

Explorations in Art

By Marilyn G. Stewart, Eldon Katter, and Cathy Weisman Topal; Contributing author Laura H. Chapman

Big Ideas and Essential Questions

Each unit is organized around a Big Idea and an Essential Question. For example: "Alone and Together: How do people share their lives with one another?" These Big Ideas engage students in exploring the relevance of art in their own lives and the lives of people across time and place.

Process-Based Studios

By learning a process that emphasizes the importance of thinking, planning, and reflection, students go beyond "make and take." Process-based studios help students learn process-based thinking and learning as it relates to art and design, language arts, science, and other areas of the curriculum.

STEAM Lessons and Connections

Each unit includes STEAM lessons developed by a team of experts in Science, Technology, Engineering, Art, and Math. Engaging, comprehensive STEAM lessons in each unit include student exploration of STEAM concepts through viewing, discussing, and creating artworks. STEAM cards are great for group work and exploration.

Emphasis on Inquiry

As students create their own artworks and respond to artworks made by others, they investigate ideas and construct meaningful connections to learning and inquiry across the curriculum, including ·STEAM, literacy, and connections across the arts.









We all imagine our world in new and different ways.

Artists take us to imaginary worlds through the artworks they create. Artists can make big things look small and tiny things seem gigantic. Artists can show things together that would never be seen together in the real world. Sometimes artists combine parts of different animals. This way, they show creatures that have never existed in real life.

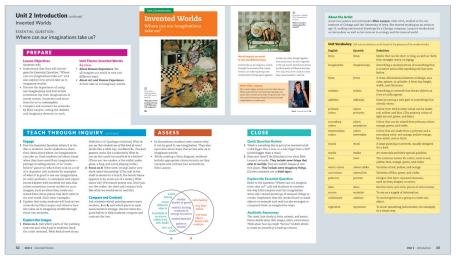
Meet Ellen Lanyon

Ellen Lanyon began working as an artist when she was 15 years old. She made paintings, drawings, and prints. Ellen worked hard to make things look real. Then she combined drawings of natural forms and human-made objects in unusual ways.



Unit 2 Invented World

Student Book



Teacher's Edition

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eBook Class Set: 6 years		978-1-61528-660	-7	\$609.95		
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Student Book Features

- Brilliant fine art images
- 54 studios with stellar examples of student artwork
- Art criticism that focuses on response and reflection
- Artist biographies
- Helpful technique illustrations
- Student Handbook with examples of elements and principles
- And much, much more!

Teacher's Edition Features

- Support for differentiated instruction
- STEAM and Cross-curricular links
- Suggestions for Children's Trade Books for each lesson
- Biographies of featured artists
- Evaluation criteria for each studio
- Rubrics, informal assessment checklists, and performance tasks
- And much more!

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