unit 4: Visual Texture

18
Days

Students will learn the difference between visual and tactile texture.

Students will learn various techniques for creating visual texture through assessing line quality (length, movement, density, etc.).

Students will complete a drawing of an animal using these techniques.



Unit 5: Photo Realism/Self-Portrait

25
Days

Students will learn the drawing genre of photorealism and know historical examples of such work. Students will create a portrait of themselves using charcoal and shading techniques meant to enhance photorealistic qualities.



Unit 6: Reflections

15
Days

Students will observe reflective objects and analyze their qualities. Students will learn how color and light are affected by reflection and how to portray this in a drawing.

Students will learn oil pastel techniques and use them to create a drawing depicting reflective objects.



Unit 7: Figure Drawing

15
Days

Students will be able to understand body proportions using a relative unit of measurement.
Students will develop their ability to capture realistic poses through observing live models.



Unit 8: Final Exam Still Life (Choice Media)

12
Days

Students will create a work of art that demonstrates the skills and techniques learned throughout the semester: Visual texture, photo realism, reflective qualities and proportional accuracy.