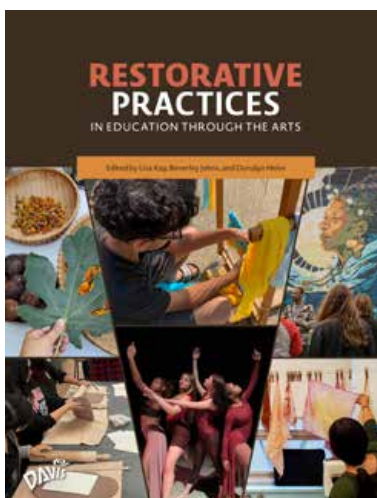
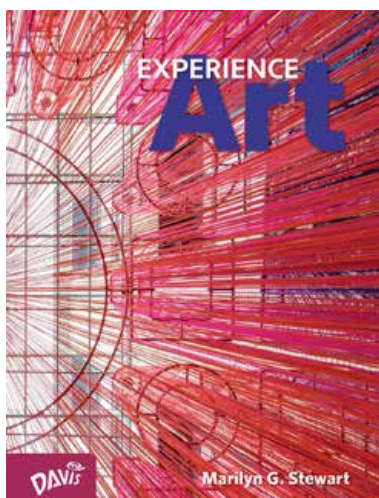
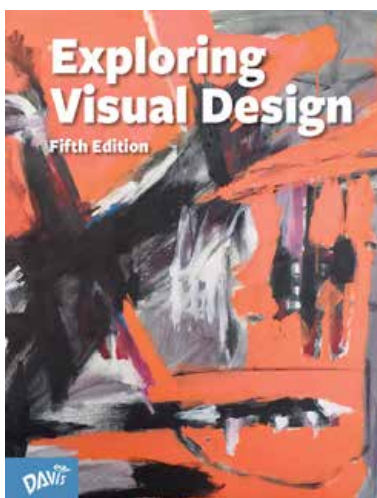
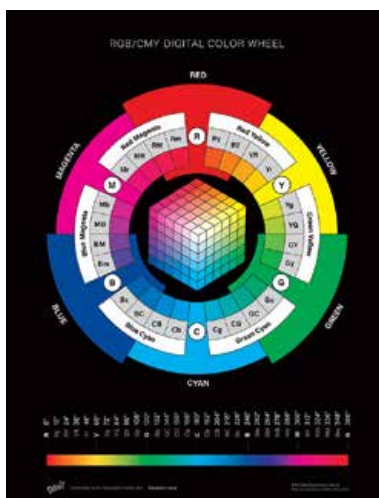


DAVIS

ART EDUCATION CATALOG 2026/2027



Potential

So... here we are again. Or, for some of you, here we are for the first time. Fresh off slow, sun-filled days, dropped back into work mode and a new school year. A room full of possibilities. A head full of ideas. Maybe a few nerves. And probably a to-do list that got a little too ambitious while you were trying to relax.

The beginning of the year always feels full of potential. Maybe it's because **we see possibilities where other people see a mess**. Every year, students walk into your room thinking they'll learn about art. What many of them discover along the way is just how capable they are. Not just because they're learning how to draw, paint, design, or create. It's because art gives students something to wrestle with, like an idea that doesn't quite work or a problem without a single right answer. Somewhere in that wrestling match, they learn that **frustration isn't failure, it's part of figuring things out**.

You see it all the time. The student who starts the year convinced they "aren't creative" begins taking risks, and the one who gives up easily sticks with a project a little longer than usual. A quiet student finds a voice through their work while the class learns that revising isn't a sign something went wrong, it's where the best ideas begin.

Maybe that's why the art room feels especially important right now.

Students are growing up in a world full of instant answers, AI-generated content and constant noise. Yet every day, you ask them to do something different—slow down, look closely, and make choices. You encourage them to trust their ideas and create something that couldn't come from anyone else. This reminds students that some things are worth struggling through and curiosity matters. They discover that original ideas are important and unique perspectives are powerful. Of course, they'll leave your class with stronger artistic skills, but the bigger takeaway is **confidence to take risks, solve problems, and try again when something doesn't work the first time**. That kind of growth doesn't happen by accident. It happens because of the space you make for students to explore, experiment, struggle a little, and discover their potential.



Julian and family at the Worcester Art Museum making bracelets.

At Davis, we know teaching art comes with a lot of moving pieces—planning lessons, managing materials, and meeting the needs of every learner. Our goal has always been simple—provide resources that are meaningful and genuinely useful in real classrooms.

Inside this year's catalog, you'll find:

- **Flexible, standards-based curriculum** designed around meaning.
- **Lessons and visual resources** connected to students' lives.
- **Professional learning** specifically for art educators.
- Relevant resources that **support all learners**.
- **Digital tools** for today's teaching environments.

Thank you for helping students discover that they have great potential. The confidence they build in your art room will stay with them long after the name of a project or technique is forgotten.

We're grateful to be together with you for another school year.



Julian Davis Wade, President

WELCOME

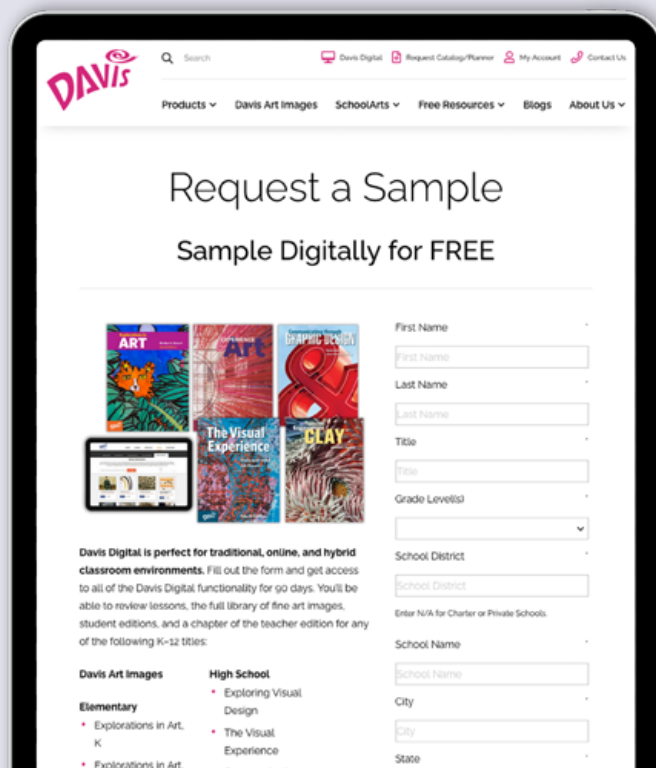
TO THE 2026-2027 SCHOOL YEAR CATALOG!

Your next great lesson starts here.

Discover flexible curriculum, inspiring resources, classroom-tested lesson ideas delivered every month, and meaningful professional development—all designed to support busy art educators and spark creativity in every art room.

Explore programs for FREE at

DavisArt.com/Sample



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DIGITAL

Editor-in-Chief, Frank Juárez—Art Department Chair at Sheboygan North High School, Sheboygan, WI

Fresh NEW lessons all year!

Written by Art Educators for Art Educators.

SchoolArts has transformed into an even more valuable resource with an all-new digital platform! Filled with lessons for grades K-12, it offers enhanced functionality that provides easy searching, filtering, and saving of the content you need.

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- **Art room support**—articles on choice-based teaching, Media Arts, classroom management, meeting individual needs, and more.

Try the platform for **FREE** for 10 days!

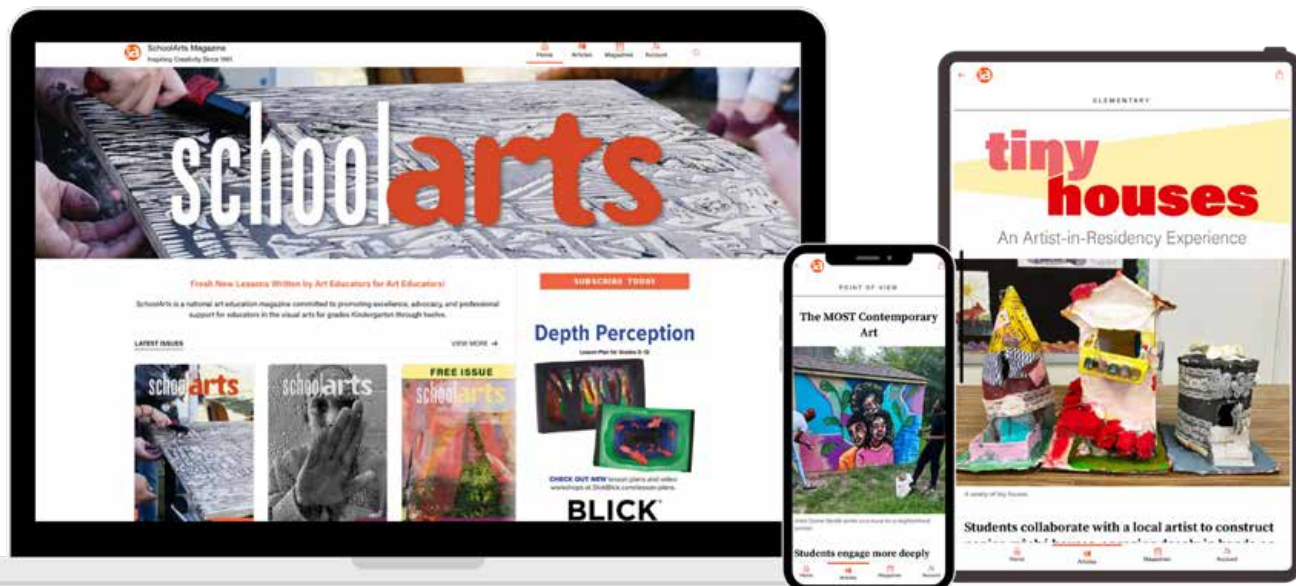
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Designed to meet the needs of today's art educators, our intuitive new platform makes finding what you want simple and saving your content seamless!

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Features

- **Find the content you want.**

Search by keyword or use filters to explore by grade level, area of interest, art form, theme, or media.

- **Save articles or issues.**

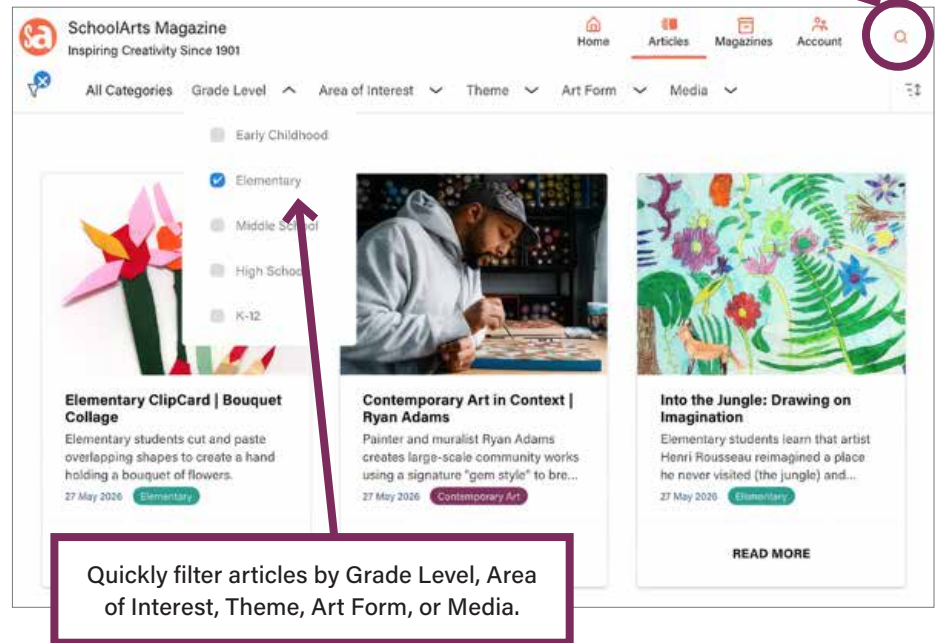
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Quickly filter articles by Grade Level, Area of Interest, Theme, Art Form, or Media.

Get Published... It's Easy as 1, 2, 3

Share your expertise and get published in *SchoolArts*! Here's how:

1. **Pick a topic**—What have you had success with recently in your classroom? What do other teachers need to know? What artist, trend, or issue has influenced you?
2. **Write the article**—Use a conversational style, outline your ideas, and keep it to 800 words or less.
3. **Submit your article and images at [SchoolArts.com/Submission](https://www.schoolarts.com/submission)**
We'll take it from there!

For more information, check out our writer's guidelines: [SchoolArts.com/WritersGuidelines](https://www.schoolarts.com/writersguidelines).

Sharing your ideas and experience is the best way to advocate for art education! Being published in America's longest-running art education magazine will make your colleagues, administrators, parents, and students take notice. **Published articles make valuable additions to your portfolio, employment applications, and grant applications.**

Wondering what to write? *SchoolArts* publishes a wide variety of articles—studio lessons for levels K–12, advocacy, classroom management, innovative responses to the everyday challenges art teachers face, differentiated instruction, and more. Just think about your successes in the art room and start writing!

Author Benefits

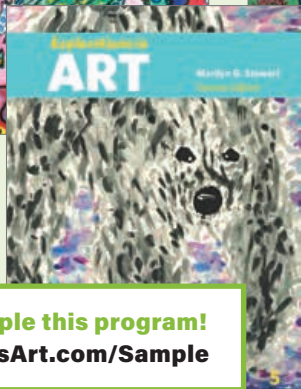
- honorarium of up to \$75 per article.
- one-year digital subscription.

Explorations in Art

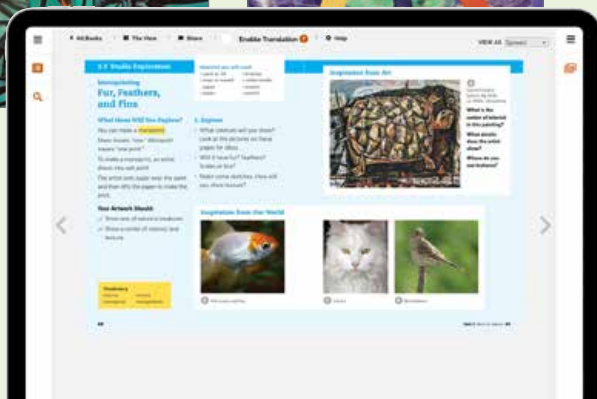


PRINT + DIGITAL

SECOND EDITION Grades 1–6 by Marilyn G. Stewart, Kindergarten by Cathy Weisman Topal



Sample this program!
DavisArt.com/Sample



Give students opportunities to investigate ideas, materials, and techniques. *Explorations in Art* provides art educators with the most resources for constructing meaningful connections to learning and inquiry across the curriculum.

Designed specifically to help students make choices, think about what they have created, and explore how they might work in the future, this program helps students see themselves as part of the learning and artistic process.

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 as it relates to art, design, and other areas of the curriculum.

STEAM Lessons and Connections

Each unit includes STEAM lessons developed by a team of experts. These engaging lessons include student exploration of STEAM concepts through viewing, discussing, and creating artworks. Combine these lessons with the STEAM Art Cards 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.



View the National Visual Arts Standards correlations at DavisArt.com/Standards.

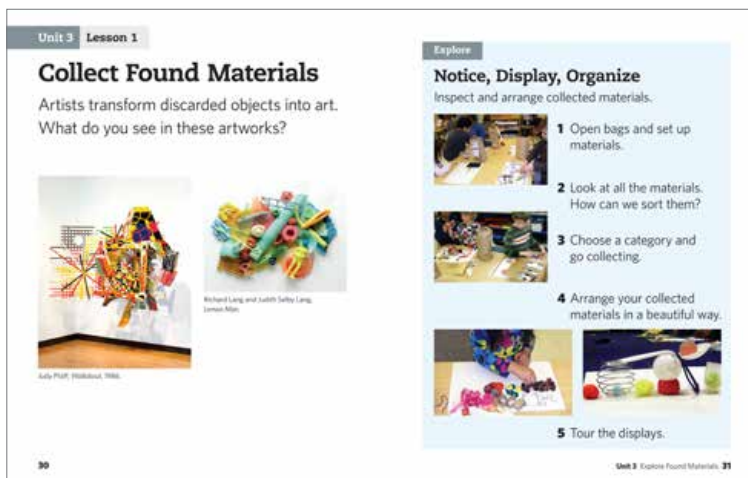


Student Big Book, Kindergarten.

Experience the delight of discovering materials, developing skills, and inventing new ways to create alongside your students. Each lesson of this **child-centered**, carefully structured program provides **classroom-tested approaches** to early encounters with materials and processes as well as **effective classroom management techniques**.

Big Book

- Carefully chosen works of fine art and photographs of the world around us to help spark children's interest.
- Simple text to introduce concepts.
- Clearly illustrated Studio Explorations to help children discover their own creativity.
- Large size (16 x 20") to facilitate full-class or small-group instruction.



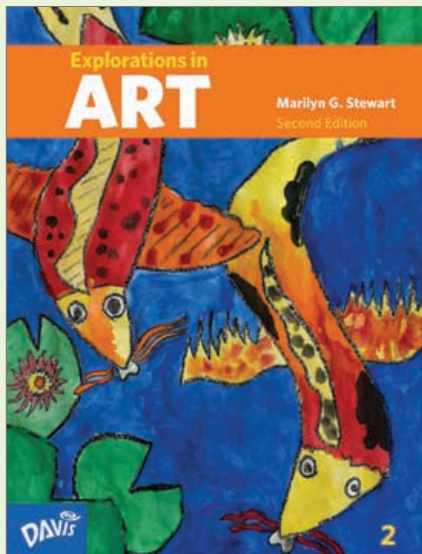
Big Book, Unit 3: Explore Found Materials, Lesson 1: Collect Found Materials.



Teacher Edition, Unit 3: Explore Found Materials, Lesson 1: Collect Found Materials, Notice, Display, Organize.

Teacher Edition

- Includes **point-of-use teaching support** to reinforce techniques, offer background, or remind children of expectations.
- Gets you ready to teach with materials lists, vocabulary, age-appropriate objectives, and setup suggestions.
- Offers ongoing **assessment suggestions and scoring rubrics**.
- Provides tips for making each lesson more successful, manageable, and enjoyable.
- Takes you step-by-step through the lesson: engaging students at the start, suggesting questions and comments to promote idea-sharing, pointing out potential challenges, and more.
- Suggests **variations and extensions to lengthen or deepen instruction**.
- Includes illustrations and photographs of classroom situations and children's artwork.



Student Book, Grade 2.

Student content for grades 1-6 includes six units organized around a Big Idea that is relevant to students' lives and fosters meaningful connections to artworks across time and place, as well as an Essential Question designed to promote student inquiry, reflection, and exploration.

- Brilliant fine art images that enlarge to 300% in the digital edition.
- **54 studios** with stellar examples of student artwork.
- **Elements and principles** embedded throughout each unit ensure continual application and understanding.
- Art criticism that focuses on response and reflection.
- Artist biographies.
- Helpful technique illustrations.
- Student Handbook with examples of elements and principles.
- **Flexible formats** to facilitate 1:1 use or small-group and full-class instruction.
- And much more!



Student Book, Grade 2, Unit 5: Work and Play.

Students begin to experience the theme and concepts of the unit right from the introduction by viewing and discussing two artworks by the same artist. Each introduction includes a brief biography of the artist.

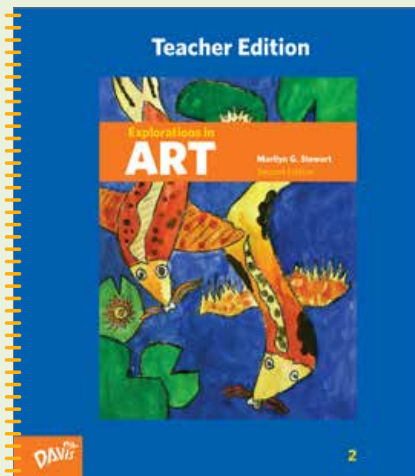


Student Book, Grade 2, Unit 5: Work and Play, STEAM: Focus on Engineering.

STEAM Lessons

A comprehensive STEAM lesson is included in each unit. Students explore the importance of science, technology, engineering, and math in creating artworks. Focusing on a contemporary artwork, **lessons prompt discussion, analysis, exploration, and reflection.** These images are also available as STEAM Art Cards (see ancillaries on page 8).

Teacher Edition



Teacher Edition, Grade 2.

Teacher content includes a wealth of support designed to help teachers easily customize and adapt lessons and Studio Experience.

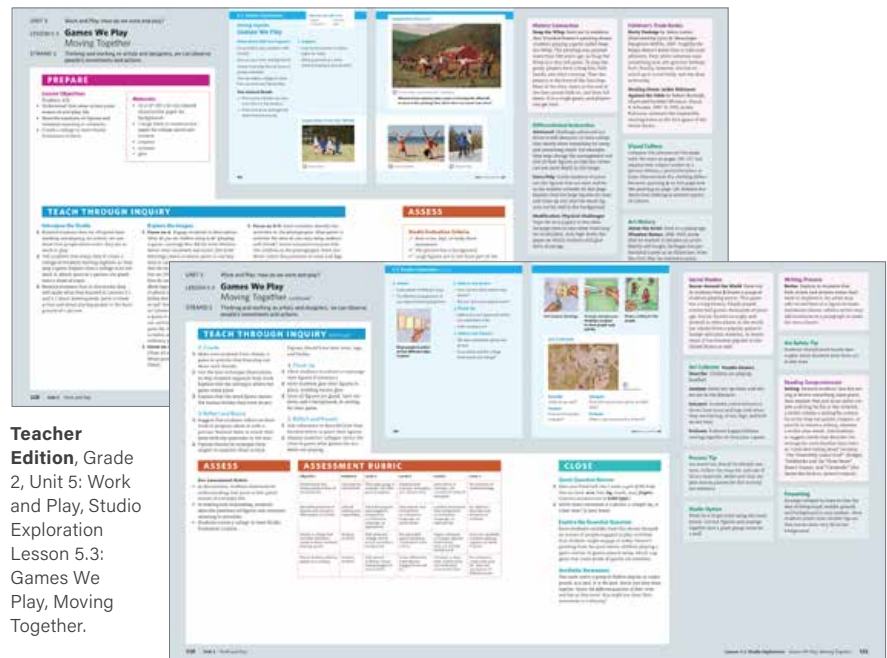
Features

- Support to **Prepare, Teach, Assess,** and **Close** each lesson.
- Cross-curricular connections, including math, science, and history.
- Reading and language arts connections.
- **Support for differentiated instruction.**
- Children's trade books correlated to each lesson.
- Portfolio and process tips.
- Formative assessment and review materials.
- Artist biographies.
- Evaluation criteria and rubrics.
- **Comprehensive support for Teaching through Inquiry.**
- Visual culture and literacy tips, aesthetic thinking prompts, and more!



Teacher Edition, Grade 2, Unit 5 Introduction: Work and Play.

Wraparound content in the Teacher Edition provides **point-of-use support** for every lesson.



Teacher Edition, Grade 2, Unit 5: Work and Play, Studio Exploration Lesson 5.3: Games We Play, Moving Together.

Studio Explorations

Explorations in Art is filled with a **wide range of dynamic studio activities** that encourage students to develop ideas for artworks, to refine them, and to use media expressively. Studio lesson support includes:

- Inspiration from fine art and real-world photos.
- Comprehensive studio rubric.
- Five-step process that focuses on the act of artmaking and nurtures problem-solving.
- Art criticism based on student artwork.
- Clear technique illustrations.

FREE with a Digital Class Set (see page 26)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- Flexible student account options
- *SchoolArts* magazine digital subscription
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Explorations in Art ancillaries are designed to provide a wealth of useful teaching support for teachers to choose from.

Ancillaries include:

Resource Cards

include 36 STEAM Art Cards with Exploration Handouts, 30 Artist Cards, and 30 Vocabulary Cards for each grade level.

- **STEAM Art Cards:** six copies of each STEAM lesson allow for small-group discussion, collaboration, and problem-solving.
- **STEAM Exploration Handouts:** worksheets to support assessment and guide small-group explorations.
- **Artist Cards:** an artist picture on front with biography in English and Spanish on back.
- **Vocabulary Cards:** a picture prompt on front illustrating an art vocabulary word or concept with word/concept on back in both English and Spanish.

NEW!

Program Implementation

To ensure successful and meaningful use of Davis instructional materials, we now offer professional development options for implementing our curriculum. See page 28 for details.

The Teacher Resource Package

contains even more support for both students and teachers including:

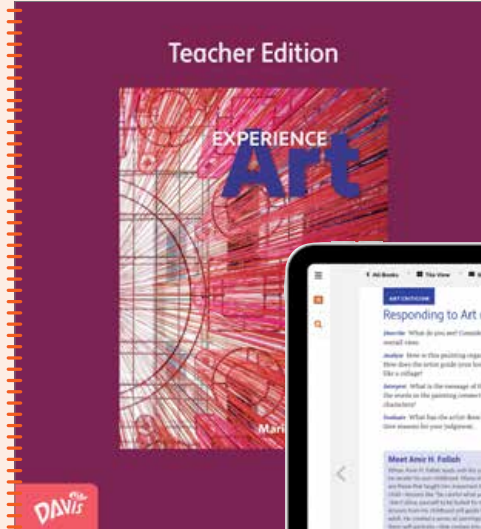
- **Student Handouts:** Pre-Assessments, Compare and Contrast, Art Criticism, and Unit Review Assessments
- **Art Room Reference Sheets:** Art Safety, Color, Elements of Art, and Principles of Design
- **Teacher Resources:** Studio Exploration Rubrics, Artist Biographies, Glossary (English and Spanish), and Improving English Language Skills



PRINT + DIGITAL

FIRST EDITION By Marilyn G. Stewart

Sample this program!
DavisArt.com/Sample



Give students meaningful artmaking experiences that underscore the relevance of art in their lives and reveal the important role it plays in cultures around the world. *Experience Art* provides art educators with the most flexibility possible. But that doesn't mean isolated learning activities! Designed specifically to create rich and deep interconnections, this program builds students' knowledge, skills, and learner agency as they express ideas and feelings through art.

Theme-Based Learning

Unit themes such as Messages and Identity foster active inquiry and offer opportunities for natural connections across the curriculum. Elements and principles, skills and techniques, and forms and media are presented as tools to help students interpret artists' ideas and express their own ideas through art.

Essential Questions

Content organized around Essential Questions puts students on a path of inquiry that matters. These questions encourage students to explore Big Ideas that unite all people around the world and across time. Essential Questions in each unit provide students with opportunities to connect what they learn to the real world where they can put it to use.

Process-Based Studios

A wide range of dynamic studio activities focus on issues and ideas important to middle-schoolers. By learning a process that emphasizes the importance of thinking, planning, and reflection in creating original artworks, students move beyond isolated learning activities. Process-based studios foster divergent outcomes that create personal connections.

Choice

Students are empowered to take ownership in their learning and become active participants in the creative process. Lessons and Choice Center activities throughout *Experience Art* build critical thinking skills as students make choices about what they create using contemporary and traditional approaches to artmaking.



View the National Visual Arts Standards correlations at **DavisArt.com/Standards**.



Student content includes eight units organized around themes that matter to students' lives and support meaningful exploration of skills and techniques as well as Essential Questions.

Features

- **64 Studio Experiences** designed to promote artistic behaviors and thinking.
- **Culturally diverse fine art and artists.**
- **Choice-based methods** allow for student-centered learning while extending lesson content.
- Art Criticism features hone students' skills in analyzing, response, and presentation.
- **Contemporary art and artists** inspire students on deeper levels.
- Process journal activities **promote investigation and reflection.**
- A Student Handbook for reference and review of basic skills, techniques, and concepts.
- Process Journal examples and art from students across the country to inspire students.



Student Book, Unit 6: Lessons, Unit at a Glance.

Unit Opener

- Each unit's opening spread **introduces students to the Big Idea and Essential Question** addressed throughout the unit and to what they will learn and accomplish in the lessons.
- Each unit opens with a **thought-provoking art image and information about the artist** to engage students and draw them into the theme.

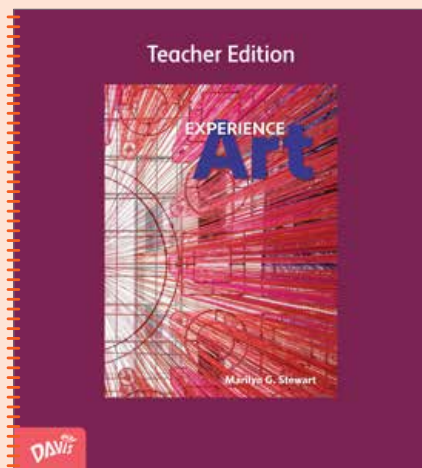


Student eBook, Unit 5: Place, Making Connections: Careers, Set Designer.

Making Connections Features

Each unit includes engaging segments on STEAM, Careers in Art, and Art History to illustrate the many connections art has in the world and to students' lives.

Teacher Edition



Features

- Designed for fast, **easy preparation and focused teaching.**
- Wraparound format with consistent lesson structure—Prepare, Teach through Inquiry, Assess, Close.
- Point-of-use teaching supports** designed to help educators immerse students in lessons.
- Suggested pacing.
- Strategies for using text and images** effectively.
- Inquiry-based activities and Studio Experiences.
- Additional information on art and artists featured.
- Supports for differentiating instruction** for the diverse learning styles in every class.
- Interdisciplinary connections** link what students learn to other subject areas.
- Choice Center options provide student-directed experiences and extend learning.



Teacher Edition, Unit 6: Lessons, Introduction.

Wraparound content in the Teacher Edition provides **point-of-use support** for every lesson.



Teacher Edition, Unit 6: Lessons, 6.2: Studio Experience Creating a Collaged Response.

Studio Lessons

Experience Art is filled with a wide range of dynamic studio activities focused on issues and ideas of particular interest to middle-school students. Studio lessons in each unit include:

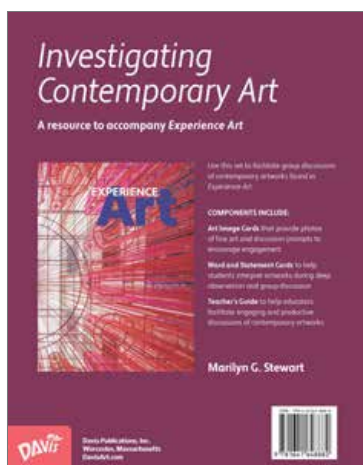
- Opportunities for students to **investigate and document their work** in developing ideas and skills.
- More student voice and choice.**
- Digital options for incorporating technology and digital tools into the studio process.
- Opportunities for students to examine the work and process of other students who worked through the same lessons.
- Cumulative reinforcement and exploration** of lesson concepts while illustrating how artists work.

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- Teacher Edition eBook (1 license)
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- Lessons
- Teacher Resource Package (digital)
- Flexible student account options
- *SchoolArts* magazine digital subscription
- Activation training

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- *SchoolArts* magazine digital subscription



Experience Art ancillaries are designed to provide a wealth of useful teaching support for teachers to choose from. Ancillaries include:

Teacher Resource Package

provides even more support for assessment, deeper investigation, and student reflection. Lesson-specific support includes customizable handouts for each unit, studio masters, rubrics, unit reviews, maps, games, manipulatives, report formats, and more.

NEW!

Program Implementation

To ensure successful and meaningful use of Davis instructional materials, we now offer professional development options for implementing our curriculum. See page 28 for details.

Investigating Contemporary Art Cards

provide a vehicle for students to engage deeply with contemporary artworks in *Experience Art*. Image cards and activities create additional ways for students to explore, consider, and participate in discussions about art and artists. Components include:

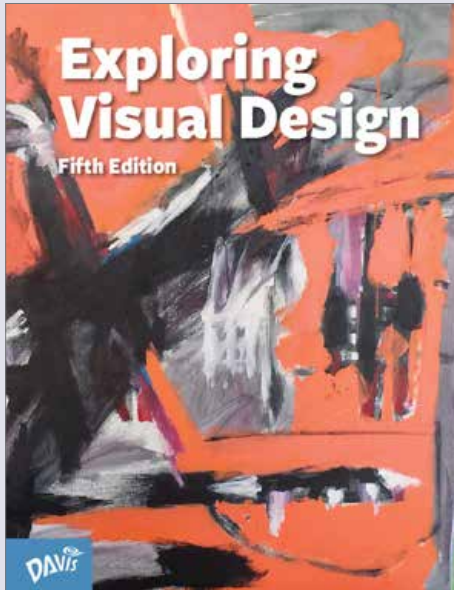
- **48 Art Image cards**—six copies of each image from the eight unit openers allow small-group discussions using prompts on the back of each card.
- **32 Descriptive Words cards**—feature terms students can use to answer the question “What do you see?”
- **32 Expressive Word cards**—feature terms to assist students in answering the question “What moods or feeling are suggested?”
- **32 Themes and Ideas cards**—provide possible answers to the question “What is the artwork about?”
- **48 Evolving Ideas cards**—eight identical sets of cards feature terms describing contemporary artmaking approaches.
- **Teachers Guide**—instruction, additional information, and teaching support for meaningful interactions.

Exploring Visual Design

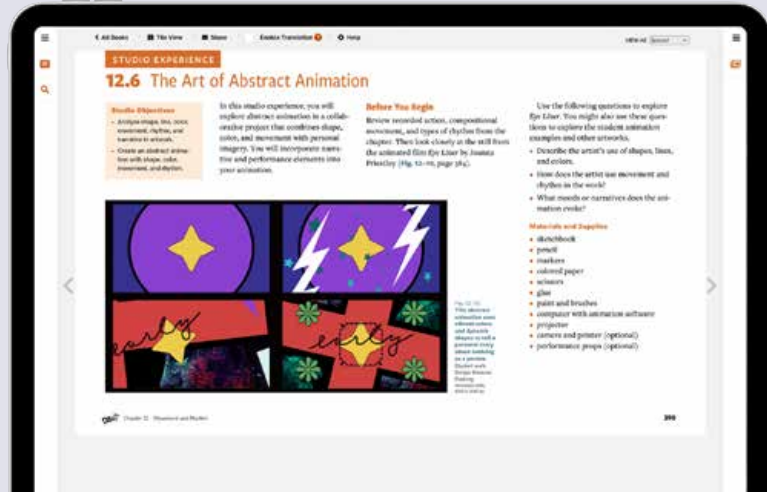


PRINT + DIGITAL

FIFTH EDITION By Joseph A. Gatto, Albert W. Porter, and Jack Selleck



NEW EDITION COMING IN SPRING 2027!



Bring the language of art and design to life with *Exploring Visual Design*! In the brand-new 5th edition, students will discover how the elements of art and principles of design shape the images, objects, and visual experiences they encounter every day. Through hands-on making, thoughtful discussion, and engaging visual examples, students build the confidence to think creatively, communicate visually, and develop their own artistic voice. Designed to support meaningful learning for every student, this program provides educators with:

Comprehensive, Standards-Aligned Curriculum

Organized into twelve engaging chapters, each centered on an element of art or principle of design, *Exploring Visual Design* guides students from foundational concepts to creative application. Real-world connections, design challenges, and accessible instruction help strengthen visual literacy, critical thinking, and artistic confidence.

Rich Visual and Contemporary Connections

Students explore a dynamic range of fine art, contemporary design, and real-world imagery that sparks curiosity and conversation. By comparing historic and contemporary works, students deepen cultural understanding, connect concepts to the world around them, and discover inspiration from diverse creative voices.

Hands-on, Student-Centered Artmaking

Studio projects, collaborative discussions, and creative explorations invite students to learn by doing. As they experiment with materials, reflect on their ideas, and create original works, students build problem-solving skills, develop their artistic voice, and grow meaningful portfolios of work.

Built-In Teacher Support and Differentiation

Flexible teaching tools and embedded supports help educators confidently engage all learners. Annotated guidance, pacing support, materials lists, vocabulary resources including Spanish terms, and differentiation strategies make it easy to lead dynamic discussions and studio experiences that support every student's success.



PRINT + DIGITAL

FOURTH EDITION By Joseph A. Gatto, Albert W. Porter, and Jack Selleck



Features

- Captivating images highlight each element and principle.
- **In-depth profiles of artists and artworks.**
- Informative interviews with artists and designers.
- Exemplary student artworks.
- **Studio activities that promote collaboration** and self-expression.
- Chapter organizers tailor instruction to your schedule.

Exploring Visual Design introduces design appreciation and exploration using the **elements of art and principles of design**. This classic program is suitable for **introductory level high-school or middle-school art courses**. Each of twelve chapters focuses on one element or principle and provides students with a solid foundation in visual concepts and processes. Each chapter includes an engaging, relevant Studio Experience and Career Portfolio.



Sample this program!
DavisArt.com/Sample

Teacher Edition, Chapter 9: Texture, full-size annotated student pages with teacher support highlighted in blue.



View the National Visual Arts Standards correlations at **DavisArt.com/Standards**.

Ancillaries

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(see page 26)

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- Lessons
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- Flexible student account options
- *SchoolArts* magazine digital subscription
- Activation training

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resource Package (USB drive)
- *SchoolArts* magazine digital subscription

Teacher Resources Package

At least five additional Studio Experiences per chapter offer alternative hands-on activities for students of varying ability. Full-length interviews from Career Portfolios are provided.

NEW!

Program Implementation

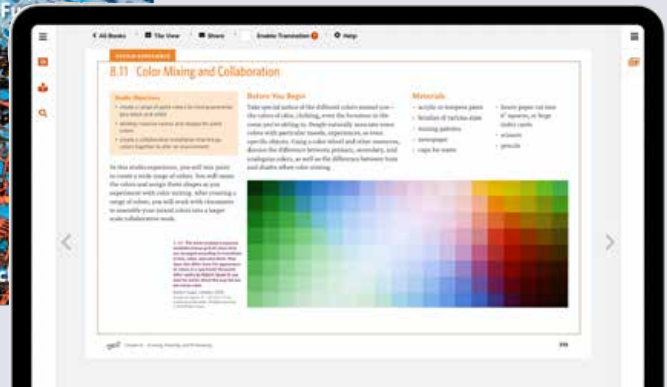
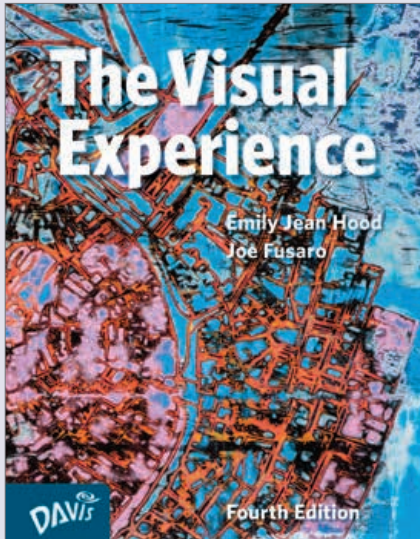
To ensure successful and meaningful use of Davis instructional materials, we now offer professional development options for implementing our curriculum. See page 28 for details.

The Visual Experience

PRINT + DIGITAL

FOURTH EDITION By Joe Fusaro and Emily Hood

Sample this program!
DavisArt.com/Sample



Bring meaningful artmaking experiences to students with our classic introductory visual arts curriculum. Capture the attention of even the most reluctant student with opportunities to engage with art in new ways. *The Visual Experience* provides strong support for amplifying students' voices as they focus on process and ideation.

Essential Questions

Enduring ideas and important topics students should understand showcase the deep relevance of art in students' lives and lay the foundation for artmaking experiences. Filled with student choice, lessons throughout the program ensure students are fully engaged in learning and able to nurture their creative voice.

Inquiry-Based Learning

Provide students with the opportunity to focus on the steps of making art. Studio experiences across the program are specifically developed to support differentiated discovery. Give students the space to consider what they are making, how they are thinking, and critically analyze new ideas.

Postmodern Principles

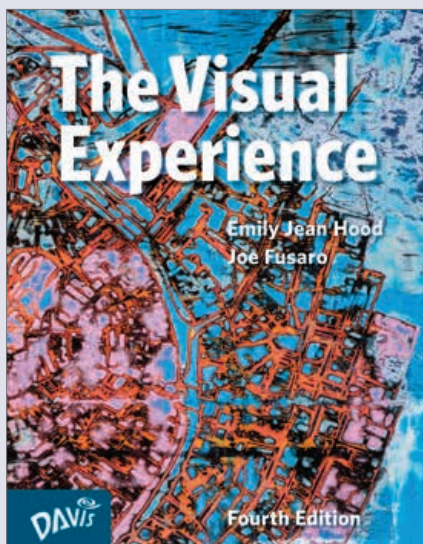
Introduce students to and engage them with the evolving elements of art and principles of design. Lessons include concepts such as appropriation and recontextualization to extend the traditional elements and principles of making art and help students better understand the complexity of artwork created today.

Student Engagement

Art and artists from diverse cultures around the world, thought-provoking contemporary art, and outstanding student art capture the attention of even the most reluctant students, help them see themselves in the instructional materials, and engage with lessons on a deeper level.



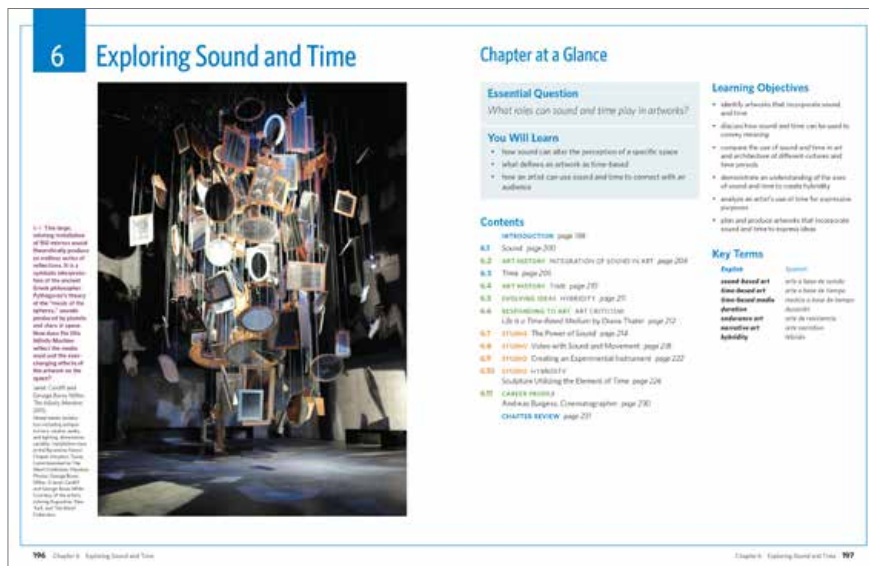
View the National Visual Arts Standards correlations at [DavisArt.com/Standards](https://davisart.com/standards).



Student content includes **eleven units organized into three parts: Introduction to Art, 21st Century Elements and Principles, and Media Choices.** Integrated career profiles, art criticism, and art history focus learning and inquiry throughout the instructional material.

Features

- A wide variety of twenty-first century artworks from a diverse and inclusive array of artists.
- Strong emphasis on **postmodern principles** encourages students to explore new ways to engage with art.
- **Essential Questions in each chapter** focus learning and stimulate discussion.
- Student Handbook for technique and concept support.
- Writing opportunities expand key concepts.
- **Thought-provoking images** foster student engagement and thoughtful response.
- Artist profiles focus on pertinent information that has influenced them.



Student Book, Chapter 6: Exploring Sound and Time, Chapter at a Glance.

Chapter Introduction

- Each chapter begins with an image and accompanying question to stimulate discussion of the chapter's **Essential Question** and key concepts.
- The **Chapter at a Glance** gives students a visual overview with an Essential Question to focus learning, what students will learn, chapter contents, learning objectives, and key terms in English and Spanish.

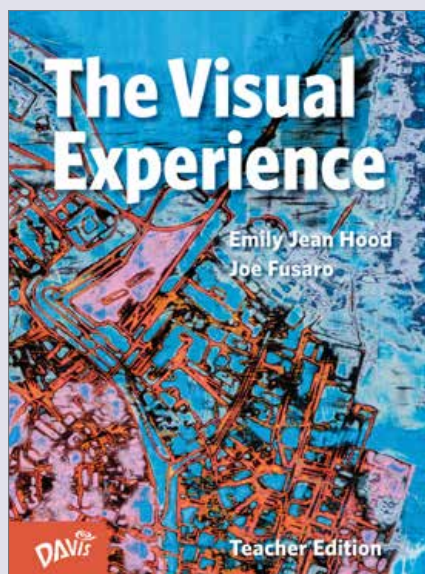


Student eBook, Chapter 9: Media Arts, Responding to Art.

Responding to Art

This feature goes beyond traditional step-by-step art criticism by engaging students with thought-provoking images in a variety of ways to foster meaningful response through careful analysis.

Teacher Edition



Detailed teacher content provides a plethora of support designed to help teachers **expand and extend lessons** and respond to the ever-changing needs of **increasingly diverse student populations**.

Features

- **Prepare, Teach, Assess, and Close** lesson format allows for structure and flexibility.
- Extensive point-of-use teaching tips include **Write about Art and Interdisciplinary Connections**.
- Point-of-use **About the Artist** features for each artwork.
- Key terms in English and Spanish.
- **Differentiated Instruction** with specific support for English learners and Spanish speakers.
- **Chapter Organizers** provide at-a-glance planning, pacing, lesson objectives, and lesson resources.
- Comprehensive support for introducing students to the **postmodern principles**.
- **Art Career profiles** introduce students to exciting careers such as toy designer, animator, and fashion designer.



Teacher Edition, Chapter 6: Exploring Sound and Time, Chapter at a Glance.

Wraparound content in the Teacher Edition provides **point-of-use support** for every lesson.



Teacher Edition, Chapter 6: Exploring Sound and Time, Studio Experience.

All-New Studios Focus on Process and Ideation

Twenty brand-new studios written by Art21 senior education advisor, exhibiting artist, and high-school art educator Joe Fusaro. Studio Experiences in every chapter include:

- One studio designed to explore **postmodern principles**.
- **Writing opportunities** expand the studio's key concepts.
- Meaningful **opportunities for reflection**.
- More **student voice and choice**.
- Digital options.
- A **comprehensive point-of-use rubric** to help students self-evaluate both product and process at **four levels of proficiency**.

FREE with a Digital Class Set (see page 26)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- Flexible student account options
- *SchoolArts* magazine digital subscription
- Activation training

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resource Package (USB drive)
- *SchoolArts* magazine digital subscription



The Visual Experience ancillaries are designed to provide a wealth of useful teaching support for teachers to choose from. Ancillaries include:

Teacher Resource Package

Art and Artists, Art Critiques, Career Profiles, Chapter Review Questions, Chapter Tests, Essential Questions, Evolving Ideas, Interdisciplinary Connections, Peer Assessment, Self-Assessment, Rubrics, Research Options, Write About Art, Vocabulary, Support for Spanish Language Speakers, and the Student Handbook in English and Spanish.

Student Handbook

A guide in **English and Spanish** to studio concepts and techniques for drawing, painting, printmaking, sculpture, and photography; includes clear diagrams and concise instructions on topics such as planning, storing, and displaying art; figure proportions; perspective; and more.

NEW!

Program Implementation

To ensure successful and meaningful use of Davis instructional materials, we now offer professional development options for implementing our curriculum. See page 28 for details.

Video Lessons

Designed to engage Art 1/Introductory Art students, video lessons included with the digital edition of *The Visual Experience* inspire them to **discuss, think, and create in meaningful ways** as they explore topics such as Ideation Strategies, How Artists Get Ideas, Conducting a Critique, and more!

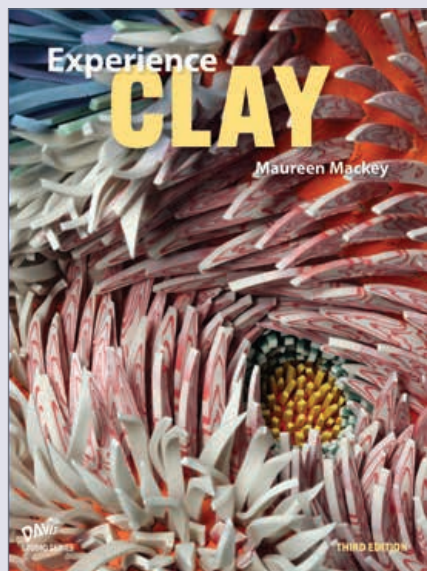
Video topics include:

- Keeping a Sketchbook
- Ideation: Choosing Themes
- Concept Maps
- Participatory Art
- Engaging with Contemporary Art
- Deconstructing Artwork
- Installation Art in a School Settings
- Mirror Critique
- In-Process Critique
- Creating a Digital Portfolio
- Writing About Art



PRINT + DIGITAL

THIRD EDITION By Maureen Mackey



Features

- Studio Experiences that engage and challenge students.
- Photographs and illustrations that detail fundamental techniques.
- Outstanding student artwork.
- Point-of-use instructional support for teachers.
- Interviews with professional ceramic artists and sculptors.
- Student Handbook with essential information on repairs, firing, and more.
- Art history profiles that chronicle significant cultural influences.

The third edition of **Experience Clay** is a powerful resource for ceramics teachers and students that covers a wide variety of processes and topics, including hand-building and wheel-throwing techniques, firing, and mixed media. Students are encouraged to discover their unique styles and interests while also learning about ancient traditions and innovations in ceramics throughout history.

Providing artmaking experiences loaded with choice, overviews of elements and principles, postmodern principles, and the aesthetics of ceramic artworks, as well as meaningful opportunities to engage with nontraditional approaches to ceramics in contemporary art, *Experience Clay* addresses the unique needs of contemporary ceramics classrooms.



Sample this program!
DavisArt.com/Sample

Teacher Edition (print), Chapter 3: Working with Clay.



DavisArt.com/Standards

Ancillaries

FREE with an eBook Class Set (see page 26)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Flexible student account options
- *SchoolArts* magazine digital subscription
- Activation training
- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional videos

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resources (print booklets)
See descriptions on page 21.
- *SchoolArts* magazine digital subscription

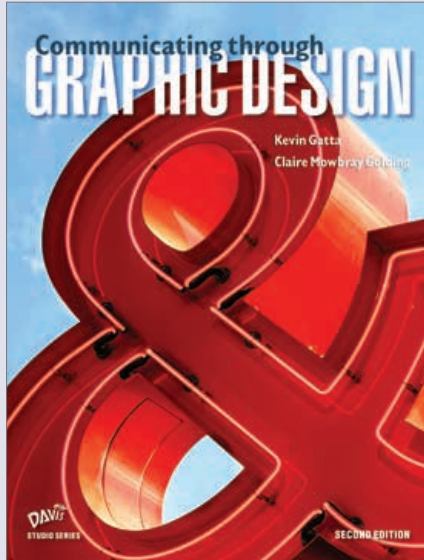
Communicating through Graphic Design

SEE PAGE 40 FOR PRICING.



PRINT + DIGITAL

SECOND EDITION By Kevin Gatta and Claire Mowbray Golding



Features

- Chapters that focus on Image Creation for Design, Design in Motion, and Working as a Graphic Designer.
- Think Like a Designer prompts—Try It and Discuss It—help students think deeply about what they create.
- Stunning examples of student work.
- Contemporary Career Profiles provide artistic insight to help students identify the essential skills needed.
- Point-of-use instructional support for teachers.
- Interdisciplinary Connections integrate design across the curriculum.

Communicating through Graphic Design highlights the importance of idea generation, use of media, and decision-making. Students explore stimulating studio opportunities developed to mirror that of real-world design challenges using both digital and traditional media.

With chapters that introduce your students to creating images for graphic design, developing motion graphics, and exploring careers in graphic design, this program addresses the constantly changing needs of today's students. With exemplary works from a variety of designers, portfolio tips, and interviews with professionals, *Communicating through Graphic Design* is the most comprehensive resource available for contemporary graphic design classrooms.



Sample this program!
DavisArt.com/Sample

Teacher Edition (print), Chapter 8: Information and Experience Design.



DavisArt.com/Standards

Ancillaries

FREE with an eBook Class Set (see page 26)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Flexible student account options
- *SchoolArts* magazine digital subscription
- Activation training
- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional videos

FREE with 30 print Student Books

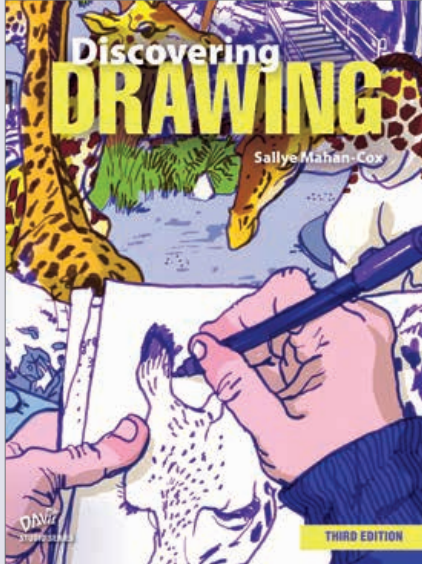
- Teacher Edition (print)
- Teacher Resources (print booklets)
- *SchoolArts* magazine digital subscription

Discovering Drawing



PRINT + DIGITAL

THIRD EDITION By Sallye Mahan-Cox



Features

- Stunning fine art examples.
- Writing prompts and captivating career profiles.
- Point-of-use instructional support for teachers.
- Portfolio development and technical and aesthetic inquiry opportunities.
- A wealth of art history and alternative approaches expand student knowledge.
- Videos and in-depth Student Handbook clarify processes.

Discovering Drawing bridges the gap between art instruction, artistic expression, and personal discovery. Students explore all facets of the drawing process and media in this visually dynamic and comprehensive approach to art instruction that incorporates both **realistic and expressive drawing techniques with art history, aesthetics, and criticism.**

The program is designed to reach students at a range of ability levels and includes in-demand features for contemporary classrooms, such as **connections to STEM and design, Big Ideas for creating meaning, and more contemporary and diverse art** including non-Western and women artists.



Sample this program!
DavisArt.com/Sample

Teacher Edition (print), Chapter 9: Making Meaning through Drawing.



DavisArt.com/Standards

Teacher Resources (included with purchase of Digital Class Set or 30 print textbooks)

Studio Support Masters

Photos and illustrations teach techniques and processes. Portfolio and exhibition tips help students document their work, track their progress, and prepare their images in a professional manner.

Vocabulary Masters and Art & Artist Profiles

Profiles highlight the accomplishments of artists and works of art. Vocabulary Masters reinforce vocabulary development through stimulating word games.

Assessment Masters

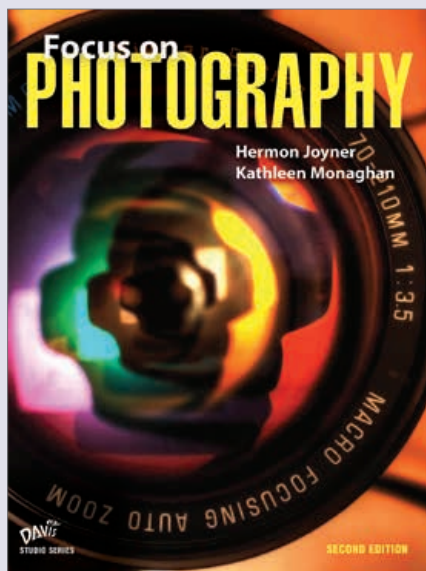
Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the Digital Class Set.

Focus on Photography



PRINT + DIGITAL

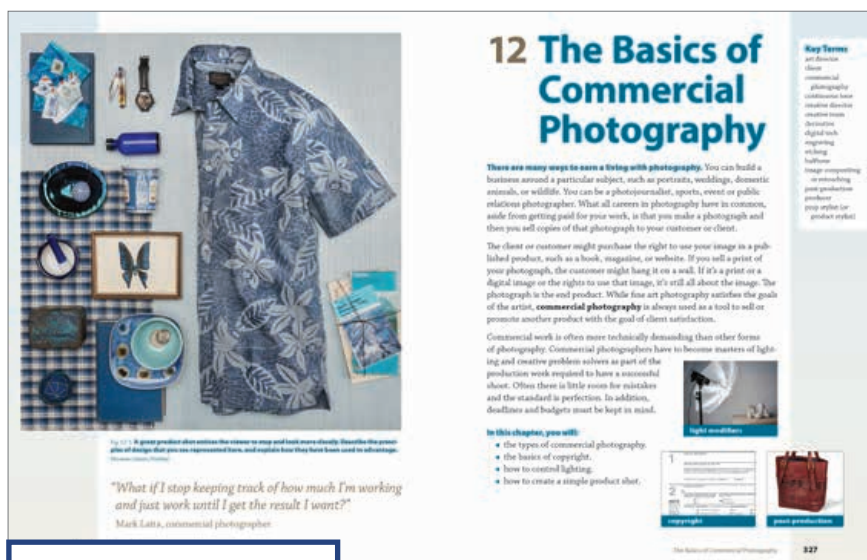
SECOND EDITION By Hermon Joyner and Kathleen Monaghan



Features

- Brilliant fine art and commercial images.
- Videos and technical images clarify processes.
- Captivating career profiles.
- Engaging artmaking experiences with suggested guidance.
- Outstanding student artwork.
- Low-tech to high-tech processes that can be easily adapted.
- Portfolio development and technical and aesthetic inquiry opportunities.
- Point-of-use instructional support for teachers.

Focus on Photography provides students with techniques, skills, and tools for **success in creating both commercial and fine art photographs**. An essential resource for concepts and processes—both digital and film—this program contains a wealth of vibrant images to inspire students and engaging studios to challenge them. From making pinhole prints to manipulating digital images, these artmaking experiences provide **in-depth technical explanations** of darkroom and computer-based processes. With lessons covering everything from the basics and a wide variety of photographic process to the challenges of commercial photography as a career, this curriculum is designed to reach students at every ability level.



Sample this program!
DavisArt.com/Sample

Teacher Edition (print), Chapter 12, Opener.



DavisArt.com/Standards

Ancillaries

FREE with an eBook Class Set (see page 26)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Flexible student account options
- *SchoolArts* magazine digital subscription
- Activation training
- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional videos

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resources (print booklets)
- *SchoolArts* magazine digital subscription

Experience Painting



PRINT + DIGITAL

FIRST EDITION By John Howell White



Features

- Contemporary and historical fine art.
- Artistic strategies cover topics such as motivation and choosing imagery.
- Opportunities for portfolio development, critical analysis, and reflection.
- Tips for developing good studio habits.
- Career profiles.
- Outstanding student artwork.
- Point-of-use instructional support for teachers.
- Student Handbook with information on topics such as light, color basics, and tools and materials.

Experience Painting offers a wide-ranging view of painting's diverse media, tools, and processes, including encaustics, street art, and nontraditional approaches that will inspire teachers and students alike. **Dazzling fine art** accompanies the clear, practical text; **hands-on Studio Experiences** with process photographs allow students to build skills sequentially and invite experimentation. Teacher material supports inquiry-based practice and connections to other subject areas. **Accomplished student artwork**, historical background, **career guidance**, and point-of-use instructional support round out this exciting program in the Davis Studio Series.



Sample this program!
DavisArt.com/Sample

Teacher Edition (print), Chapter 2, Opener.



DavisArt.com/Standards

Teacher Resources (included with purchase of Digital Class Set or 30 print textbooks)

Studio Support Masters

Photos and illustrations teach techniques and processes. Portfolio and exhibition tips help students document their work, track their progress, and prepare their images in a professional manner.

Vocabulary Masters and Art & Artist Profiles

Profiles highlight the accomplishments of artists and works of art. Vocabulary Masters reinforce vocabulary development through stimulating word games.

Assessment Masters

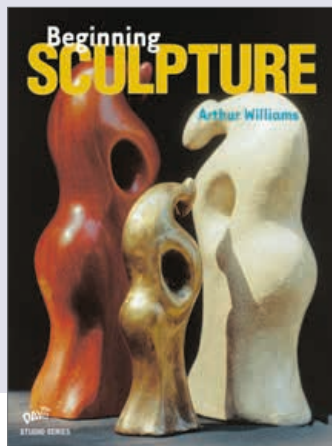
Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the Digital Class Set.

Beginning Sculpture



PRINT

By Arthur Williams



Features

- A diverse range of techniques and media, from plaster casting to found-object assemblage.
- Engaging historical and contemporary images ranging from the ancient sculptors of Mesoamerica to immersive installation experiences.
- Contemporary career profiles of working sculptors.
- Thought-provoking historical profiles help students understand their own place in art history.
- In-depth analysis of using elements and principles to create three-dimensional artworks.
- Detailed illustrations of fundamental techniques.

Experience Printmaking



PRINT

By Donna Anderson



Features

- Step-by-step instruction of printmaking methods.
- Engaging Studio Experiences from intaglio to lithograph collages.
- Stunning fine art examples from historical and contemporary artists.
- Interdisciplinary connections.
- Career profiles of contemporary printmakers.
- Important safety notes for the printmaking studio including nontoxic alternative processes.
- Student Handbook of techniques and processes.

Ancillaries

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resources (print booklets)
- *SchoolArts* magazine digital subscription

Teacher Resources (included with purchase of 30 print textbooks)

- **Studio Support Masters**
- **Vocabulary Masters and Art & Artist Profiles**
- **Assessment Masters**

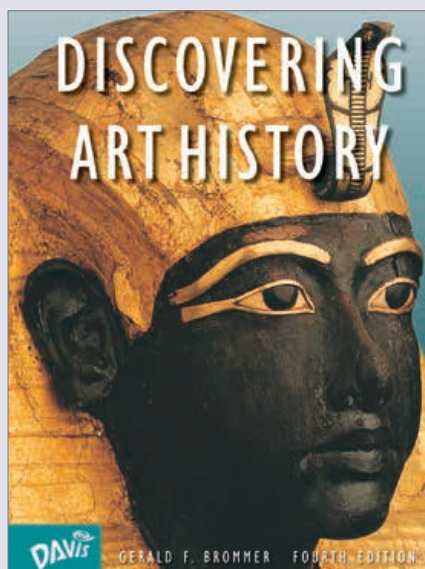
See descriptions on page 23.

Discovering Art History



PRINT

FOURTH EDITION By Gerald F. Brommer



Features

- Useful maps, timelines, and diagrams.
- Student profiles for peer comparison of studio exercises.
- Multicultural and interdisciplinary connections.
- Hundreds of additional inquiry and research-related exercises.
- Contextual information to encourage discussion and understanding.

Discovering Art History offers an in-depth, comprehensive approach to art. With vibrant fine art examples, in-depth profiles of artists, artistic periods, and movements this program includes an **extensive survey of Western art, studies of non-Western art**, and an introduction to **art appreciation**. Engaging studio activities throughout directly connect to chapter content. This **outstanding program** will show students how the visual arts serve to shape and reflect ideas, issues, and themes from the time of the first cave paintings to the twenty-first century.



Student Book, Chapter 15: American Art.



DavisArt.com/Standards

Ancillaries

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resource Package (USB drive)
- *SchoolArts* magazine digital subscription

Teacher Resources (USB drive)

Features include customizable assessment tools. Reproducible resources include review questions and chapter tests, self-evaluation tools, regional maps, and professional articles.

Digital Fine Art Images

Extend the fine art in each lesson with images from around the globe and across time. With your Davis Art Images subscription, you can **view and download images that have been carefully correlated to every lesson**. See page 26 for information.

History through Art Timeline & Teacher Guide

This timeline (three panels, 60 x 12" each) visually links historical events with works of art. The Teacher Guide explores the historical and cultural clues in each work of art and includes inquiry-based exercises, keywords, studio activities, and reproducible pages for students.



Davis Digital homepage.

Features

- Instructional content for **students and teachers**.
- **NEW** Downloadable **Lesson Plans**.
- **Robust search** functionality.
- Tools for **customizing, organizing, and sharing lessons** with colleagues or parents.
- **Rostering and Single Sign-On**.
- **Customizable assessments**.
- Portfolios to **display student art or share information** about your program online.
- Access to **thousands of art images** with teaching support.



NEW Translation Capability

Built-in translation tools help students and families fully engage in creative learning by supporting clear communication and equitable access to instruction. Designed to foster inclusive classrooms and meaningful participation, content is available in Spanish, Haitian Creole, Portuguese, Vietnamese, French, Arabic, Chinese, Russian, Tagalog, and Urdu.



Sample Davis programs on Davis Digital! DavisArt.com/Sample

Access Davis K-12 curriculum anywhere there is an Internet connection with Davis Digital. Developed to work with the wide variety of technology in classrooms, its **responsive design supports any device teachers and students may be using**.

Students can dive into content for assignments, research fine art images, or create and share portfolios to document project progress or display for presentation. Teachers will love the **downloadable lesson plans**, easy access to instructional content, and the unique planning and presentation tools used to customize instruction. Build new lessons or customize the many samples provided and organize how you want students to focus on them. Seamlessly collaborate with colleagues to create shared lessons, district-recommended curriculum, or benchmark assessments.



Book Collections are perfect for expanding the scope of a lesson or studio experience.

Fine Art Images are included with all Davis Digital curriculum purchases.

Expand your lessons and extend learning with artwork from leading museums and galleries. Showcasing artwork across time and from cultures around the world, the regularly updated library houses a stunning variety of diverse art with detailed information for teaching and zoom-in capabilities up to 300%. See page 41 for pricing.

PD

Professional Development



IN-PERSON + ONLINE

You understand the need to continually refine your instructional practices. Make sure the courses you choose support your ultimate goal—helping students succeed.

We provide learning that is relevant to contemporary approaches and issues.

Presented on-demand, virtually, or in-person by master teachers who are experts in the most current classroom pedagogy and the practical, discipline-specific, targeted application of research-backed content. **Learn from educators who are recognized leaders** with a plethora of applicable classroom successes.



Participation Options

In-Person

- half-day
- full day
- multi-day

Online

- one hour
- half-day
- full day
- multi-day

Session Options

On-Demand Sessions

High-quality author-delivered video combined with practical application and reflection provide you with a self-paced professional development experience that truly changes practice. Enjoy courses developed and presented by experts in the most current classroom pedagogy from the comfort of wherever you are. These sessions provide practical, discipline-specific, and targeted application of topics that matter to teaching and learning today.

Workshops, Coaching, Classes, and Conference Sessions

Our preplanned sessions offer information, strategies, and guidance on the hottest subjects in art education today. Topics can be implemented as conference or keynote sessions as well as school and district professional development. Learn from our master teachers and apply that knowledge across your team's practice immediately. Choose from the topics listed on the next page or customize your own sessions.

Customized Sessions

Design a custom-made professional learning experience! Our professional development manager will work with your district to develop a program to fit your specific needs. Our master teachers can easily address your personal, school, and district goals while providing a meaningful experience that is immediately applicable to classroom practice. Custom sessions are available in face-to-face, virtual, and blended formats.

Visit DavisArt.com/ProfessionalDevelopment for more information! Contact Kristi Oliver, Professional Development Manager, at KOliver@DavisArt.com or call 800-533-2847, ext. 1747.



ONLINE

Professional Development Topics

We offer an extensive list of topics that can be delivered as workshops, courses with ongoing coaching, conference and keynote sessions, or customized sessions to fit your individual needs! **Visit DavisArt.com/PDTopics to explore the full list.**



Teaching through Inquiry/ Inquiry-Based Learning

Explore strategies to employ inquiry with students. Discover ways to engage them deeply and link their learning to the real world.



Teaching with Contemporary Art and/or Media Arts

Learn about contemporary artists who investigate topics important today. Gain valuable experience engaging with artwork through inquiry.



Restorative Practices

Discover intentional supports to create effective and nurturing environments for both teaching and learning. Sub-topics may include fostering resilience and behavioral interventions.



Choice-Based Art Education

Explore instructional frameworks for varied levels of choice and ways of crafting authentic assessments while providing clear connections.

Visit **DavisArt.com/PD** to try out one of our professional development courses for **FREE!**

NEW!

Curriculum Implementation Support

Strong implementation of the resources you choose is a key component to student success. Davis's Professional Development team is here to **ensure successful and meaningful use of your Davis instructional materials**. Choose from three tiers of support to guarantee successful curriculum application.

Implementation sessions are available per grade level (elementary, middle, or high) or by program. Sessions can be organized for groups of 40 participants or less. Session **content is flexible and can be expanded or condensed** based on the amount of time available; sessions can be conducted in-person or virtually as single or multiple day programs.

Tier 1 Sample Sessions:

- Deep Dive: Curriculum Implementation (full day suggested)
- Implementing/Instructing with Resource Card Sets
- Process-Based Studio Engagement

Tier 2 Sample Sessions:

- Teaching through Inquiry
- Teaching with the Sketchbook and/or Visual Journal
- Using Thematic Units to Promote Understanding

Tier 3 Sample Sessions:

- Differentiated Instruction and/or Adaptive Art
- Evolving Ideas/Postmodern Principles
- Teaching with Contemporary Art and/or Media Arts

Professional Development Courses



ONLINE

Curricular Considerations in Contemporary Art Education

NEW!

Explore ways of encouraging students to make art that is not only authentic but truly their own in this new course. Art education is about reaching every kind of student and helping them be curious and expressive.



MODULE 1: Deconstructing Foundational Skills

Learn strategies for reimagining what foundational skills in art could look like today and how to evaluate your current curriculum.



MODULE 3: Strategies in Developing New Lessons

Discover ways of generating ideas for crafting contemporary lessons including where to get references and what informs the direction your lessons take.



MODULE 2: Strategies in Developing New Language

Identify alternative ways of talking about art and artmaking outside of traditional approaches.



MODULE 4: Process in Contemporary Practice & Pedagogy

Consider what impacts your own pedagogy while exploring how to discern and define the relationship between student engagement and the creative process.

Receive ten hours of professional development with art educator Richard Kim as you rethink curriculum. During this course, you will examine applicable strategies for keeping art content and assignments current and relevant to your students. Designed to foster familiarity with Contemporary Art Practices, course-work will motivate educators to be creative with their curriculum and take risks in developing art assignments that empower all students.

Dive into four modules that outline contemporary approaches for designing curricular components. Course work will address items such as:

- What informs the direction of a lesson and how to develop lessons?
- How can we adjust our pedagogy to engage students in contemporary practices?
- What Contemporary Art Practices are missing from K-12 art curriculum?
- How do you give permission to explore while building student confidence?

Certificate of Completion supplied for a maximum of 10 hours.

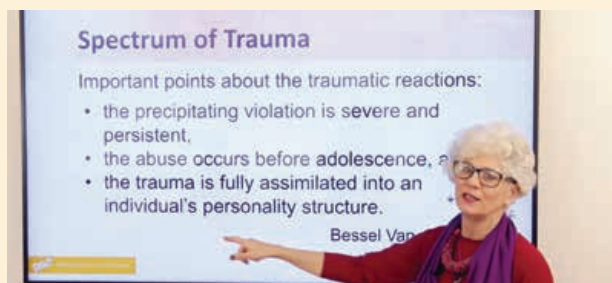
Visit [DavisArt.com/PD](https://davisart.com/PD) to try out one of our Professional Development courses for FREE!

Professional Development Courses



ONLINE

Therapeutic Approaches in Art Education



Investigate ways to support therapeutic artmaking in your teaching practice. **Get four hours of professional development** with Dr. Lisa Kay, author of the Art Education in Practice Series title *Therapeutic Approaches in Art Education*. This course offers key elements, approaches, and practical guidelines for therapeutic art education with students who have encountered adverse childhood experiences and trauma. Get curricular resources and educational artmaking strategies to help students communicate their ideas, express/contain emotions, and self-regulate.

MODULE 1: Foundations and Intersections

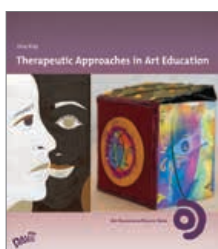
Learn about art education's historical influence on art therapy, highlighting commonalities and differences between therapeutic art education and school art therapy.

MODULE 2: Trauma-Informed Practices

Discover approaches, principles, and models that can be applied to art education, including why they are effective with students who have suffered traumatic experiences.

MODULE 3: Taking Care of Others and Ourselves

Explore how art can be used as a form of self-care and gather suggestions about what teachers can do after experiencing a traumatic event.



Learn about Dr. Lisa Kay's book, ***Therapeutic Approaches in Art Education***. See page 31 for details.

Media Arts Intensive



Learn from professionals, artists, and educators working in Media Arts today. **Get fifteen hours of professional development** as you discover a wealth of exciting ideas you can use in your classroom immediately. Be inspired by an overview of Media Arts and how it has evolved over time, a deep dive into the National Media Arts Standards, and 34 exciting sessions for educators across all grades. Whether you have an existing program or are building one from the ground up, you will gather an abundance of ideas that will expand your mindset on new media.

Nine Artist Talks

Interviews with contemporary artists: Momo Pixel, JooYoung Choi, Allison Maria Rodriguez, Dorothy Fatunmbi, Amanda Strong, Jillian Mayer, Pippin Barr, and Petronio Bendito.

Four Focus Sessions

Discover how color is perceived in digital/virtual spaces; get an overview of Media Arts, highlighting key artists and technological advancements over time; and explore issues surrounding copyright, appropriation, and fair use.

Seventeen Best Practice Lectures

Media Arts educators provide practical guidance for implementing Media Arts lessons into your curriculum and share their expertise in everything from creating text and low poly art to augmented reality!

Two Panel Discussions

Media Arts teachers discuss key topics relevant to incorporating multimedia into learning communities. Discover how these teachers made Media Arts work for their students regardless of technological constraints.

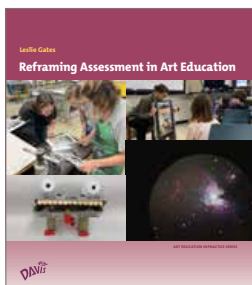
Art Education in Practice Series


PRINT + DIGITAL DOWNLOAD

Series Editor Marilyn Stewart

Transform education research into practical classroom strategies.

The Art Education in Practice Series is the single most comprehensive source for superior content in teacher education and professional development. Each contributor to this series is a nationally known expert on theory and practice in art education.



Reframing Assessment in Art Education

Leslie Gates. Transform the way you think about assessment in the art room. This new title helps educators move beyond grading to create meaningful, student-centered assessment practices that support creativity, reflection, and artistic growth. Grounded in authentic studio practice and the realities of today's classrooms, this essential resource explores key topics including power, student agency, collaboration, subjectivity, teacher expertise, and the growing culture of assessment-as-accountability in schools.

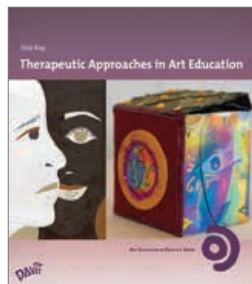
Discover practical strategies for evaluating creative thinking, artistic process, and conceptual understanding along with flexible tools for meaningful feedback, equitable grading, reflection, and standards-aligned instruction that engages today's learners while honoring individual voice and creativity. 220 pages, digital.



Ethical Decision-Making in Art Education

Christina Bain. Art education training typically covers many practical facets of the job—classroom management, writing a lesson plan, demonstrating how to slip and score a clay pot—but rarely does it comprehensively address the many ethical challenges art teachers may face. Teachers are expected to adhere to a professional code

of ethics, yet limited preservice and/or inservice training specifically addresses how to make these types of decisions. How do art educators learn to make effective ethical decisions, especially when teaching encompasses diverse and often ambiguous situations? This title explores how art educators learn to make effective ethical decisions, especially when teaching encompasses diverse and often ambiguous situations. 152 pages, softcover.



Therapeutic Approaches in Art Education

Lisa Kay. Working with students who have experienced adversity and trauma can be challenging. This title is a practical guide for those who wish to support therapeutic art making in their practice. Discover trauma-informed approaches that can be applied to a typical classroom setting—urban, rural, or suburban—and address marginalized populations. While you will not become an art therapist, this book will help you gain a better understanding of art therapy and how to support your students in thoughtful, holistic ways. 186 pages, softcover.

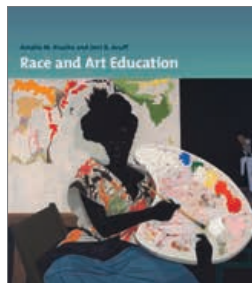
While you will not become an art therapist, this book will help you gain a better understanding of art therapy and how to support your students in thoughtful, holistic ways. 186 pages, softcover.



Artmaking, Play, and Meaning Making

Sydney R. Walker. While play is typically associated with young children, the idea of play as an instrument of thinking can be applied to all students. Framing artmaking with play as two forces pulling in opposite directions (like order and chaos) can expose hidden ideas. In this impactful new book, the author draws from contemporary artists and classroom artmaking to demonstrate how play works to

evoke diverse thought and challenges students to move beyond traditional artmaking. Discover examples illustrating disruption through play and how experiences can be designed for the classroom. 210 pages, softcover.



Race and Art Education

Amelia M. Kraeche and Joni B. Acuff.

"Understanding the complexities of race, especially as it relates to educating students of all backgrounds is crucial. We need strategies and a succinct vocabulary that helps us speak frankly about how race guides our work, from curriculum to classroom management." With a focus on classroom practice, this book addresses issues of race in an accessible style. It provides a well-informed introduction to essential concepts for engaging race and includes units of instruction and practical suggestions for doing so in a constructive, equity-oriented manner. 212 pages, softcover.

Provides a well-informed introduction to essential concepts for engaging race and includes units of instruction and practical suggestions for doing so in a constructive, equity-oriented manner. 212 pages, softcover.

See more titles from the Art Education in Practices Series on the next page.

Art Education in Practice Series



PRINT + DIGITAL DOWNLOAD

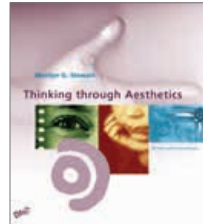
Purchase the complete series and **save more than \$145!** Visit DavisArt.com/ArtEdinPractice for more information.



Differentiated Instruction in Art

Heather L. R. Fountain. This resource adapts the leading theories, ideas, and best practices for art educators. Discover new ideas as you are guided through the author's journey of incorporating effective methods into practice in the art room. This title provides strategies that make learning meaningful, exciting, and accessible.

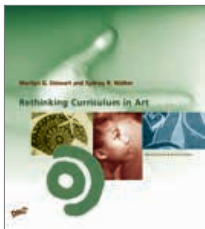
There are suggestions for how to foster community in the art room by empowering students in a variety of ways, including building choice into the process, content, and product in your lessons. 221 pages, softcover.



Thinking through Aesthetics

Marilyn G. Stewart. Grounded in both theory and classroom practice, this resource explores aesthetic theories, inquiry-based learning, and strategies for leading philosophical dialogue in the art room. Filled with philosophical questions, lesson ideas, and instructional resources, it helps educators create meaningful, discussion-

rich experiences that strengthen critical thinking, interpretation, communication, and creative understanding. Includes support for curriculum planning, lesson development, and inquiry-driven activities across all grade levels.. 128 pages, softcover.



Rethinking Curriculum in Art

Marilyn G. Stewart & Sydney R. Walker. Research shows that thematic teaching across the curriculum significantly increases student engagement. This book gives concrete examples of how teachers can enhance their current lessons by organizing them around meaningful, universal themes such as identity and relationships. Step-

by-step guidelines for selecting content and organizing art instruction, as well as charts to guide curriculum planning are included. 162 pages, softcover.

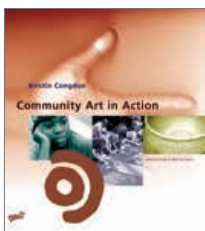


Engaging Visual Culture

Karen Keifer-Boyd and Jane Maitland-Gholson.

A guidebook for teachers to help students make sense of the pervasive flow of visual information shaping their worldview and way of being. By gaining an understanding of the presence and power of visual culture, students are empowered to participate actively in constructing their own

meanings. Reproducible handouts and worksheets include practical strategies for teaching each chapter. 162 pages, softcover.



Community Art in Action

Kristin Congdon. This resource shows how art education programs can be expanded to address community-based and cultural traditions. The text explains how art and aesthetic choices are at the heart of communities and discusses how community practices are associated with the natural and built environment, recreational

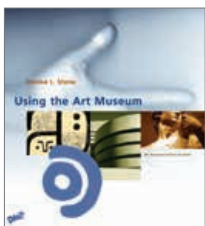
activities, and ethnic traditions. Activities for involving students in their local community are included. 121 pages, softcover.



Teaching Meaning in Artmaking

Sydney R. Walker. Built on a constructivist philosophy of learning, this book explores ways of fostering inquiry and discovery in the studio classroom. The works of contemporary artists are used to help explain the role of Big Ideas and personal connections in artmaking. Tips on designing meaningful studio instruction and

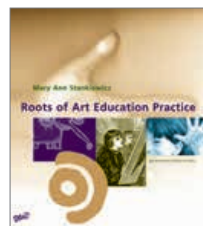
problem-solving strategies, and questions and practical strategies on "unpacking" the artmaking process are included. 160 pages, softcover.



Using the Art Museum

Denise L. Stone. How can the museum be incorporated into the school curriculum? The author highlights examples of exemplary programs that engage students in meaningful ways and provides practical ideas for making your local art museum an exceptional education resource. Reproducible worksheets and checklists for

planning your museum trips are included. 130 pages, softcover.



Roots of Art Education Practice

Mary Ann Stankiewicz. Readers will gain insights into the circumstances under which curricular practices originated enhancing their appreciation of the beliefs that shape art education today. Meet some of the people who proposed and implemented the changes in the way art should be taught. Discover the origins of the

focus on the elements of art and principles of design. 146 pages, softcover.

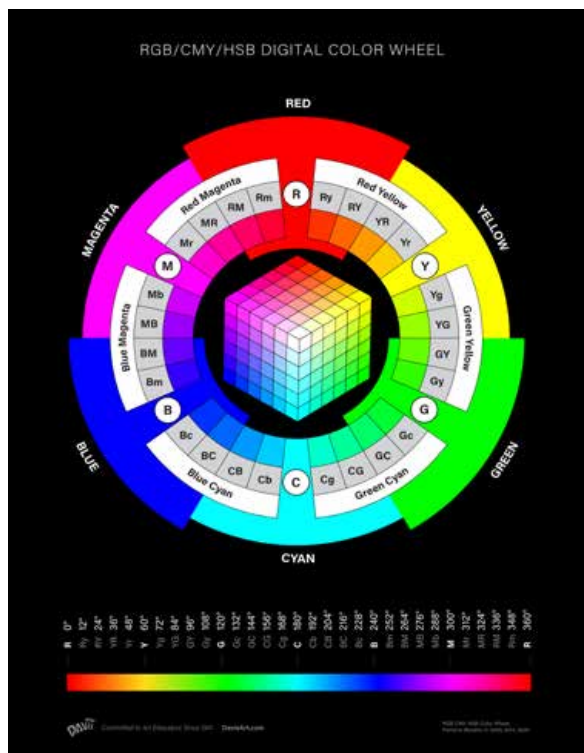
Teaching Digital Color: RGB/CMY Color Wheel

NEW!



PRINT POSTER + DIGITAL GUIDE

By Petronio Bendito



Traditionally, students learn how to create colors by mixing pigments from the primary colors (red, yellow, and blue). But now, **digital media provides new approaches**; today artists and designers work with colors created by mixing red, green, and blue light from computer, tablet, and cellphone screens.

Teaching Digital Color provides a framework for teaching today's most foundational color concepts. Ensure that students' work on-screen is based on their understanding of digital color as opposed to intuition or trial and error.

Designed to engage learners, this program features a **full-size (18 x 24") poster** that paves the way for exploring digital color. You will receive comprehensive support materials and innovative approaches in a digital teacher guide that offers:

- **Video instruction** to visualize important concepts, such as color mixing, formulas, and the digital color spectrum.
- **Practical activities and tutorials** for immediate use in lesson plans.
- **Detailed explanations** of RGB, CMYK, and HSB color systems.
- **Instruction** to increase color literacy for a better understanding of the expanded color model.
- **Guidance** for selecting and mixing colors in digital environments for use in media arts and design.

Learn more at DavisArt.com/ColorWheel.

Fig. 1: Mixing colors. Pig mixing colored pigments, such as red, yellow, and blue, creates other colors to represent colors.

From Paint to Pixels

Analogue and Digital Color Processes

Historically, art educators have focused on teaching how to create colors by mixing colored pigments (Fig. 1), in which red, yellow, and blue are the primary colors. However, media arts education provides a new approach because artists and designers are working with colors digitally created by mixing red, green, and blue light sources in the RGB environment, such as the screens of desktop computers (Fig. 3a), laptops, tablets (Fig. 2), and even on cellphones.

Paint is a medium that stores colored pigments. When light hits the paint, it reflects the colors of the pigment. But on computer screens, for example, colors are emitted by a microscopic grid of red, green, and blue (RGB) light sources called pixels (Fig. 2b and Fig. 3b). To show colored objects on the screens, RGB light sources shine at various intensity levels to produce other colors. This principle is demonstrated in this guide with hands-on tutorials on how to mix red, green, and blue lights. It is also the basis for understanding color perception and how color is created for media arts applications.

Computer technology introduced new ways of working with color, which can be created using a digital color mixer, the input of a color notation (RGB, CMYK, HSB, Neutrosomal, 1), and computer algorithms. However, the most common way for selecting colors on digital displays is from a color picker—a Graphical User Interface (GUI) (Fig. 2b)—which is a visual system that organizes and displays colors for “intuitive” color selection. However, the notion of picking colors “intuitively” must be carefully questioned in the context of art education. Learners will benefit from a knowledge-based approach to color selection instead of relying solely on intuition and trial and error.

This guide provides a framework for teaching young learners some of the most foundational color concepts of the digital age so their interaction with color on the computer screen is empowered by knowledge. 2D and 3D digital color models, such as the RGB/CMY digital color wheel, the RGB cube, and the HSB color cylinder, provide the background for understanding the digital color spectrum, color picking, and digital color mixing.

Fig. 2: Digital color perception. (a) A student examines the RGB/CMY digital color wheel on the computer screen with a handheld analog microscope. (b) A close-up of the color wheel on the screen. Note: An analog handheld microscope for accurate color viewing results.

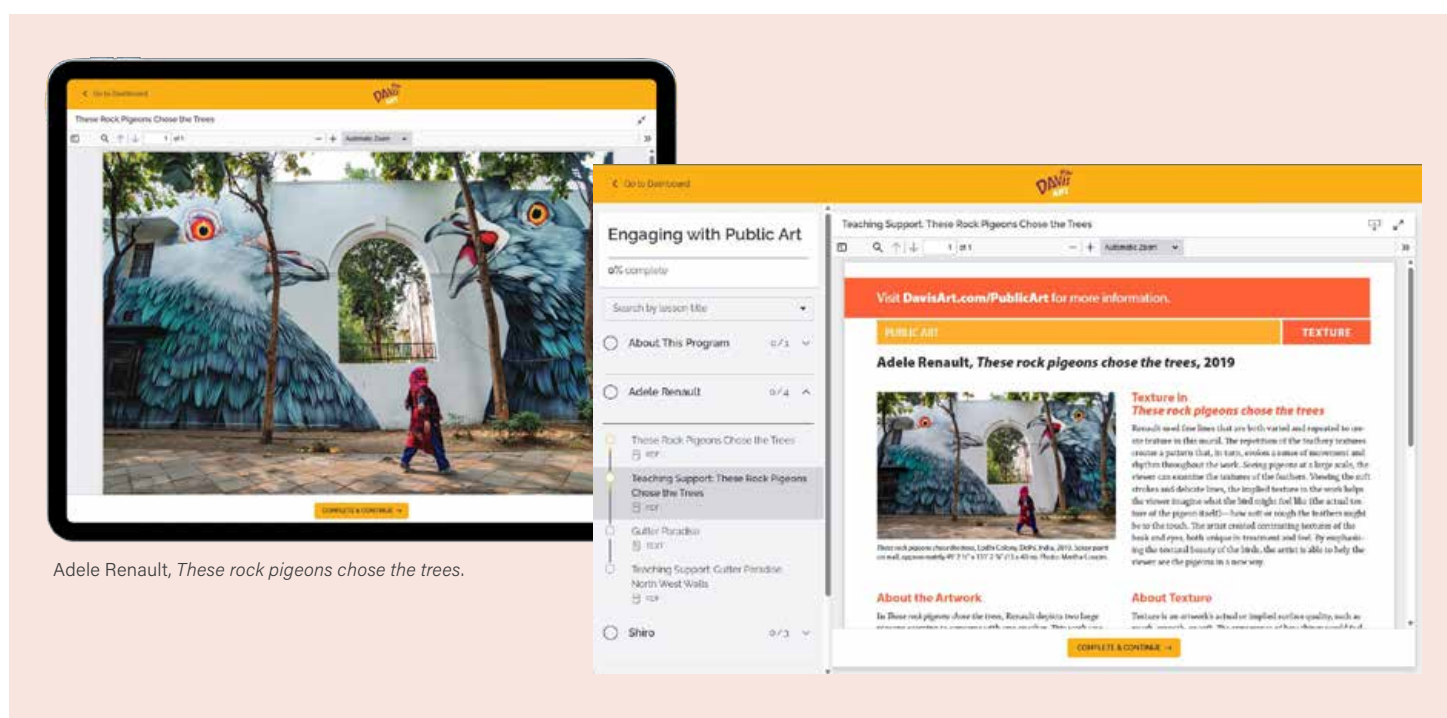
Engaging with Public Art



DIGITAL

Introducing a brand-new way to immerse students in the world of contemporary art.

While students may struggle to relate to historical art periods and styles, showcasing artists of today can inspire them and help form connections to important contemporary concepts such as empowerment, empathy, and integrity. With innovative ideas, styles, techniques, and explorations, this thoughtfully curated selection of images will help students connect to the world we live in.



Engaging with Public Art highlights the art form recognized as street art. Displayed in public places, buildings, streets, and publicly viewed surfaces, street art has become a worldwide phenomenon. Organizations and institutions from a variety of industries use street art to promote their mission to a younger demographic, while communities around the world use it to connect local residents with meaningful and relevant ideas in their communities. Using this set of thoughtfully curated images, you can **engage students in small groups or full-class discussions or independent exploration** of the artists, art practices, or artworks. Explore the elements and principles with your students in a new and exciting way. Support their curiosity and inquiry while they learn to observe the world around them in deeper and more meaningful ways.

Available digitally, this set includes:

- **35 images** highlighting contemporary mural artists.
- Connections to elements and principles.
- Detailed information about each artist and artwork.
- **Big Ideas and Essential Questions** that foster engagement.
- Informative Teacher Guide with **Discuss, Explore, and Create prompts** to extend learning opportunities.
- Key vocabulary and timelines.
- Support for student exploration of contemporary art.

Learn more at **[DavisArt.com/PublicArt](https://davisart.com/PublicArt)**.

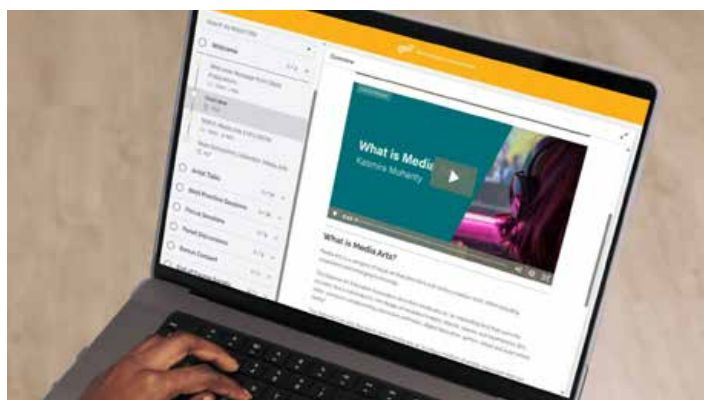
Media Arts Essentials

NEW!



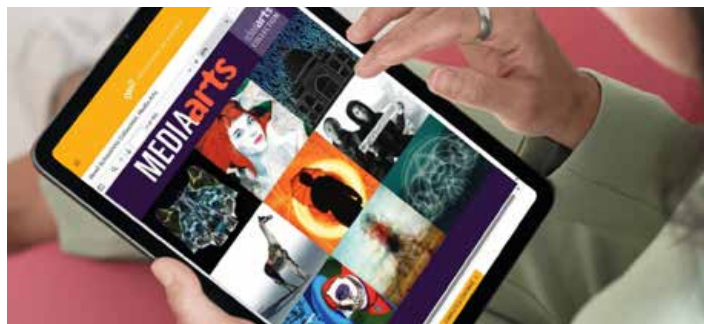
DIGITAL

Inspire creativity, boost student engagement, and stay ahead of the curve with Media Arts resources that are as dynamic as your students. Explore tools, techniques, and practices that fuse traditional art principles with emerging technologies. **The Media Arts Essentials program packages Davis's Media Arts resources** with instruction on how to facilitate successful implementation. **Get sixteen hours of professional development** with this dynamic digital package that provides a wealth of lessons and support for educators across grades K-12. From digital color theory to implementation support, you'll have all you need to start incorporating Media Arts into your program.



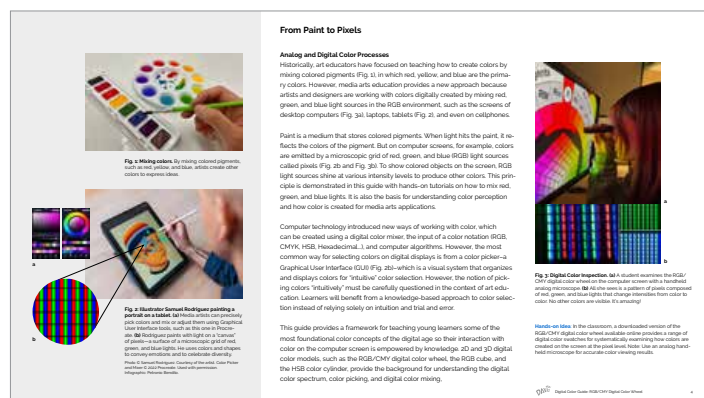
Media Arts Intensive

An overview of Media Arts, a deep dive into the National Media Arts Standards, and thirty-four exciting sessions are included with this package. Engaging artist talks, best practice lectures, panel discussions, and focus sessions from Media Arts educators, artists, and experts in the field provide fifteen hours of online professional development.



Lessons

Get inspiration, ideas, and insight from experienced educators specializing in new media. This package includes digital access to *SchoolArts Collection: Media Arts* and even more lessons for learners at all levels in Media Art Intensive.



Teaching Digital Color

Our new teacher resource with innovative approaches for teaching digital color is included in the package. This content expands upon traditional color systems used for Media Arts and design with in-depth instructional content, detailed support, engaging video instruction, practical lessons, and digital color-mixing tutorials.



Implementation Support

To ensure your new initiatives are not only planned, but effectively and sustainably put into practice, this package includes a one-hour pre-recorded implementation session. That's sixteen total hours of professional development!

Learn more at DavisArt.com/MediaArtsEssentials.

Resources

Books, Poster, Vocabulary

Restorative Practices in Education through the Arts



Lisa Kay, Beverley Johns, and Donalyn Heise. Restorative practice can be defined as actions put in place to support, encourage, and build relationships. It also builds resilience to cope with adversity. The arts are specifically well-suited to this as they restore well-being through creative processes. Developed by experts in the fields of art and education, this new title provides meaningful insight and practical strategies for developing and implementing restorative practices that are applicable to classrooms, professional development, and teacher preparation. 130 pages, softcover.



The Mindful Studio: Cultivating Creativity & Well-Being in the Art Classroom

Jane E. Dalton. Grades K-12. This book introduces mindfulness-based expressive arts practices to teachers. Bringing activities like these to the classroom offers students tools to enhance their creative process and encourage them to be open to their emotional life. Imagine a classroom where all students feel safe to simply show up, be present to all facets of their amazing and growing beings, and respond through creative and mindful practices. 148 pages, softcover.



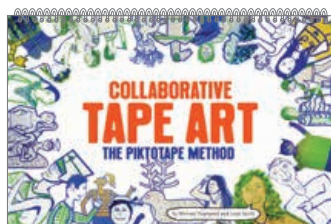
Adaptive Art: Deconstructing Disability in the Art Classroom

Bette Naughton. Grades K-12. A collection of tools and strategies to help art educators create adaptations for students with special needs. This practical resource will enable you to engage students of all abilities in the creative process. Includes a variety of instructional methods to adapt art activities, media, tools, and techniques. 146 pages, softcover, print/digital.



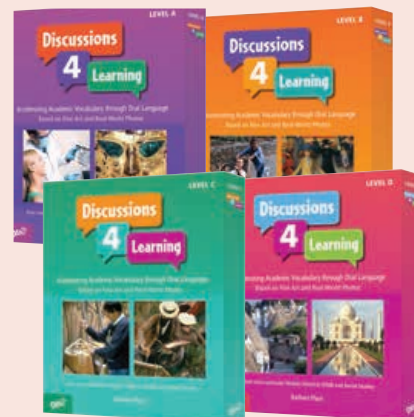
Rules for Making Artists Poster

Text by Melissa Purtee. Imagine the world your students can make with their creativity. Remind them every class with our Making Artists poster, 18 x 24." Based on the book *Making Artists* by Melissa Purtee and Ian Sands, this is the perfect piece to adorn your walls and show your students that art opens a world of opportunity for them!



Collaborative Tape Art: The PiktoTape Method

Michael Townsend and Leah Smith. Grades K-12. This fun, practical resource gives educators the tools they need to lead their communities in producing one-of-a-kind murals. 98 pages, hardback, spiral-bound, softcover.



Discussions4Learning

Support Academic Vocabulary Development and Oral Language Skills with Art

Barbara Place. The most effective way to build student vocabulary is to give your students frequent oral language experiences. Engage learners of all abilities in academically productive discussions of fine art and real-world images. By using the carefully crafted sequential scripts, you can fully engage students and accelerate their vocabulary, comprehension, and oral expression.

Discussions4Learning builds overall vocabulary knowledge by repeatedly exposing students to advanced academic vocabulary in a variety of contexts, which prepares them to comprehend increasingly challenging cross-curricular vocabulary.

Each level includes:

- Teaching support for each theme in the program.
- Program Guide.
- 96 fine art and real-world images used in the lessons.

Visit Discussions4Learning.com.

Resource Books

EARLY CHILDHOOD / ELEMENTARY



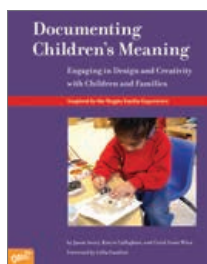
Beautiful Stuff: Learning with Found Materials

Cathy Weisman Topal and Lella Gandini.
Grades PreK-2. Help nurture children's creativity through experimentation, reflection, and exploration. Includes activities for collecting, categorizing, and sorting found materials, and creating a mini studio in the classroom. 107 pages, softcover.



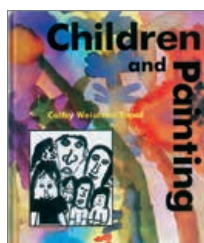
Beautiful Stuff from Nature: More Learning with Found Materials

Cathy Weisman Topal and Lella Gandini.
Grades PreK-5. Through their explorations, collections, creations, displays, and stories, children discover the beauty and variety of their own natural worlds. Principles of the Reggio Emilia approach guide the explorations and documentations. 127 pages, softcover.



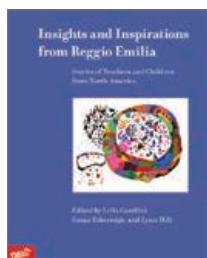
Documenting Children's Meaning: Engaging in Design and Creativity with Children and Families

Jason Avery, Karyn Callaghan, and Carol Anne Wien. Foreword by Lella Gandini.
Grades PreK-5. Through photographs and reflections, we see children, families, and teachers engage in constructing relationships through their work with materials, emergent concepts, and sustained play. 190 pages, softcover.



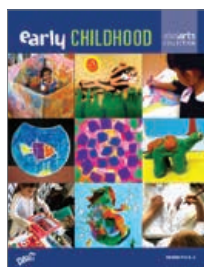
Children and Painting

Cathy Weisman Topal.
Grades PreK-5. Various strategies are presented for teaching the basic painting concepts and techniques, from an elements and principles orientation to thematic approaches. This valuable teachers tool overcomes your difficulties in exposing children to the wonders of painting. 102 pages, hardcover.



Insights and Inspirations from Reggio Emilia

Edited by Lella Gandini, Susan Etheredge, and Lynn Hill. Grades PreK-5. This narrative in word and image represents the voices of teachers, scholars, and policymakers whose professional philosophies and practices have been changed by their encounters with the philosophy and practices of Reggio Emilia, Italy. 224 pages, softcover.



SchoolArts Collection: Early Childhood

Grades PreK-2. Engaging and inspiring ideas for early childhood students. Discover lessons based on foundations common to the Reggio-Emilia approach and choice-based and play-based art education that reflect an exploratory approach to encountering artist's tools, materials, and ways of working emphasizing discovery. 137 pages, softcover, print/digital.

Check out more resource books for early childhood at DavisArt.com/EarlyChildhood.

ELEMENTARY / MIDDLE SCHOOL



Teaching Children to Draw

Marjorie Wilson and Brent Wilson.
Grades K-8. This version classifies the artworks children make into three categories: drawing on their own, teacher-initiated playful and game-like drawing activities, and adults and children drawing together. 186 pages, softcover.



SchoolArts Collection: STEAM

Grades 2-8. Guide student inquiry and build critical thinking skills with STEAM—the meaningful integration of science, technology, engineering, art, and math. In each of these lessons, STEAM is made more powerful by the interdisciplinary and engaging nature of art. 139 pages, softcover, print/digital.

Resource Books

MIDDLE SCHOOL / HIGH SCHOOL



Fashion Fundamentals

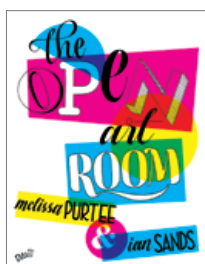
Robin VandeZande, Terese Giobbia, Marjorie Wachowiak, and Gretchen Kaine.

Grades 6–12. Immerse students in problem-solving and innovative thinking with fashion design. Covering methods and approaches to teaching fashion, this title also includes cultural and personal influences, fashion history, and foundations. Lesson activities guide students through the process of developing original ideas using the creative process. 146 pages, softcover.



SchoolArts Collection: Media Arts

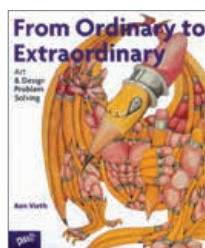
Grades 6–12. Media Arts constantly changes! Has that kept you from including it in your program, or have you fully incorporated it? In either case, this book is a must-have resource. It provides inspiration, ideas, and insight to bring digital processes and new technologies into your classroom. Learn from experienced educators specializing in new media and technology as they share best practices and lessons for students at all levels, beginner to advanced. 141 pages, softcover, print/digital.



The Open Art Room

Melissa Purtee and Ian Sands. Grades 6–12.

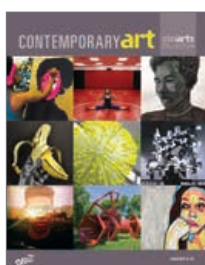
The first book to present a framework for choice-based instruction for secondary-level art education. This hands-on resource takes inspiration from a variety of contemporary teaching methods and has a full range of lesson plans, from modified to full-choice solutions, all based on artistic behaviors. 217 pages, softcover, print/digital.



From Ordinary to Extraordinary

Ken Vieth. Grades 6–12. The teacher resource that emphasizes visual problem solving, creative thinking, and cooperative learning. Ideal for incorporating stimulating studio experiences into the curriculum! This book encourages higher-level thinking and includes projects that explore the subjects of self, family, and community. 148 pages, softcover.

HIGH SCHOOL



SchoolArts Collection: Contemporary Art

Grades 9–12. The diversity in expression and countless cultural and social influences behind contemporary art make it a perfect mechanism to provide increasingly diverse student bodies with a broad range of artistic expression. Organized into chapters on "Identity," "Social and Emotional Issues," and "Collaboration," this title provides lessons based on concepts and

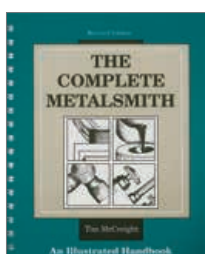
essential questions that encourage students to learn about, respond to, and create contemporary art. 137 pages, softcover, print/digital.



Making Artists

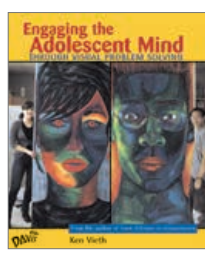
Melissa Purtee and Ian Sands. Grades 9–12. A comprehensive look at how and why a student-directed classroom is essential for the development of the student artist. *Making Artists* picks up where *The Open Art Room* leaves off, covering issues and situations choice-based art teachers encounter as they design their program. Discover tested methods for working through situations such as room

design, material handling, student ideation, and assessment, along with a new set of unit and lesson plans. 247 pages, softcover, print/digital.



The Complete Metalsmith, Revised Edition

Tim McCreight. Grades 9–12. Since its publication in 1982, *The Complete Metalsmith* has become a standard reference for jewelers and metalsmiths. Detailed explanations and up-to-date information on more than 125 techniques make this the authoritative shop guide for experienced metalworkers, and the single source of practical technical information for all. 198 pages, spiral-bound, softcover.



Engaging the Adolescent Mind Through Visual Problem Solving

Ken Vieth. Grades 9–12. Engage students through visual problem-solving with thought-provoking studio experiences designed to encourage personal expression. Each studio includes objectives, a technical challenge, and reflection opportunities. 148 pages, softcover.

PRICE LIST

ELEMENTARY SCHOOL CORE PROGRAMS

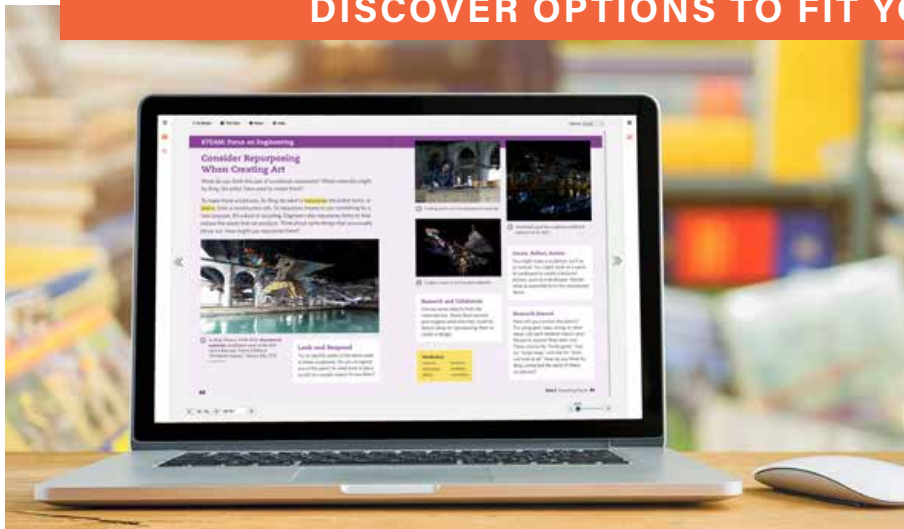
EXPLORATIONS IN ART, 2 ND ED.	GRADE K	
DIGITAL CLASS SET	ISBN	PRICE
6 years & 30 student accounts	978-1-61528-660-7	\$863.95
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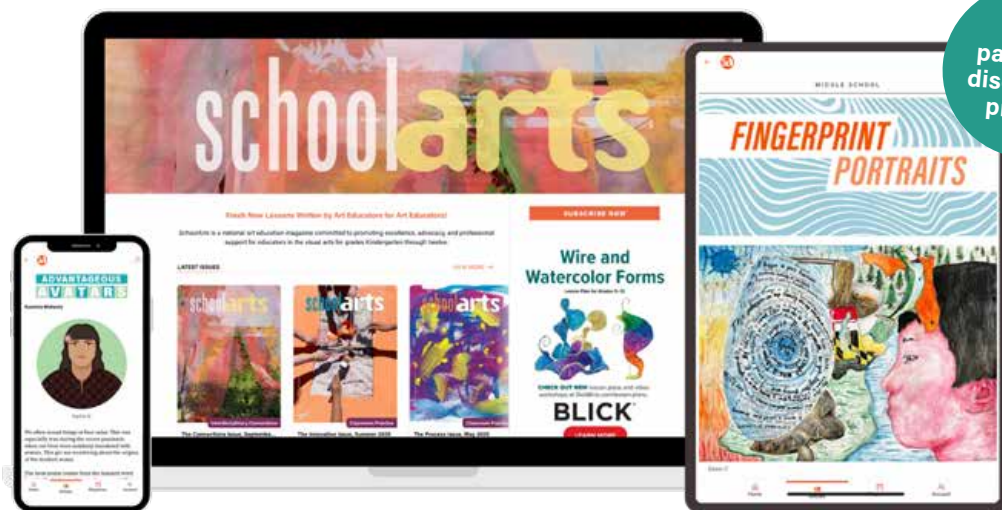
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