

Classroom Procedures

1. Entering Class Procedures

Conversation: Level 1

Help: Ask 3 before me

Activity: Grab your sketchbook bin and bring it to your desk.
Place your backpack in the “Backpack Parking Zone”.

Take out your drawing utensil(s).

Movement: Materials Cart

Participation: Preparing for Class

Sound: Instructor’s Music

2. Beginning of Class Procedures

Conversation: Level -0

Help: Raise your Hand

Activity: Warm-up, Free-Draw, Agenda

Movement: Materials Cart

Participation: Drawing and Writing

Sound: Instructor’s Music

3. Instructional Procedures

Conversation: Level -0

Help: Raise your Hand

Activity: Receiving Instruction

Movement: None

Participation: Listening, Drawing &/or Writing

Sound: None

4. Independent Procedures

Conversation: Level -1

Help: Ask 3 Before Me

Activity: Independent Work

Movement: Materials Cart and Restroom

Participation: Drawing/ Reading/ Writing

Sound: Instructor’s Music

2D2

Bellwork
Character Designers
Week 6-Q2

Directions:

Read the box for the appropriate day and complete the task. You have 5 mins.

Monday

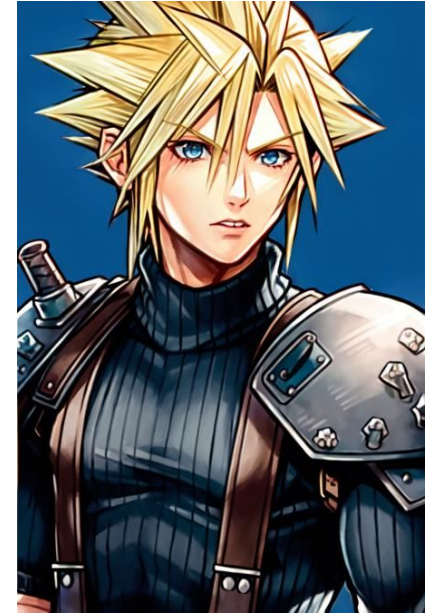
Directions: In your box, copy the info from below.

Artist: Tetsuya Nomura

Notable Work: *Final Fantasy* and *Kingdom Hearts*

Why Study: Nomura's character designs are known for their intricate details and fantasy elements. Students can learn about costume design, accessories, and balancing complexity in characters.

Tuesday



Wednesday

Directions: In your box, copy the info from below.

Artist: Jamie Hewlett

Notable Work:

Co-creator of *Tank Girl* and *Gorillaz*

Why Study: Hewlett's bold, graphic style with quirky, distinctive characters encourages students to experiment with exaggeration and unconventional styles.

Thursday



Friday

Write in your Student Planner the Agenda.

Directions: In your box, copy the info from below.

Artist: Tetsuya Nomura

Notable Work: *Final Fantasy* and *Kingdom Hearts*

Why Study: Nomura's character designs are known for their intricate details and fantasy elements. Students can learn about costume design, accessories, and balancing complexity in characters.

Wednesday

Directions: In your box, copy the info from below.

Artist: Chuck Jones

Notable Work: Looney Tunes

Why Study: Jones's exaggerated, expressive characters are ideal for students learning how to push personality traits to extremes through exaggerated poses and expressions.

Directions: In your box, copy the info from below.

Artist: Jamie Hewlett

Notable Work:

Co-creator of *Tank Girl* and *Gorillaz*

Why Study: Hewlett's bold, graphic style with quirky, distinctive characters encourages students to experiment with exaggeration and unconventional styles.





Directions: In your student planner, write the agenda from below.

W.A.P. S. Week 6

Essential Question: *How can inking and color enhance your character?*

What will I learn :

VA.3.S.1.1: *Manipulate tools and media to develop craftsmanship in creating a two- and/or three-dimensional form, using varied processes (e.g., drawing, painting, sculpture, printing, technology, and mixed media).*

How I will learn it? (Agenda)

-Day 11: Continue Character Design

How do I know I learned it?

When I can score at least a 3 on the scale

4	I can correctly complete this activity innovatively.
3	I can correctly complete this activity independently
2	I can correctly complete this activity using peers assistance
1	I can correctly complete this activity using teacher assistance

Reminders:

- Find assignment info on katundra.com
- Submit assignments on Artsonia

Grading Schedule:

Monday 1st and 2nd per
Tuesday 3rd and 5th
Wednesday 6th and 7th

Directions: In your student planner, write the agenda from below.

W.A.P. S. Week 6
Tuesday 11-19-24

Essential Question: *How can inking and color enhance your character?*

What will I learn :

VA.3.S.1.1: *Manipulate tools and media to develop craftsmanship in creating a two- and/or three-dimensional form, using varied processes (e.g., drawing, painting, sculpture, printing, technology, and mixed media).*

How I will learn it? (Agenda)

-Day 12: Complete Character Design and Submit to Artsonia

How do I know I learned it?

When I can score at least a 3 on the scale

4	I can correctly complete this activity innovatively.
3	I can correctly complete this activity independently
2	I can correctly complete this activity using peers assistance
1	I can correctly complete this activity using teacher assistance

Reminders:

- Find assignment info on katundra.com
- Submit assignments on Artsonia

Grading Schedule:

Monday 1st and 2nd per
Tuesday 3rd and 5th
Wednesday 6th and 7th

Directions: In your student planner, write the agenda from below.

W.A.P. S. Week 6
Wednesday 11-20-24

Essential Question: *What elements of your character's costume or accessories best represent their personality or background?*

What will I learn :

VA.3.S.1.1: *Manipulate tools and media to develop craftsmanship in creating a two- and/or three-dimensional form, using varied processes (e.g., drawing, painting, sculpture, printing, technology, and mixed media).*

How I will learn it? (Agenda)

g.50 Day 13:

Reflect: Complete Rubric and Questions

How do I know I learned it?

When I can score at least a 3 on the scale

4	I can correctly complete this activity innovatively.
3	I can correctly complete this activity independently
2	I can correctly complete this activity using peers assistance
1	I can correctly complete this activity using teacher assistance

Reminders:

- Find assignment info on katundra.com
- Submit assignments on Artsonia

Grading Schedule:

Monday 1st and 2nd per
Tuesday 3rd and 5th
Wednesday 6th and 7th

Directions: In your student planner, write the agenda from below.

W.A.P. S. Week 6
Thurs. 11-21-24

Essential Question: *What elements of your character's costume or accessories best represent their personality or background?*

What will I learn :

VA.3.S.1.1: *Manipulate tools and media to develop craftsmanship in creating a two- and/or three-dimensional form, using varied processes (e.g., drawing, painting, sculpture, printing, technology, and mixed media).*

How I will learn it? (Agenda)

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Day 14: Present: Complete TAG for Gallery Walk

How do I know I learned it?

When I can score at least a 3 on the scale

4	I can correctly complete this activity innovatively.
3	I can correctly complete this activity independently
2	I can correctly complete this activity using peers assistance
1	I can correctly complete this activity using teacher assistance

Reminders:

- Find assignment info on katundra.com
- Submit assignments on Artsonia

Grading Schedule:

- Monday 1st and 2nd per
- Tuesday 3rd and 5th
- Wednesday 6th and 7th

In your Student Planner write the Agenda

Today is Friday:

Agenda:

- Submit work for wk6**
- Planner Check**
- Receive Grade**



FIND
LOVE
PEACE
HOPE

"Come join us at First Priority! Let's grow together as a community that encourages one another and lets our light shine. Whether you're looking for a place to connect, share your faith, or just explore what it means to live with purpose, First Priority is a welcoming space for everyone. Let's build each other up and make a positive impact! See you there!"

Every: Friday @ 8:15-8:45

am

Where: Gym

Gallery Walk

TAG Critique




Directions:

You will TAG an artist work of art. After you write down the comments upload the TAG and art work under **Your Comment TAG**. When you are done keep the TAG next to the artist's artwork, so that they can keep the comment. When everyone is done adding comments, go find your work of art.

Part 2:

Artists, take a picture of the comment from your peer and upload it to **Peer Comment TAG**

Critic:
Artist:

T-	 Tell the artist something you like.
A-	 Ask the artist a question.
G-	 Give the artist a suggestion.

Gallery Walk

Step by Step Directions:

1. Remove everything from the table.
2. Place Artwork on the table.
3. Obtain a TAG Slip to write your comment.
4. Walk around the tables and look at the artwork.
5. Write a TAG for a different art work.
6. Take a picture of your TAG on top of the poster and upload it to **Your Comment TAG** (50pts)
7. When you are done leave the tag on the artist's artwork, so that they can keep the comment.
8. Artists, take a picture of the comment from your peer and upload it to **Peer Comment TAG** (50pts)



Your Name: Samiya T Per. 2

The Artist's Name: Leah Raush

T- Tell the artist something you like.
I Like the Apple, it looks pretty 3D and actually looks like an apple :D

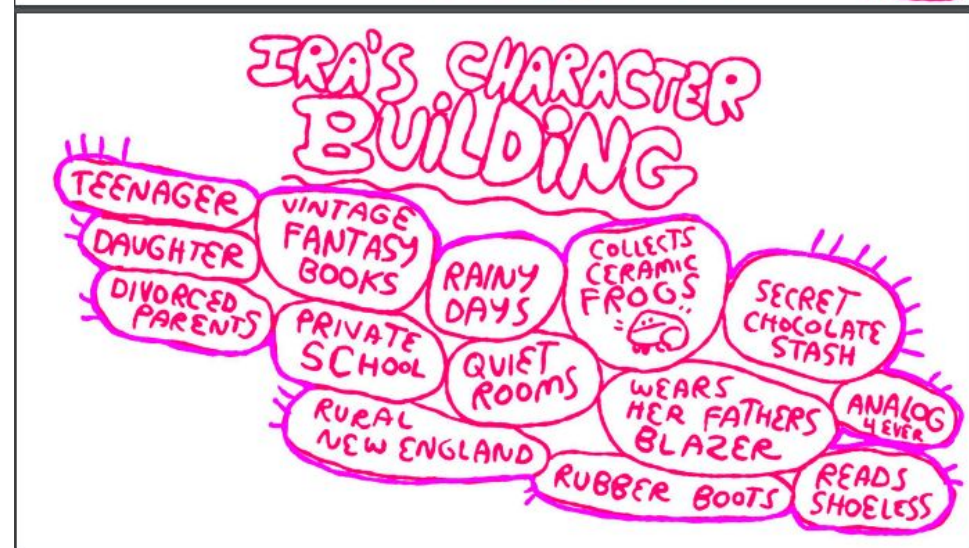
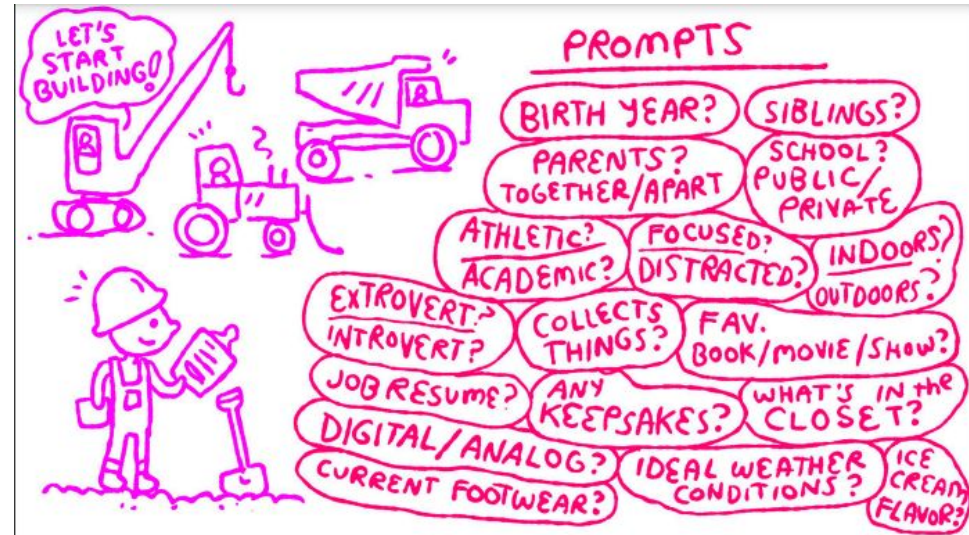
A- Ask the artist a question.
What's that thing on the left side of the apple 😊

G- Give the artist a suggestion.
I ain't giving any suggestions, Your art is fine like mine 😊

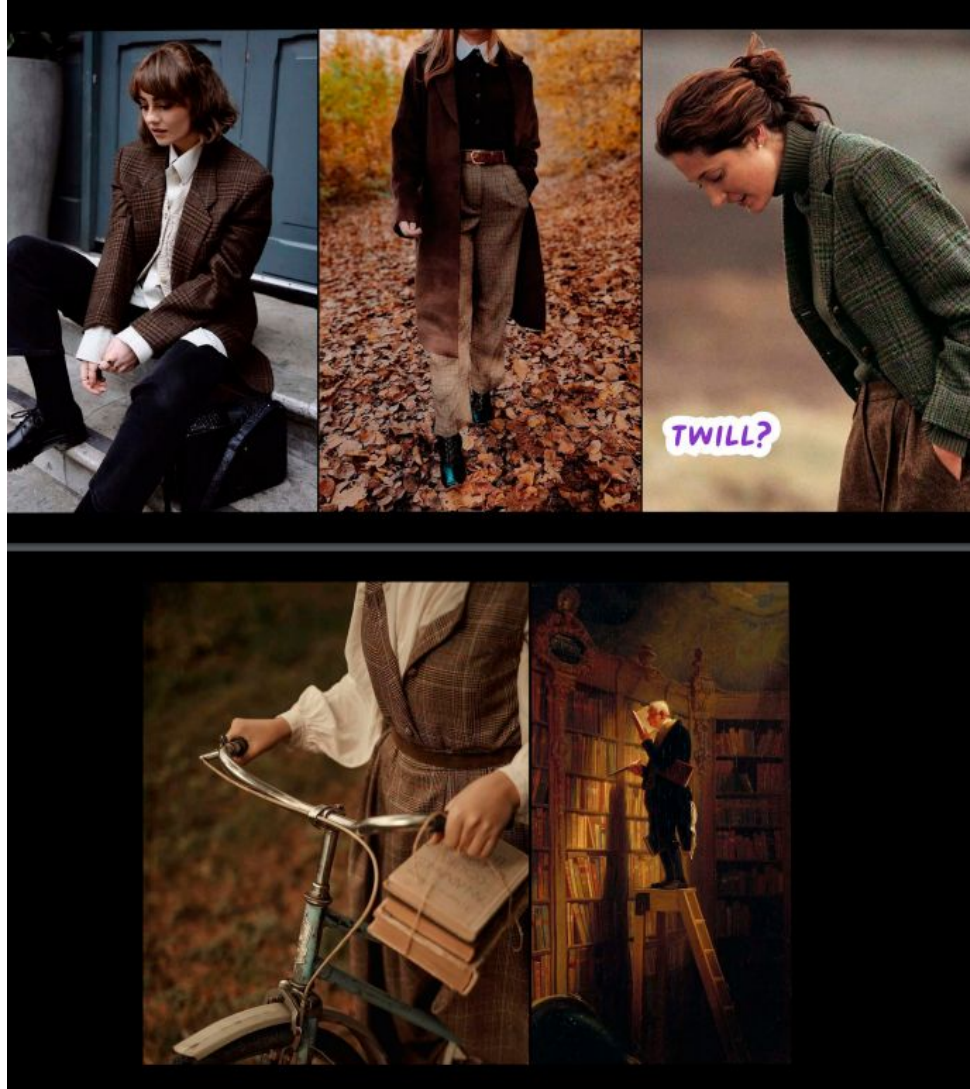
POSES 101



Designing a Character: Step 1 Questions Prompt



Designing a Character: **Step 2 Mood Board**



Designing a Character: Step 3 Sketch Out the Body Proportion-Character Sketch



Designing a Character: Step 4 Create the Silhouette and Refine Shape Issues

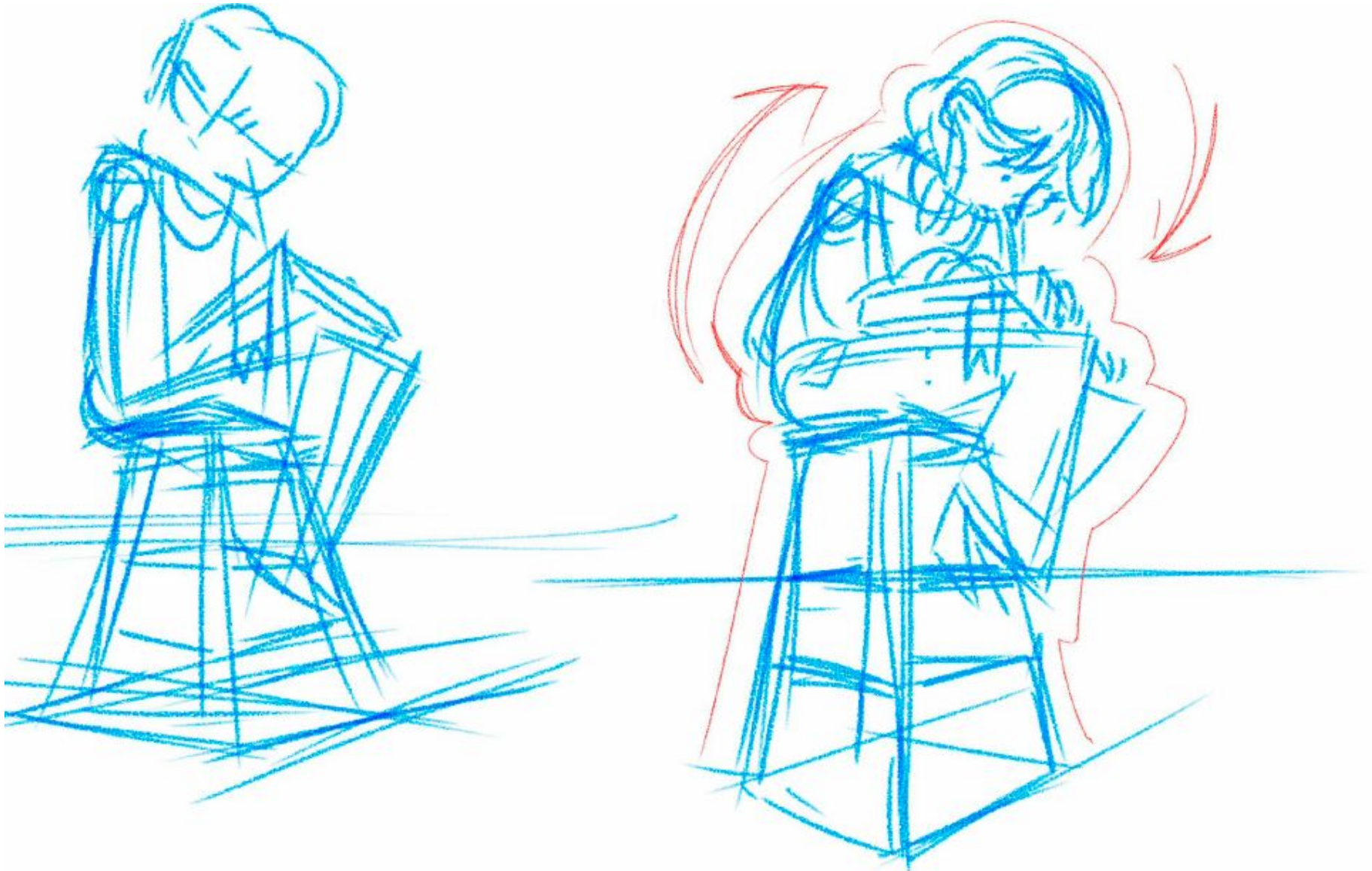


WK 4_Character's Body and Head **Step 5 Create the detail design of the clothes. Step 6 Create the big face and then small face.**



Designing a Character: **Step 7-Pose Your Character**

What does your character like to do?



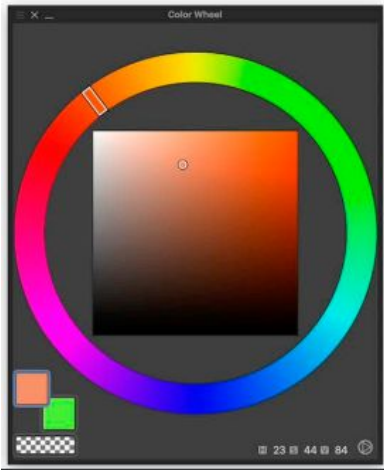
Step 8-Pose Your Character on Final Paper and Ink

What does your character like to do?



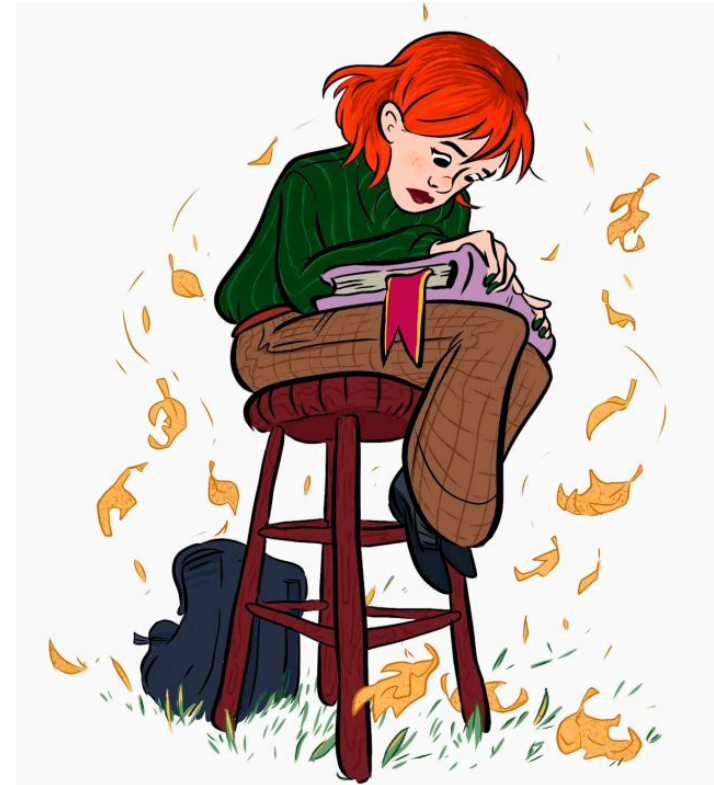
Step 9-Add Color

COLOR
FLATS
DETAILS



Checklist:

- ❑ 1. Selected a personality trait or set of traits for the character.
- ❑ 2. Created a list of visual metaphors and symbols for the character.
- ❑ 3. Completed initial sketches exploring shapes, lines, and metaphors.
- ❑ 4. Developed a color palette and completed color studies.
- ❑ 5. Designed facial expressions and body language that reflect the character's personality.
- ❑ 6. Created detailed clothing and accessory sketches.
- ❑ 7. Incorporated personal experiences or emotions into the character design.
- ❑ 8. Finalized character design with ink and color
- ❑ 9. Prepared and delivered a presentation on character design.



Character Design Rubric

Criteria	4- Exceeds Expectations	3-Meets Expectations	2-Approaching Expectations	1-Needs Improvement
Creativity & Originality	Unique and highly imaginative character design that is innovative and unexpected.	Creative and original character design that reflects thoughtfulness.	Character design shows some creativity, but lacks originality.	Character design lacks creativity and originality.
Use of Elements of Art	Excellent use of shapes, proportions, and silhouettes to convey character traits.	Good use of shapes, proportions, and silhouettes.	Basic use of shapes and proportions, but needs refinement.	Minimal use of shapes and proportions; lacks understanding.
Technical Skill	High level of technical skill in drawing, with precise and clean lines.	Adequate technical skill with clear and mostly clean lines.	Developing technical skill; lines may be rough or inconsistent.	Lacks technical skill; lines are unclear or unfinished.
Visual Storytelling	Character and environment effectively tell a story; highly engaging and expressive.	Character and environment tell a clear story; engaging and expressive.	Character and environment suggest a story, but lack clarity or engagement.	Character and environment do not effectively tell a story.
Effort & Participation	Consistently shows high effort and active participation in all class activities.	Generally shows good effort and participation in class activities.	Shows some effort and participation, but is inconsistent.	Shows little effort or participation in class activities.

- ❑ **When you're done grading yourself and answering the questions submit to Artsonia [WK 6_Character Design Rubric](#). Extra Credit:** Draw the following: A grumpy goblin that has been living underground who is waving a chainsaw. Due Friday

Character Design Rubric

Criteria	Excellent (4)	Proficient (3)	Developing (2)	Emerging (1)
Anatomy & Proportion	Character proportions are accurate, balanced, and contribute to a believable and expressive design.	Character proportions are mostly accurate, with minor inconsistencies that don't detract.	Proportions are somewhat off, affecting believability and clarity of the character.	Proportions are significantly off, making the character design unclear or awkward.
Line Quality & Detail	Lines are clean, intentional, and detailed, contributing to a polished final design.	Lines are mostly clean and intentional, with some minor inconsistencies.	Line quality is uneven, with noticeable stray marks or lack of detail.	Lines are rough and lack detail, making the design difficult to read.
Expression & Gesture	Facial expressions and body gestures strongly convey the character's personality and emotion.	Expressions and gestures convey the character's personality, though with less clarity.	Expressions and gestures are somewhat generic or do not strongly convey emotion.	Expressions and gestures are unclear or fail to represent the character's traits.
Use of Color	Color choices are highly intentional, enhance the character's personality, and create strong visual impact.	Color choices are appropriate and support the design but may lack depth or vibrancy.	Color choices are somewhat unclear or do not align well with the character concept.	Colors are inconsistent, distracting, or do not contribute to the character design.
Costume & Accessories	Costume and accessories are detailed, creative, and enhance the character's story and personality.	Costume and accessories are thoughtful and contribute to the character's design.	Costume and accessories are minimal or lack connection to the character's concept.	Costume and accessories are missing or unrelated to the character's personality.

- ❑ **When you're done grading yourself and answering the questions submit to Artsonia [WK 6_Character Design Rubric](#). Extra Credit:** Draw the following: A grumpy goblin that has been living underground who is waving a chainsaw. Due Friday

Today is Data Day which is a day to ask questions about your grade. And submit missing work.

Class Grade:

1st-76%

A=7

F=5

2nd-76%

A=10

F=6

3rd-70%

A=6

F=7

5th-77%

A=9

F=6

6th-74%

A=5

F=5

7th-75%

A=8

F=5

1st-79

A=7

F=2

2nd-77

A=11

F=6

3rd-75%

A=6

F=3

5th-81%

A=11

F=3

6th-82%

A=10

F=3

7th-80%

A=9

F=1

1. Make sure you submit the following assignments today because the window will close at the end of class. If you don't make it then you'll need to submit it to the Make-Up Window. Each student will have the iPad for 10 minutes to submit the work. When the timer goes off pass it to the next person in your group.

WK 6_Bellwork

WK 6_Final Character Design

WK 6_Character Design Rubric

Week 6_Your Comment TAG

Week 6_Peer Comment TAG

Check Grade in FOCUS and Submit Your Missing Assignments in Artsonia under **Make-Up Work** for partial credit

***You need to type the date and name of the assignment, as it appears in FOCUS. This will help me to place the grade under the appropriate assignment. ***

IF you have a question about the assignment check it on katundra.com next,

3. Draw the following: A grumpy goblin that has been living underground who is waving a chainsaw. Due Today

Upload Your Work to Artsonia

1. Either Download the Artsonia App on your phone or Use the Web Browser and type in Artsonia.com
2. Click on ARTIST
3. Click on Class Portal
4. Type in the **School ID:** **Odyssey19** Access Code **JPPT-BWDB**
(If you don't have an account click on Add my name> complete the sections, including the full last name, the class is your period)
5. Click on All Students
6. Enter Your Name
7. Add Art
8. Select the name of the assignment:
9. Take a Picture
10. Crop the image if needed
11. Title the work
12. Type the Artist Statement
13. Submit to Teacher

6. *Clean-Up Procedures*

Conversation: Level -1

Help: Ask 3 Before Me

Activity: ***Art Organizer*** - provide guidance for work, ***Materials manager***- make sure materials are put away in the appropriate location, ***Sketchbook Supervisor***- switch out the sketchbook holder for the next period, ***Waste Watchdog*** - make sure the table and floor is clean.

Movement: Materials Zone and Backpack Zone

Participation: Cleaning

Sound: None

*** Please be aware that failing to adhere to the above will result in completing a behavior sheet.**