CURRICULUM OVERVIEW Author: Ashley Freeland

ELEMENTARY CURRICULUM

This curriculum starts out by exploring emotions in a way that most students naturally understand from a young age: facial expressions. Then it moves into a subtler, but still figurative and expressive, form: body language. It concludes by challenging students to think more abstractly when considering the overall mood of an environment, installation, or movie set. Emotions are difficult to understand, and at times difficult to control. Yet, they are a natural and constant part of the human experience. Therefore, I believe that it is beneficial for students to be introduced to the concept of emotion early on so that they become more aware of their own emotions. To learn about emotion and mood, the students are exposed to a variety of artists and artworks. Questioning and class discussion encourages them to start forming their own ideas about art. Students then use the inspiration from the critical study to begin working on their own art. They have the chance to explore a variety of materials and techniques and the freedom to make creative choices with support and guidance.

SECONDARY CURRICULUM

This curriculum is designed for 6th grade students and aims to expose them to a wide variety of mediums, techniques, cultures, and concepts. All of the units (emotion, dreams, travel, and fashion) speak to the human experience, which makes them more relatable to the students. Throughout this curriculum, the themes are open enough that each student can connect in their own way and create personally meaningful artwork. Students are challenged to think critically, usually in groups. The strategy of discussing art in groups is employed in hopes of exposing them to the unique perspectives of their peers and building their confidence for forming their own ideas about art. After thorough class discussion of critical study, students begin working on their own art. They are given creative freedom to explore the media and make independent choices with support and guidance.

Elementary Curriculum

•	Kinde	rgarten	Primary	: 3 rd Grade	Intermediate: 5th Grade			
Title Description	Emotion Masks Students will analyze how e through facial features and he shapes of the features can describe Several activities will be use students engaged. An interestudents taking turns changing features on a big face to expense.	motions are expressed now subtle changes in the create different emotions. In the different emotions and for repetition and to keep active activity will involve the ling the removable facial plore various types of each include reading books to the wing images of artwork	Clay Characters Students will build upon the introduced to in Kindergarte students will design their or them of how the different facreate different emotions.	e emotion lesson they were en. During a review activity on emojis in order to remind cial features and shapes can This can be done simply with s. There will be 4-6 printed or for them to draw faces in reading 1-3 short stories a variety of body language	Emotional Environments To build upon the emotion of will be introduced to more a like the overall mood of a phow color and brushstrokes artwork. Activities for this unabout paintings and installativideo, exploring two websit	units in past grades, students abstract ideas about emotion, iece. Students will analyze affect the mood of an unit include class discussion tion pieces, watching a es, and a color activity. The Potter, and the two websites or activity involves altering		
	foam, stickers, feathers, pipe eyes, fuzzy pom poms, and double-sided masks of full far emotions. The emotions she happy or sad, like excited, a and so on. Books: Glad Monster Sad Anne Miranda The Way I Feel by	e cleaners, paper, googley glue, students will create aces that have different ould be more complex than fraid, confused, silly, proud,	artwork, and showing parts be at a higher reading leve relatable to the students. T	of a video. The stories could or not, but they should be he video is a behind the nation movie <i>ParaNorman</i> . It stand what 'in the round' ct, students will build upon s by creating in the round press a complex emotion nd body language.	class can offer suggestions as the instructor manipulates the image. Then, the class will discuss ho it changes the overall mood of the work. For the main project, students will build installation dioramas from shoeboxes and a variety of materials that create an emotional experience for the viewer. Websites: colormatters.com color.adobe.com/create/color-wheel/			
	Website: • http://www.emotio	, ,	 Koala Lou by Pai The Recess Que Ramona Quimby (Longer story) 		http://www.youtube.com/wa	atch?v=EzICoIKgAc0		
Practice	Studio Pract. 70% Multi-media mask-making	Crit/Hist Study 30% Shapes Emotions	Studio Pract. 70% In the round clay characters	Crit/Hist Study 30% Body language Emotions	Studio Pract. 70% Multi-media installation dioramas	Crit/Hist Study 30% Mood Emotions		

Objectives	Verbally ident variety of artwand masks, a one reason. Verbally described their answer with the with t	tify the emot vorks, includ nd support t cribe how diff create certai with at least ti-media, dou ng a different	ling paintings heir answer ferent shape in emotions one reason. uble-sided m	s, drawings, with at least es of the and support eask with each	 Verbally describe the body language of figures in the video, in the illustrations in the books, and in artwork by identifying at least two specific details of the pose. Identify the emotion the figure is expressing through body language supporting your answer with at least one reason. Create a clay, in the round, character that is at least three inches tall and expresses a complex emotion through facial expression and body language. Students will be able to: In writing, describe how color and create a specific mood in an artwork least one reason to support your Verbally explain how an installating feel and support your answer with thoughtful and logical reasons. Create a multi-media, installation at least three different materials specific emotion through the use and composition. 							artwork providing at your answer for each. allation piece makes you er with at least two ns. ation diorama that uses rials and evokes a use of color, texture,		
National Standards	 VA:Re8-K, a. matter and de VA:Cr1-K, a. play with mat 	escribing rele Engage in e	evant details	S.	by an imaVA:Cr2-3 using a vVA:Cr2-3 safe and	B, b. Determine rage. , a. Create persoariety of artistic proficient use of at for a variety of	onally satisfyir processes and an understal materials, too	ng artwork I materials. Inding of the Is, and	 VA:Re8-5, a. Interpret art by analyzing characteristics of form and structure, contextual information, subject matter, visual elements, and use of media to identify ideas and mood conveyed. VA:Re7-5, a. Compare one's own interpretation of a work of art with the interpretation of others. VA:Cr1-5, a. Combine ideas to generate an innovative idea for art-making. 					
Forms	2D	3[4D	2D	30		4D	2D		BD	4D		
Frames	Cultural	Subj.	Struct.	PMod	Cultural	Subj.	Struct.	PMod	Cultural	Subj.	Struct.	PMod		
Conceptual Framework	Artwork	Artist	Aud.	World	Artwork Artist Aud. World Artwork Artis						Aud.	World		
Key Artists	VernonJuniorCulturaMexica	, Vietnamese	n around the re masks, C	e world: hinese Opera asks, African	• Um • Baı	i de Saint Phalle berto Boccioni rry McGee ob Lawrence			 Edvard Munch Vincent van Gogh Sandy Skoglund Jee Young Lee 					
Key Artworks	Roy LicVariety masks,		G <i>irl in Mirror</i> , nasks: Mexic pera Masks,		Gra • Um in S	k Title, Year i de Saint Phalle aces) berto Boccioni, Space cob Lawrence, T	Unique Forms	of Continuity	Artist, Artwork Title, Year					

Key Critical Questions (Discourse)	girl is feeling? How can you tell t emotion? What shape is the What shapes do tl What emotional exmaking?	ne eyebrows make? kpression is this mask pes or details in the mask	though they don't tell what emotion the emotion, and Does this sculpture What does the book the figure? Describe the emo	rom these sculptures? Even have facial features, can you they are feeling? What is how do you know? re remind you of anything? ody language tell you about stions of the figures in this pout their body language tells	why? Compare and contrast the colors and the brushstrokes in the painting with the first painting. How do the differences in this painting change the overall mood of the piece? Why do you think the artist chose to make the cats bright green? How would the mood of the installation change if the cats were grey? What does this installation remind you of? What is it made of? Why do you think fans are important to this artist? Discipline (Syntax)			
Language Modes Language Functions	Multi-media, mask Academic Transform, shapes, express Read Write Identify, describe	ion, emotion Listen Speak	In the round, sculpture, cera subtractive techniques, can glaze Academic Body language, pose, facial Read Write Analyze, compare/contrast,	ving, slip and score, kiln, I expression, emotion Listen Speak	Color, mood, composition, installation art, diorama, multi-media Academic Evoke, emotion, transform Read Write Listen Speak Analyze, compare/contrast, describe, interpret			
Assessments	Formative The student verbally identified the emotions in the artworks correctly and supported their answer with at least one reason. The student verbally described how different shapes of the features create certain emotions and supported their answer with at least one reason.	Summative The student created a multi-media, double-sided mask with each side conveying a different complex emotion, not simply happy or sad.	Formative The student verbally described the body language of figures in sculptures and paintings by identifying at least two specific details of the pose. The student identified the emotion the figure is expressing through body language and supported their answer with at least one reason.	Summative The student created a clay, in the round, character that is at least three inches tall and expresses a complex emotion through facial expression and body language.	In writing, the student described how color and brushstrokes create a specific mood in an artwork providing at least one reason to support their answer for each. The student verbally explained how an installation piece made them feel and supported their answer with at least two	Summative The student created a multi-media, installation diorama that uses at least three different materials and evokes a specific emotion through the use of color, texture, and composition.		

			thoughtful and logical reasons.
Common Co State Standa	OCC.ELT ERGINGY.CE.IT.C	 CCSS.ELA-Literacy.SL.3.1.b Follow agreed-upon rules for discussions (e.g., gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics and texts under discussion). CCSS.ELA-Literacy.SL.3.1.d Explain their own ideas and understanding in light of the discussion. 	CCSS.ELA-Literacy.W.5.1.b Provide logically ordered reasons that are supported by facts and details. CCSS.ELA-Literacy.SL.5.1.c Pose and respond to specific questions by making comments that contribute to the discussion and elaborate on the remarks of others.
Illustrative A	Artwork I DONT CARE/ I'D RATHER SINK - THAN CALL BRAD FOR HELD!	PHOTO BY DAVID GAINES davidgames xom in illustrated	
Artwork Cita		Niki de Saint Phalle, <i>Les Trois Graces</i> , 1999, fiberglass and mosaic	Jee Young Lee, I'll Be Back, photo of an installation
	polymer paint on canvas	and mosaic	piece made with painted fans and a rope

Secondary Grade Class 6th General Art

	UNIT 1	: 4 weeks	UNIT 2	: 5 weeks	UNIT 3	3: 5 weeks	UNIT 4: 6 weeks		
Title	Stop eMotion Vi	does	Dreamscapes		Journey Journals		Character Costumes		
Theme	Emotion		Dreams & Fantasy	1	Journey & Travel		Fashion		
Description	This unit is a subjective exploration of conveying emotion using video and music. Before starting work on the main project, students will work in groups to discuss questions on handouts. The teacher will facilitate a discussion about the key artists and artworks. The students randomly pick their emotions from a hat and work in teams of 3 to create characters from a variety of media. They will then use them in stop motion videos and add music that helps to convey the intended emotions and moods. (http://www.bensound.com/) This unit is a subjective and exploration of painting (lan with dreams/fantasy). It w students to the basics of p brushstrokes, taping techn and value (light source). E work on the main project, so work in groups to discuss of handouts. The teacher will discussion about the key at artworks. For this assignm students will keep dream journel of semester. They have so the convey the intended emotions and moods. Choose a dream from the past Paint a personal				This unit is a cultural exsome 3D elements) deserting work on will work in groups to dhandouts. The teacher about the key artists ar create accordion books	the main project, students iscuss questions on will facilitate a discussion ad artworks. Students will sthat bring to life an een on or want to go on in for the pages, photos,	fashion and accessoried develop a plan in a mulstarting work on the magroups to discuss quesivill facilitate a discussicartworks. The first step movie with characters (students will design and in their imagined movie figures, students will brifabric, sewing, and other		
Practice	Studio Pract. (60%) Stop Motion	Crit/Hist Study (40%) Emotion	Studio Pract. (60%) Painting	Crit/Hist Study (40%) Surrealism	Studio Pract. (60%) Book-making	Crit/Hist Study (40%) Human rights	Studio Pract. (60%) Costume Design	Crit/Hist Study (40%) Culture	
	Videos	Mood				Activism		Fashion	
Objectives	 Students will be able to: On a provided worksheet write at least 3 emotions of characters in stop motion videos shown in class. Collaborate with classmates to create a stop motion video that is at least 20 seconds long, which uses your 3 characters to convey 		answers, with at reason for each, the handouts an their ideas with t pair, share). • Using at least 2	rk in groups to write least one supporting to the questions on d then verbally share the whole class (think, painting techniques, ate a painting that	with at least one su to the questions on verbally share their (think, pair, share). Create an accordion 2 different media th	to: In groups to write answers, pporting reason for each, the handouts and then ideas with the whole class in-style book using at least at communicates a journey one you wish to take in the	Students will be able to: Students will work in groups to write answers, with at least one supporting reason for each, to the questions on the handouts and then verbally share their ideas with the whole class (think, pair, share). Create a sewn costume for your character that has a least one accessory and makes sense with the character's personality, skills, and story. In writing answer all the questions on the self-		

	the 3 assigned In writing answon the self-as providing at less support each	wer all the ssessment east one re	e questions t form, eason to	realistic In writing the self-	-assessme ne reason to	of Surreali all the que ent form, p	lism. lestions on providing at	assess	ing answer all th sment form, prov n to support each	viding at lea	ast one		assessment form, providing at least one reason to support each of your answers.				
Forms		3D	4D	2D	30		4D	2D	3D		4D	2D		3D	4D		
Frames	Cultural Subj.	Struct.	PMod	Cultural	Subj.	Struct.	PMod	Cultural	Subj.	Struct.	PMod	Cultural	Subj.	Struct.	PMod		
Conceptual Framework	Artwork Artist	Aud.	World	Artwork	Artist	Aud.	World	Artwork	Artist	Aud.	World	Artwork	Artist	Aud.	World		
Key Artists	Tim Burton, Rhet Wes Anderson, L Tresserras	₋iat Yaniv,	and Louis	Giorgio de (Fei, and Eri	Chirico, Ro	lob Gonsa h Gregory	y	Macdonald	n, Su Blackwell, d, and Andy Cur	rlowe	nee, Shona	Sarah Edv	vards, Lindy	Hemming, Trisl	h Summerville		
Key Artworks	Tim Burton, Vince Rhett & Link, T-S Wes Anderson, F 2009	SHIRT WAI	R!!, 2010	Salvador Dali, <i>The Persistence of Memory</i> , 1931 Rene Margritte, <i>The Victory</i> , 1939 Cao Fei, <i>Housebreaker</i> , 2004			Pages of Dan Eldon's journals Su Blackwell, <i>Treasure Island</i> , 2013 Guy Laramee, <i>Meyers Lexicon</i> , 2014 Shona McDonald, <i>Inscape: Pine</i> , 2004				Sarah Edwards (costume design), Teenage Mutant Ninja Turtles, 2014 Lindy Hemming (costume design), Harry Potter and the Chamber of Secrets, 2002 Trish Summerville, The Hunger Games: Catching Fire, 2013 Various cultural fashions from around the world (entertainment and functional purposes)						
Key Critical Questions	 What is the overall mood of Tim Burton's stop motion video? How does he create this mood? What emotions does Vincent have in the video and how do you know? What emotions do Rhett and Link have in their stop motion video and how do you know? Do you think it is easier to convey emotion through a still sculpture of a person or character or through a moving character in a movie? What makes the movie character easier? Which parts of Dali's painting look realistic, which parts look invented, and why? What is your initial reaction to Dali's painting? Thinking about the time period of the 1920's and the wars that were happening, why do you think artists chose to paint dream-like scenes? Does Margritte's painting remind you of anything you have seen before? Explain. Does Cao Fei's photo have any dream-like qualities? Explain. 					Eldon, in dang 2. Do you art jour an imp 3. How el and ex 4. Eldon, interes are the 5. Do you mounts or why 6. <i>Inscap</i> display Does to like any	o you think some choose to risk to gerous situations at think that Eldor rnals was the becact, why or why lise could Eldon experiences to read a Blackwell, and listed in creating a geir strategies difful think Laramee' ains could also be root? The Pine is a dipty yed them with no that decision manything else you	heir lives to s? n's strategy est approach on t? have share ach a wider Laramee a fart using beferent from 's book scube about a cych and the pagap betwerke the pair	y of creating ch for making ed his work raudience? are all books, but how each other? ulptures of journey, why e artist een them. htings look	Where costum Why do so inter Do you differen In each tell you What d jobs?	are all the pies? by you think orested in fasithink fashiont functions to of the moviabout their outfits	laces that we se ur culture and o hion and costun ns in other cultu han in the U.S.?	ee extravagant other cultures are nes? ures can serve ? Explain characters' outfits				
Vocabulary	Stop motion			Surrealism				Collage				Consumer	rism				

											_				
	Collaborate		Realistic				Mixed media				Costume design				
	Character		Light so	urce			Composition				Seam				
	Setting		Blending	Blending				rian			Spool				
	Plot		Shading	1			Activist				Stitching				
Language	Analyze, describe,	interpret	Analyze	, describe, i	nterpret		Analyze,	compare/contras	t, describe		Analyze,	describe, interp	ret		
Functions		·			•			·			•				
Language Modes	Read Write	Listen Spe	k Read	Write	Listen	Speak	Read	Write	Listen	Speak	Read	Write	Listen	Speak	
Language Demands	Syntax	Discourse	S	ıntax	Discou	rse	:	Syntax	Disco	ourse	S	Syntax	Disco	ourse	
Language Tasks & Activities	In writing interpendions of the motion videos. In writing analya self-assessm	e characters in storze their arwork o	p desc 2. In w	In groups, verbally interpret and describe Surreal artworks. In writing analyze their artwork on a self-assessment form.				In groups, verbally compare and contrast the work of Dan Eldon and Jacob Lawrence. In writing analyze their artwork on a self-assessment form.				In groups, verbally describe the costumes and how they function for the characters in various movie clips shown. In writing analyze their artwork on a self-assessment form.			
Language Supports				Vocabulary terms provided on handouts and displayed around the room Class discussion will allow for practice using new terms			Vocabulary terms provided on handouts and displayed around the room Class discussion will allow for practice using new terms				Vocabulary terms provided on handouts and displayed around the room Class discussion will allow for practice using new terms				
Assessment			Format	ivo	Summative		Formativ		Summative	^	Formativ	•	Summative		
S	On a provided worksheet the student wrote at least 3 emotions of characters in stop motion videos shown in class.	brmative n a provided orksheet the udent wrote at ast 3 emotions or characters in op motion or mative The student collaborated with classmates to create a stop motion video that is at least 20 deos shown in Summative The student worked in groups to write answers, with at least one supporting reason for each, to the dream-like and realistic qualities of		st 2 nniques, created at the nd lities of wered ions on essment ng at ason to	The stude groups to with at lea supportin each, to t on the ha then verb their idea	ent worked in write answers, ast one g reason for he questions ndouts and ally shared	The studen an accordic book using different me communica journey the taken or on wish to take future. In writing the answered a questions of assessment providing a reason to seach of the	at created on-style at least 2 edia that ates a y have se they e in the estudent all the on the self-at form, t least one upport	The stude groups to answers, one supp for each, questions handouts verbally s	ent worked in write with at least orting reason to the on the and then hared their in the whole	The student cre costume for the that has at leas accessory and with the charac personality, ski In writing the st answered all th the self-assess providing at leas to support each answers.	eir character t one makes sense ter's lls, and story. udent e questions or ment form, st one reason			

	form, providing at least one reason to support each of their answers.			
National Standards	VA:Re9-6, a. Develop and apply relevant criteria to evaluate a work of art.	VA:Cn11-6, a. Analyze how art reflects changing times, traditions, resources, and cultural uses.	VA:Re7-6, a. Identify and interpret works of art or design that reveal ways people live around the world and what they value.	VA:Cr3-6, a. Reflect on whether one's artwork conveys the intended meaning and revise accordingly.
	VA:Cr1-6, a. Collaboratively combine concepts to generate innovative ideas for creating art.	VA:Cr2-6, a. Demonstrate openness in trying new ideas, materials, methods, and approaches in making works of art and design.	VA:Cn11-6, a. Analyze how art reflects changing times, traditions, resources, and cultural uses. VA:Cr1-6, b. Formulate an artistic investigation of personally relevant content for creating art.	VA:Pr5-6, a. Individually or collaboratively, develor a visual plan for displaying works of art, analyzing exhibit space, the needs of the viewer, and the layout of the exhibit.
Common Core State Standards	CCSS.ELA-LITERACY.W.6.1.A Introduce claim(s) and organize the reasons and evidence clearly. CCSS.ELA-LITERACY.SL.6.1.C Pose and respond to specific questions with elaboration and detail by making comments that contribute to the topic, text, or issue under discussion.	CCSS.ELA-LITERACY.SL.6.1.B Follow rules for collegial discussions, set specific goals and deadlines, and define individual roles as needed. CCSS.ELA-LITERACY.W.6.10 Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences.	CCSS.ELA-LITERACY.RI.6.4 Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings. CCSS.ELA-LITERACY.SL.6.1.A Come to discussions prepared, having read or studied required material; explicitly draw on that preparation by referring to evidence on the topic, text, or issue to probe and reflect on ideas under discussion.	CCSS.ELA-LITERACY.W.6.1.B Support claim(s) with clear reasons and relevant evidence, using credible sources and demonstrating an understanding of the topic or text. CCSS.ELA-LITERACY.L.6.2.B Spell correctly.
Illustrative Artwork		Specific tasks, purposes, and addiences.	uscussion.	

MATERIALS and SUPPLIES - ELEMENTARY

- Felt
- Foam
- Stickers
- Feathers
- Pipe cleaners
- Paper
- Googley eyes,
- Fuzzy pom poms
- Poster board
- Scissors
- Glue
- Tape
- Craft sticks
- Clay
- Clay tools
- Kiln
- Glaze
- Photoshop
- Shoeboxes
- Paper scraps
- Markers
- Colored pencils
- Crayons
- Artist images

MATERIALS and SUPPLIES - SECONDARY

- Cameras
- iMovie
- Music clips (http://www.bensound.com/)
- Paint
- Paint brushes
- Canvases
- Water cups
- Palettes with lids
- Maps
- Fabric
- Felt
- Foam
- Stickers
- Feathers
- Pipe cleaners
- Paper
- Poster board
- Photos from a trip
- Magazines
- Thread
- Scissors
- Glue
- Tape
- Paper scraps
- Markers
- Colored pencils
- Crayons
- Artist images

GLOSSARY - ELEMENTARY

- Additive techniques- Process of creating a three-dimensional artwork by adding separate parts to create a whole.
- Body language- Nonverbal, usually unconscious, communication through the use of postures, gestures, facial expressions.
- Carving- Creation of a three-dimensional artwork by cutting away unwanted parts of a block of hard material, such as wood or stone. This is the subtractive method.
- Ceramics- Artworks created by a type of clay that, after being formed, is fired at a high temperature in a kiln to harden.
- Color- the appearance of an object created by the quality of light it reflects or emits.
- Composition- The arrangement of the elements of art.
- Diorama- A three-dimensional, often miniature scene.
- Emotion- A person's state of mind and instinctive responses.
- Evoke- To bring about.
- Facial expression- One or more motions or positions of the muscles beneath the skin of the face.
- Glaze- Melted glass coating fired onto pottery; applied as liquid.
- Installation- Artwork that fills an interior space in order to transform the space.
- In the round- 3D art that is fully developed all the way around and can be viewed from all sides.
- Kiln- An oven that reaches very high temperatures used to harden clay.
- · Mask- An object normally worn on the face, typically for protection, disguise, performance or entertainment.
- Mood- The feeling or emotion created in a work of art.
- Multi-media- Art that is created using more than one medium.
- Pose- The position of the body.
- Sculpture- An artwork, or the genre of art, made by modeling, carving, casting, or joining materials into a three-dimensional whole.
- Shapes- Distinguished from its surroundings by its outline, a shape implies spatial form and is usually perceived as two-dimensional.
- Score- Scratching the surface of the clay, usually in order to join two pieces of clay together.
- Slip- Creamlike mixture of clay and water that acts as glue to join scored pieces of clay.
- Subtractive techniques- Process of creating a three-dimensional artwork by removing, or subtracting material, as in carving a form from a plaster block.
- Transform- To change in form, appearance, or structure.

GLOSSARY - SECONDARY

- Activist- A person who strives to create social, political, economic or environmental change.
- Character- An agent in a story or play.
- Collaborate- Working together as a team.
- Collage- A visual art technique that arranges a variety of mediums into one artwork.

- Composition- The arrangement of the elements of art.
- Consumerism- A social and economic order and ideology encourages the acquisition of goods and services in ever-greater amounts.
- Costume design- The fabrication of clothing for the overall appearance of a character or performer.
- Humanitarian- A person who believes in and advocates for fair treatment and kindness towards all human beings.
- Light source- The observed or imagined direction of light in an artwork, which affects the highlights and shadows throughout the work.
- Mixed media- Art that is created using more than one medium.
- Plot- The events that make up the narrative in a story.
- Realistic- Artwork that seeks to reproduce reality exactly, using accuracy and details.
- · Seam- The line formed by sewing together pieces of material.
- Setting- The environment, time and place, that a story takes place in.
- Shading- In 2D art, it is the use of gradual changes in value in order to create an illusion of volume.
- Spool- The device that holds thread and can be used on a sewing machine.
- · Stitching- The process of sewing.
- Stop motion- An animation technique to make a physically manipulated object or person appear to move on its own.
- Surrealism- An art movement that began in the early 1920s that explores dreams and the subconscious.

REFERENCES

Creative Visions Foundation. (2013). Dying to Tell the Story [Video file]. Retrieved from https://www.youtube.com/watch?v=XGxEy207o4I

Creative Visions Foundation. (2014). Dan Eldon. Retrieved from http://www.daneldon.org

Freeman, D. (2012). Art's emotions: Ethics, expression and aesthetic experience. Durham: Acumen.

Grindon, Gavin. "Surrealism, Dada, And The Refusal Of Work: Autonomy, Activism, And Social Participation In The Radical Avant-Garde." Oxford Art Journal 34.1 (2011): 79-96. Art & Architecture Complete. Web. 30 Apr. 2015.

Jacob and Gwen Knight Lawrence Foundation. (2005). The Jacob and Gwen Knight Lawrence Virtual Resource Center. Retrieved from

Jieming, Hu. "Emotion As Media - Out Of The Lab." Technoetic Arts: A Journal Of Speculative Research 10.2/3 (2012): 137-143. Art & Architecture Complete. Web. 30 Apr. 2015.

http://www.jacobandgwenlawrence.org/artandlife00.html

Phillips. (2015). The Migration Series. Retrieved from http://www.phillipscollection.org/collection/migration-series

Yuli, Bai, et al. "Searching For Authenticiy In Fashion Design And Art Collaboration (Fdac)." Leonardo 47.2 (2014): 179-182. Art & Architecture Complete. Web. 30 Apr. 2015.