

ART EDUCATION CATALOG 2025/2026





Julian reminiscing about the good times and the hard times in the halls of his old high school.

Resilience

So... how are you doing? If I was betting or making a *WILD GUESS*, I'd say you feel a whole lot like me. A little bit of everything all at once—cautious, optimistic, weary, scared to death, and then inspired. I get it! No one has to tell you **art education requires resilience, adaptability, and heart!** But maybe you need to hear it said out loud and could use a cheerleader!

We see you bring all those characteristics to the classroom every single day. We know this work isn't easy. You're balancing lesson planning, supply shortages, shifting expectations, and often having to justify the value of what you do—all while creating a space where students can express themselves, feel seen, and find joy through art. That's a lot. And yet, you keep showing up.

Your strength isn't just found in your knowledge of color, composition, and technique. It's found in your patience, your determination, and your unwavering belief that **creativity matters**. Whether you're inspiring students in a busy classroom, guiding them virtually, or working tirelessly behind the scenes to ensure every lesson has impact, your work shapes more than just artistic ability—it nurtures empathy, confidence, and every student who dares to express something bold and true. You are advocates, mentors, and visionaries. In times when the arts can be overlooked, your role is even more vital. You remind us that imagination is a tool for change and that every voice has value.

We get it because we've been walking alongside art teachers like you for more than a century. Whether it's adapting to new teaching environments, embracing technology, advocating for arts in education, or finding

relevant, standards-based content that truly engages students, **our mission remains the same**—to support you in delivering meaningful, lasting art education.

As always, this year's catalog, includes tools, curriculum, and resources designed to help make your teaching even more impactful. From time-tested materials to innovative new offerings, each product reflects our commitment to advancing visual arts education. When you take a peek inside, you'll find:

- **Ready-to-go lessons and curriculum**—flexible, standards-based, and full of diverse artists and media to keep students engaged.
- **Professional development** made FOR art teachers—practical, inspiring, and actually useful.
- **Materials that reflect your students**—inclusive content that helps all learners see themselves in art.

Your resilience is inspiring! You advocate for the importance of creativity, often in the face of limited resources and competing priorities. Still, you persist. You make space for students to explore, to express, and to connect. And in doing so, you help them see the world with greater depth. We see you—we are you! We're proud to support you, whether it's by through high-quality materials, professional resources, or simply by cheering you on from the sidelines.

Have a wonderful school year!

Julian Davis Wade, President



WELCOME

to the **2025/26** School Year Catalog!

Flexible curriculum and resources, student and fine art images, new classroom-tested lessons brought to you every month, professional development, and so much more! We have all the support you need to inspire creativity.

Learn more at **DavisArt.com**.

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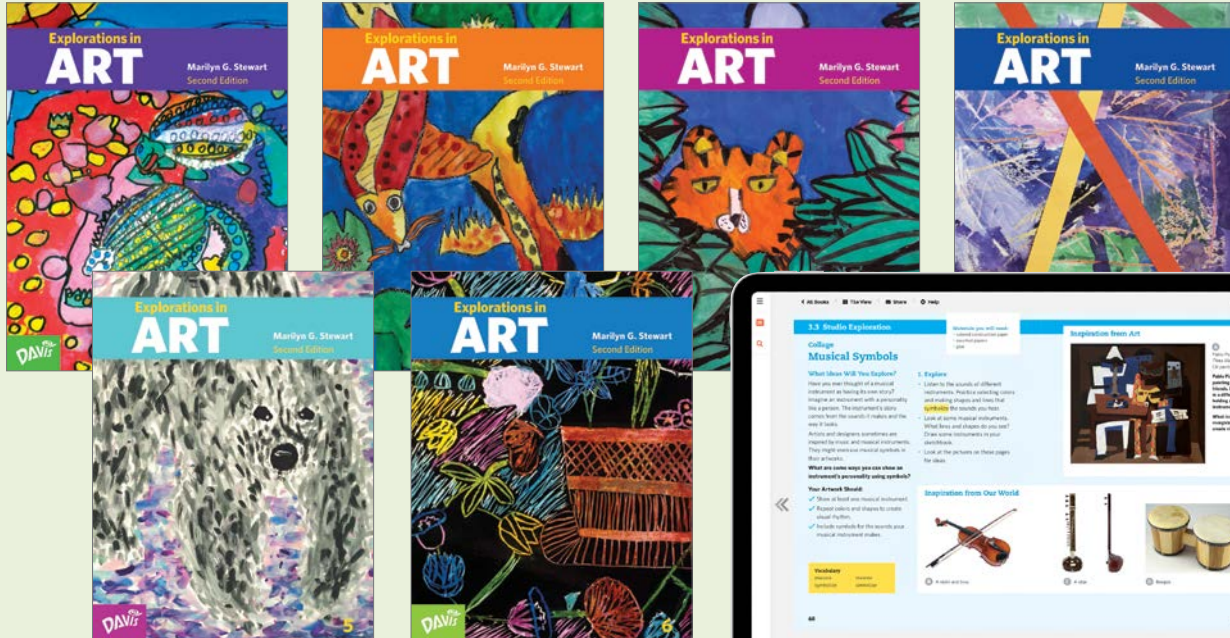
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Give students opportunities to investigate ideas, materials, and techniques. *Explorations in Art* provides art educators with the most resources for constructing meaningful connections to learning and inquiry across the curriculum.

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

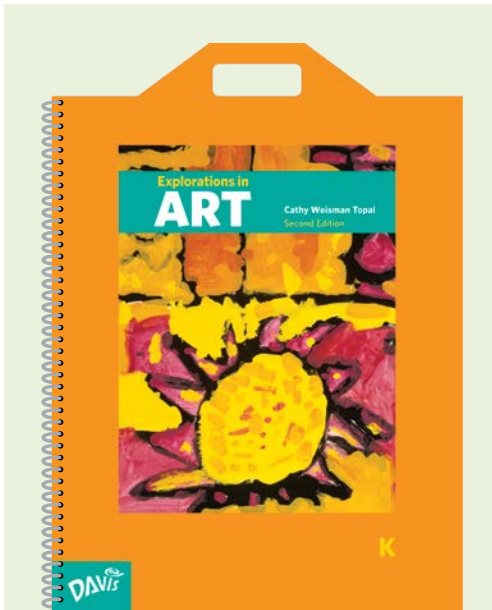
Each unit includes STEAM lessons developed by a team of experts. These engaging lessons include student exploration of STEAM concepts through viewing, discussing, and creating artworks. Combine these lessons with the STEAM Art Cards for group work and exploration.

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.

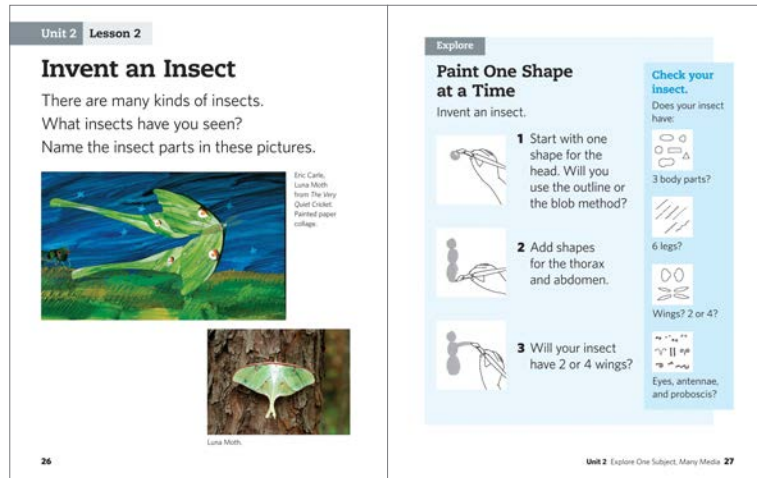


Student Big Book, Kindergarten.

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.



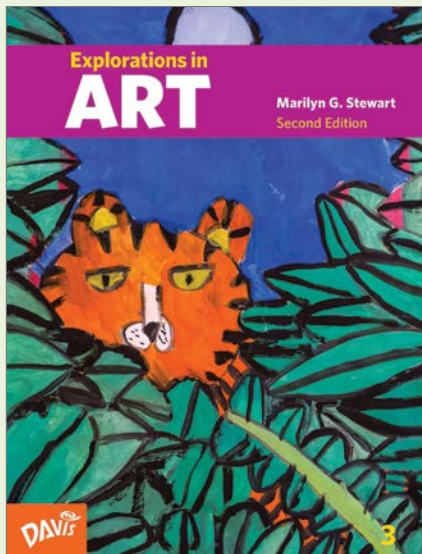
Big Book, Unit 2: Explore One Subject, Many Media; Lesson 2: Invent an Insect, Paint One Shape at a Time.



Teacher Edition, Unit 2: Explore One Subject, Many Media; Lesson 2: Invent an Insect, Paint One Shape at a Time.

Teacher Edition

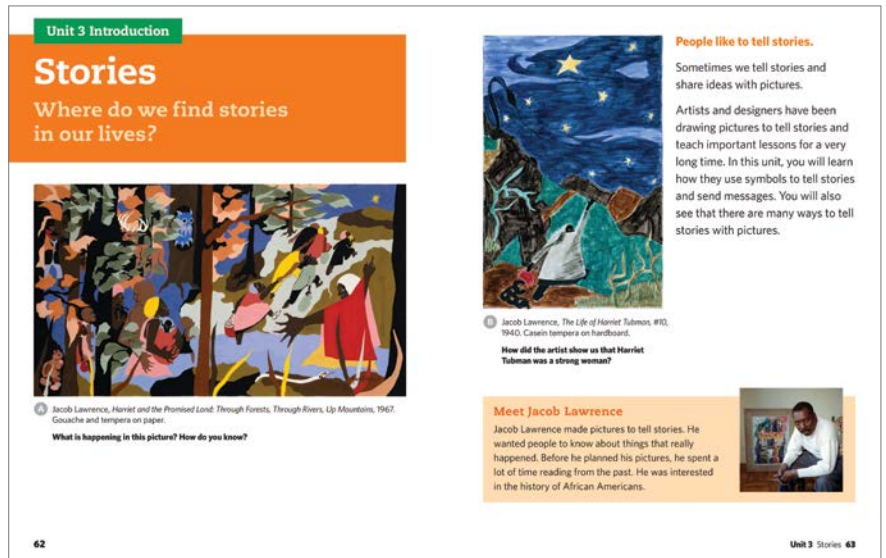
- Includes **point-of-use teaching support** to reinforce techniques, offer background, or remind children of expectations.
- Gets you ready to teach with materials lists, vocabulary, age-appropriate objectives, and setup suggestions.
- Offers ongoing **assessment suggestions and scoring rubrics**.
- 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 3.

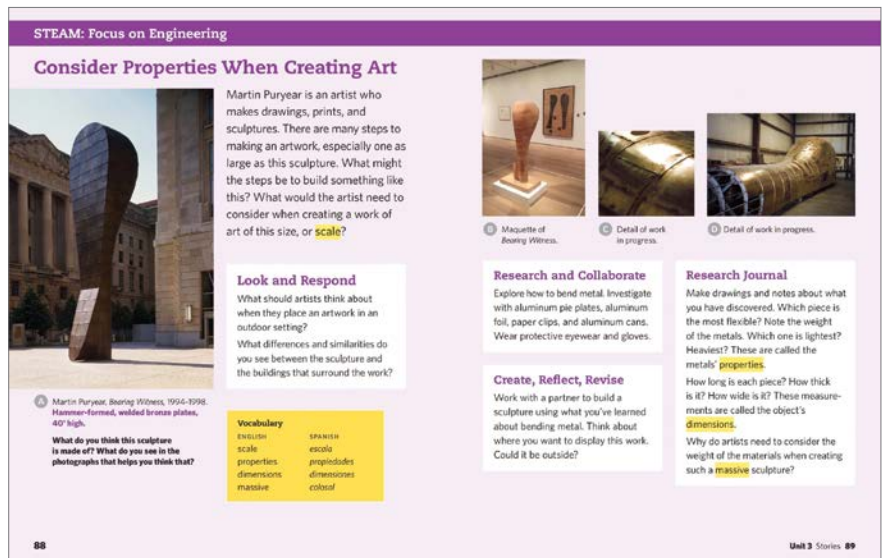
Student content for grades 1–6 includes six units organized around a Big Idea that is relevant to students' lives and fosters meaningful connections to artworks across time and place, as well as an Essential Question designed to promote student inquiry, reflection, and exploration.

- 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 3, Unit 3: Stories.

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.

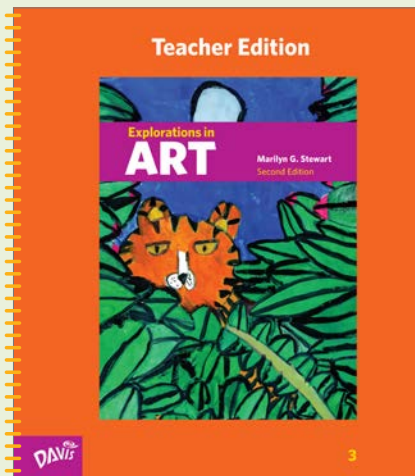


Student Book, Grade 3, Unit 3: Stories, STEAM: Focus on Engineering.

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 6).

Teacher Edition

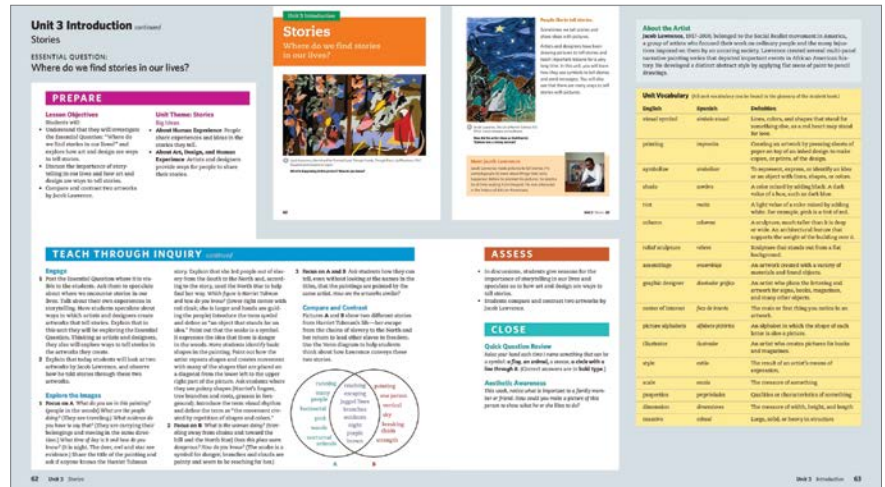


Teacher Edition, Grade 3.

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

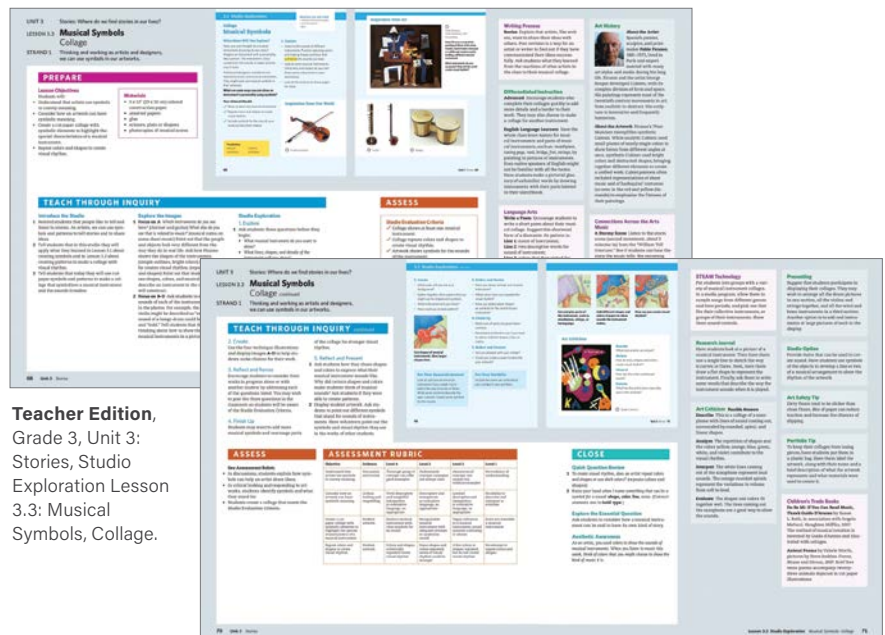
Features

- 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 3, Unit 3 Introduction: Stories.

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



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.
- Clear technique illustrations.
- Five-step process that focuses on the act of artmaking and nurtures problem-solving.
- Comprehensive studio rubric.
- Art criticism based on student artwork.

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training

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- *SchoolArts* magazine digital subscription



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 27 for details.

The Teacher Resource Package

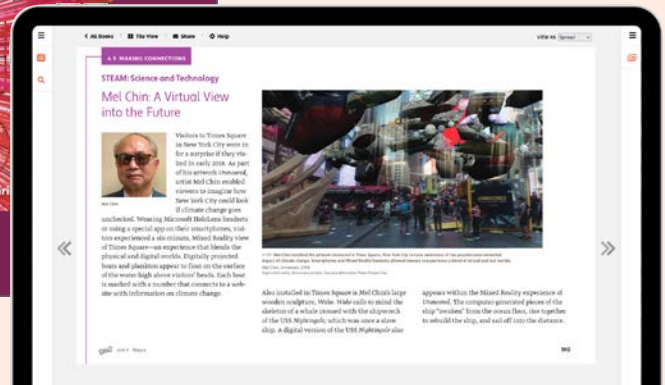
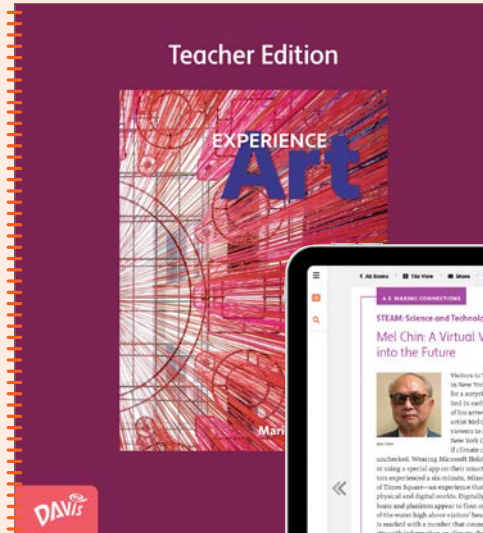
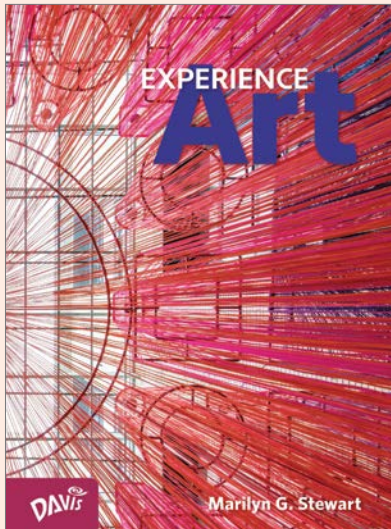
contains even more support for both students and teachers including:

- **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



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

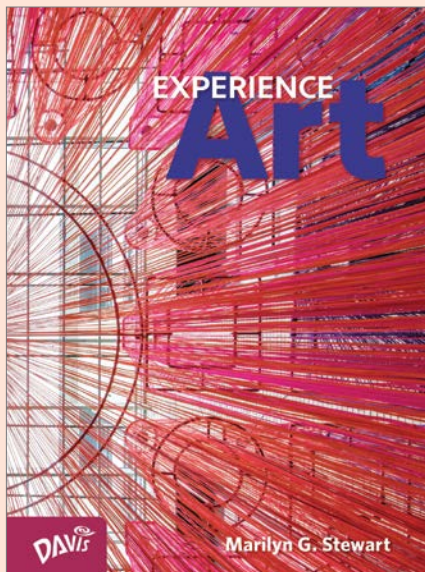
A wide range of dynamic studio activities focus on issues and ideas important to middle-schoolers. By learning a process that emphasizes the importance of thinking, planning, and reflection in creating original artworks, students move beyond isolated learning activities. Process-based studios foster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



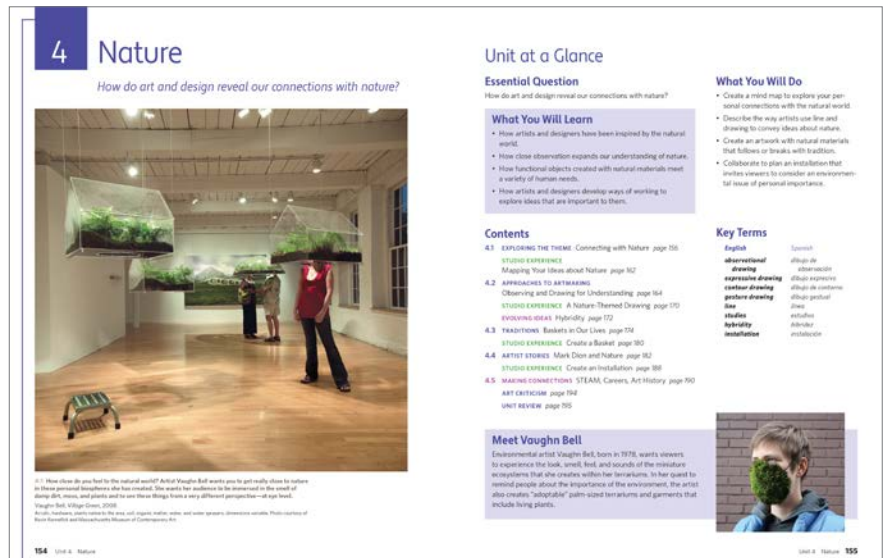
View the National Visual Arts Standards correlations at [DavisArt.com/Standards](https://www.davisart.com/Standards).



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 4: Nature, Unit at a Glance.

Unit Opener

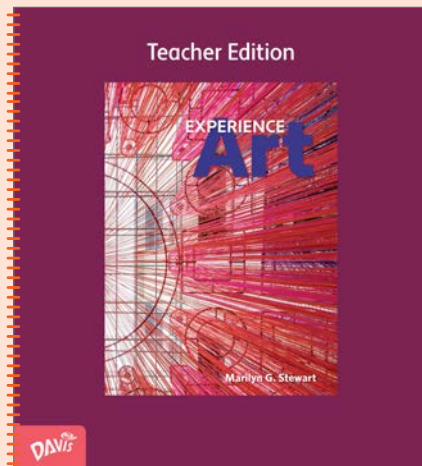
- Each unit's opening spread **introduces students to the Big Idea and Essential Question** addressed throughout the unit and to what they will learn and accomplish in the lessons.
- Each unit opens with a **thought-provoking art image and information about the artist** to engage students and draw them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



Making Connections Features

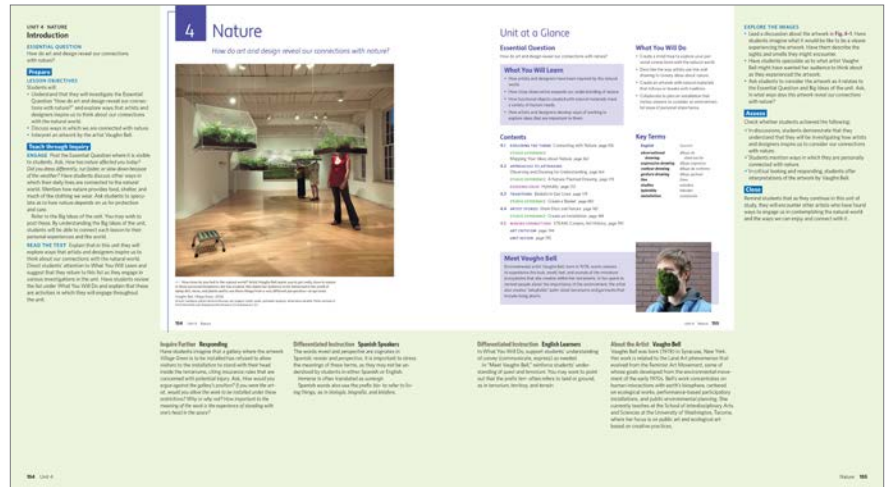
Each unit includes engaging segments on STEAM, Careers in Art, and Art History to illustrate the many connections art has in the world and to students' lives.

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 4: Nature, Introduction.

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



Teacher Edition, Unit 4: Nature, Lesson 4.4: Studio Investigation, Investigating Issues and Installations.

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:

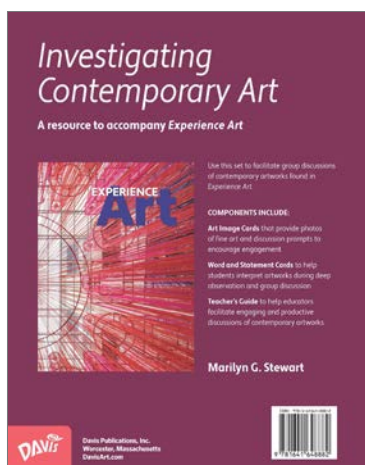
- Opportunities for students to **investigate and document their work** in developing ideas and skills.
- More student voice and choice.**
- Digital options for incorporating technology and digital tools into the studio process.
- Opportunities for students to examine the work and process of other students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

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training

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- Teacher Resource Package (USB drive)
- *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 27 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:

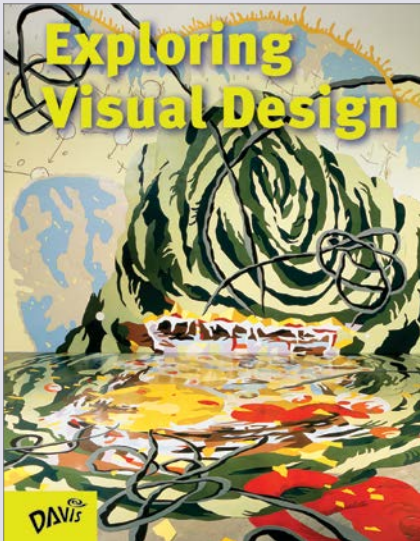
- **48 Art Image cards**—six copies of each image from the eight unit openers allow small-group discussions using prompts on the back of each card.
- **32 Descriptive Words cards**—feature terms students can use to answer the question “What do you see?”
- **32 Expressive Word cards**—feature terms to 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

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.



Teacher Edition, Chapter 9: Contrast, 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 23)

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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

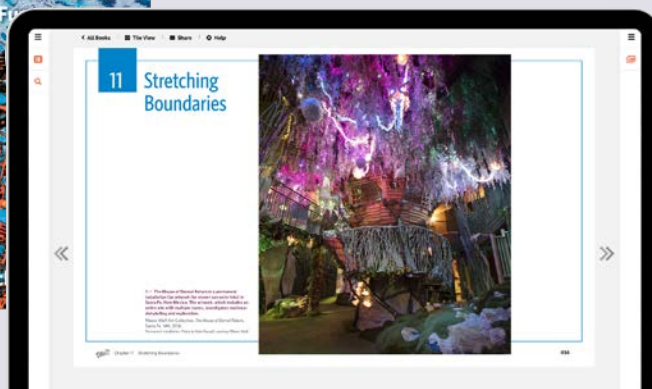
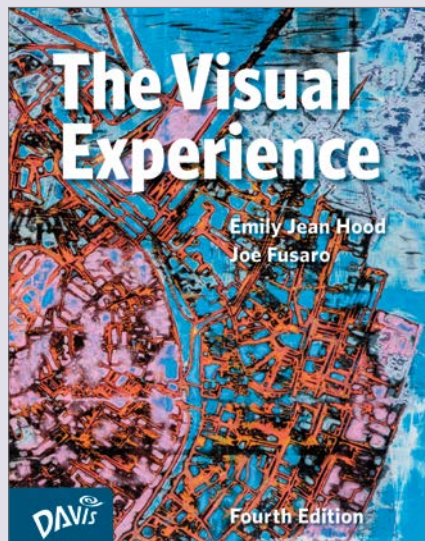
To ensure successful and meaningful use of Davis instructional materials, we now offer Professional Development options for implementing our curriculum. See page 27 for details.

The Visual Experience



PRINT + DIGITAL

FOURTH EDITION By Joe Fusaro and Emily Hood



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.

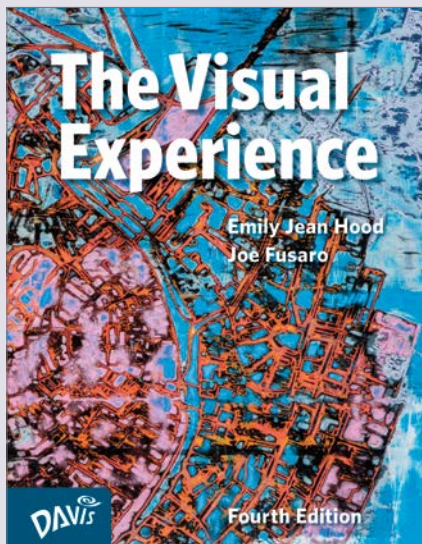
Student Engagement

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).

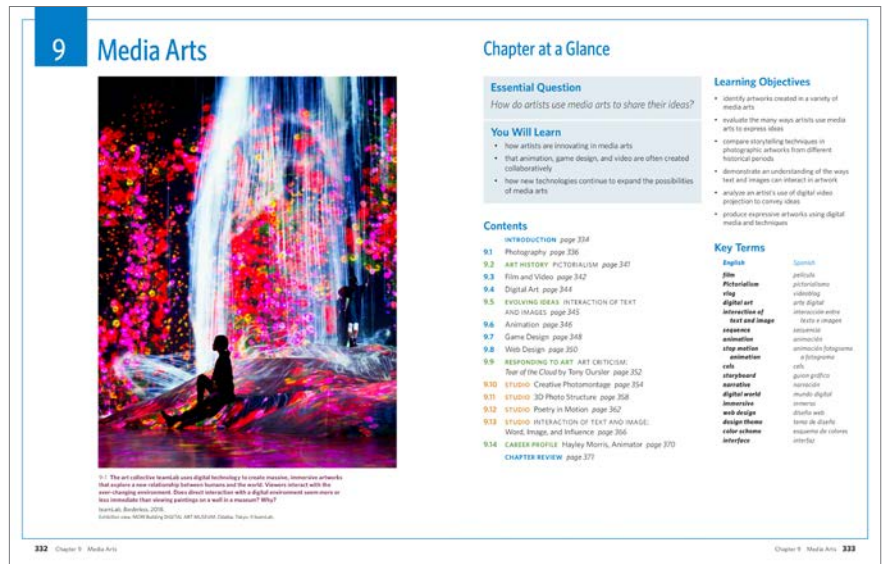
Student Book



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 9: Media Arts, Chapter at a Glance.

Chapter Introduction

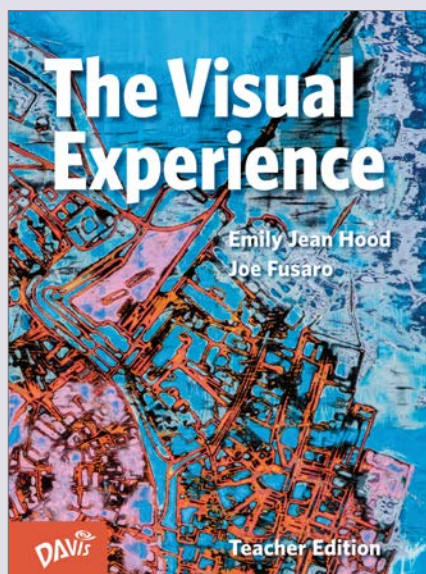
- Each chapter begins with an image and accompanying question to stimulate discussion of the chapter's **Essential Question** and key concepts.
- The **Chapter at a Glance** gives students a visual overview with an Essential Question to focus learning, what students will learn, chapter contents, learning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



Student eBook, Chapter 11: Stretching Boundaries, Responding to Art.

Responding to Art

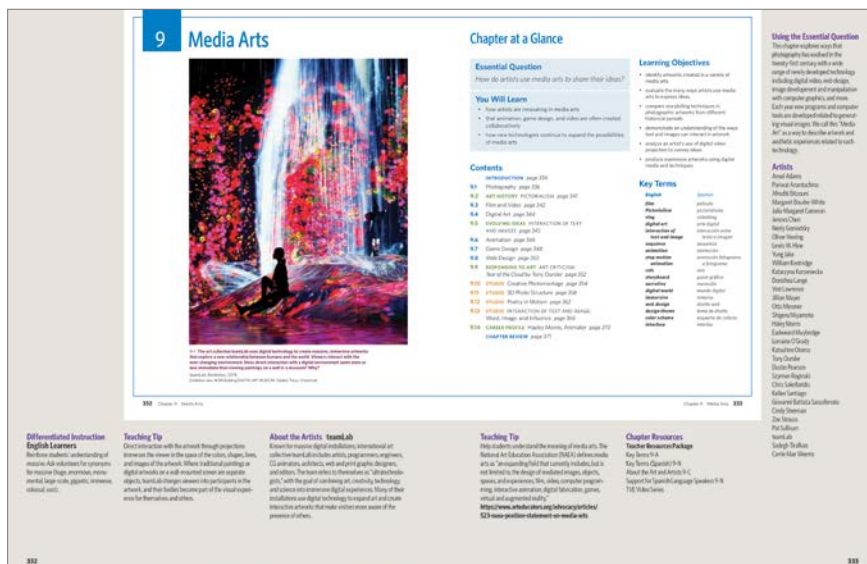
This feature goes beyond traditional step-by-step art criticism by engaging students with thought-provoking images in a variety of ways to foster meaningful response through careful analysis.



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 9: Media Arts, Chapter at a Glance.

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



Teacher Edition, Chapter 9: Media Arts, 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**.

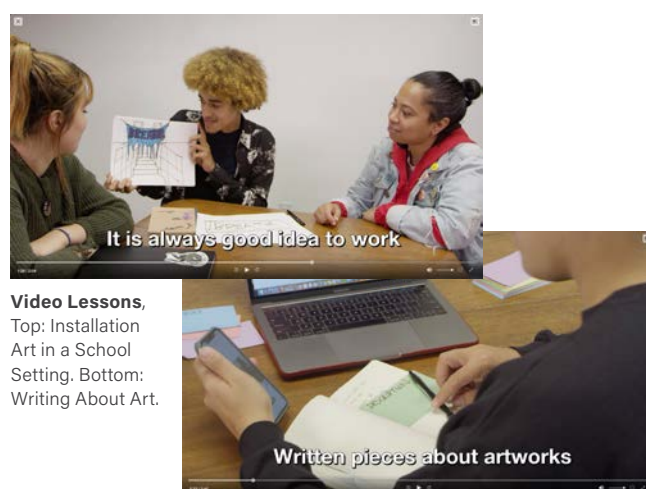
Ancillaries

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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 27 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!

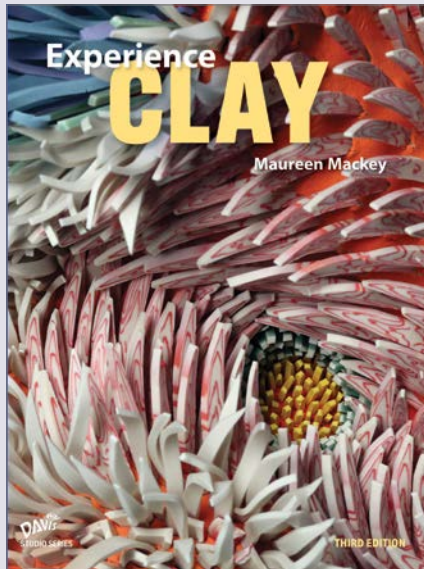
Video topics include:

- 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.



Student book (print), Chapter 4, Opener.



DavisArt.com/Standards

Ancillaries

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training
- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional Videos

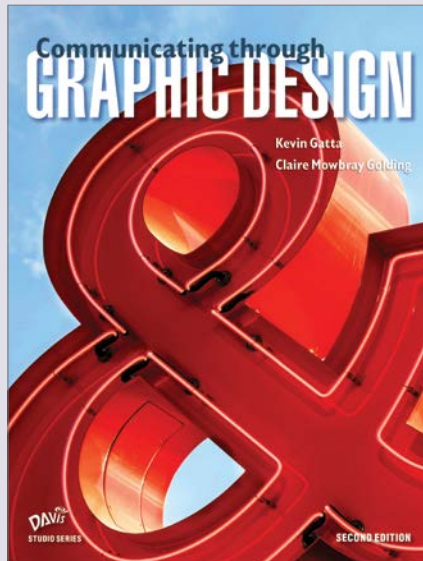
FREE with 30 print Student Books

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



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.



Teacher Edition (print), Chapter 3, 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

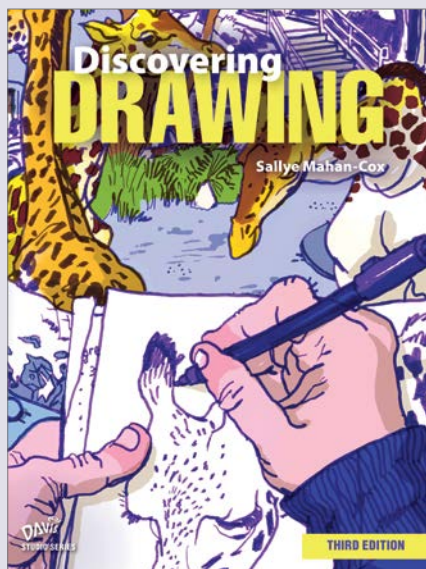
Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the Digital Class Set.

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.



Teacher Edition (print), Chapter 10, Opener.



DavisArt.com/Standards

Ancillaries

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training
- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional Videos

FREE with 30 print Student Books

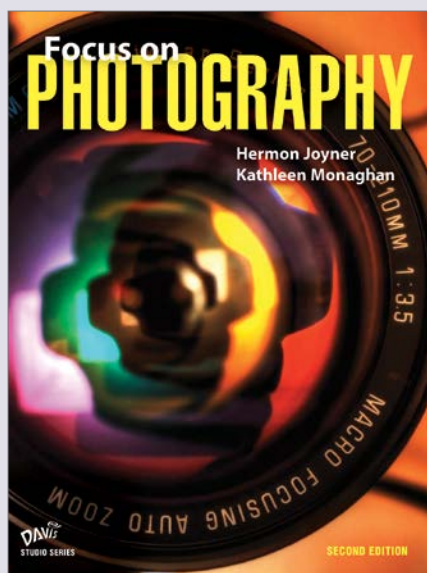
- Teacher Edition (print)
- Teacher Resources (print booklets)
- *SchoolArts* magazine digital subscription

Focus on Photography



PRINT + DIGITAL

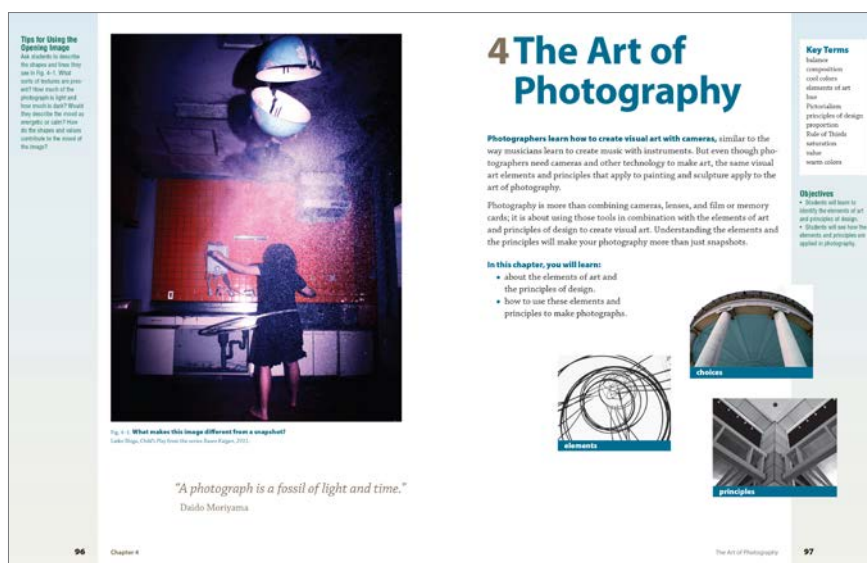
SECOND EDITION By Hermon Joyner and Kathleen Monaghan



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.



Teacher Edition (print), Chapter 4, 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.

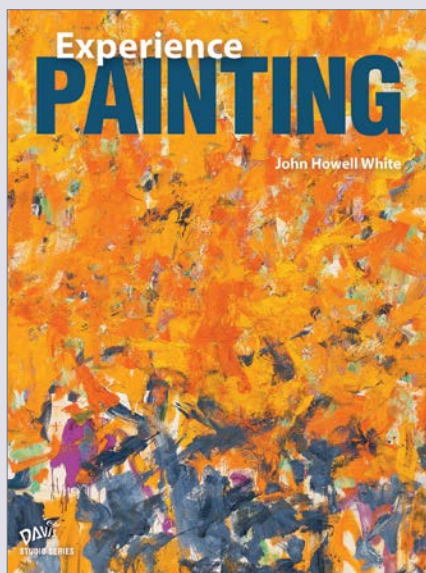
Assessment Masters

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.



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.



Teacher Edition (print), Chapter 8, Opener.



DavisArt.com/Standards

Ancillaries

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training
- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional Videos

FREE with 30 print Student Books

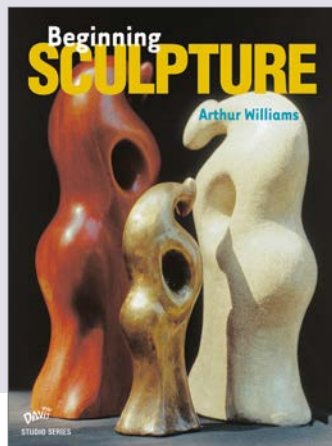
- Teacher Edition (print)
- Teacher Resources (print booklets)
- *SchoolArts* magazine digital subscription

Beginning Sculpture



PRINT

By Arthur Williams



Features

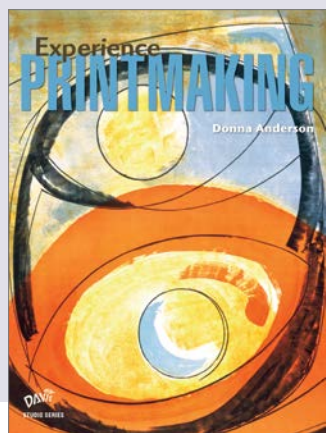
- A diverse range of techniques and media, from plaster casting to found-object assemblage.
- Engaging historical and contemporary images ranging from the ancient sculptors of Mesoamerica to immersive installation experiences.
- Contemporary career profiles of working sculptors.
- Thought-provoking historical 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.

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

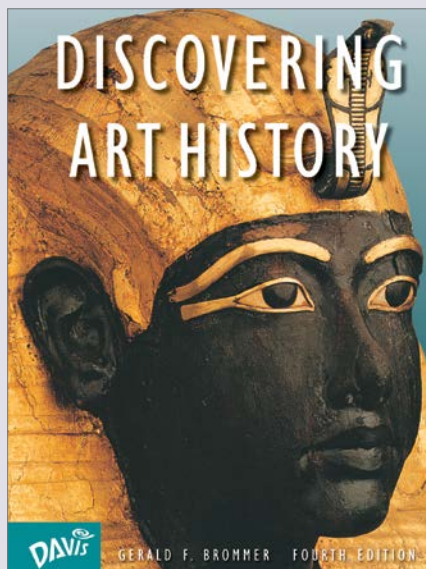
Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the Digital Class Set.

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 3: Common Denominators.



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)

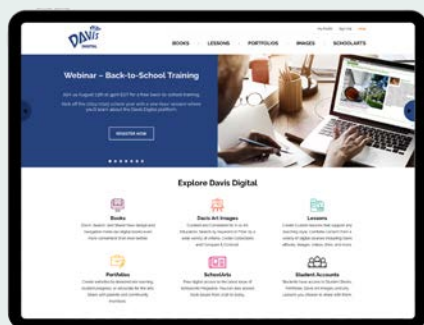
Features include customizable assessment tools. Reproducible resources include review questions and chapter tests, self-evaluation tools, regional maps, and professional articles.

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 23 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**.
- **NEW** Translation functionality for Spanish, Haitian-Creole, Portuguese, Vietnamese, French, Arabic, Chinese, Russian, Tagalog and Urdu
- **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.

Davis Digital titles:

Elementary

Explorations in Art, 2nd Ed., Grades K-6

Middle School

NEW *Experience Art*, Grades 7-8

High School

NEW *Experience Clay*, 3rd Ed.

The Visual Experience, 4th Ed.

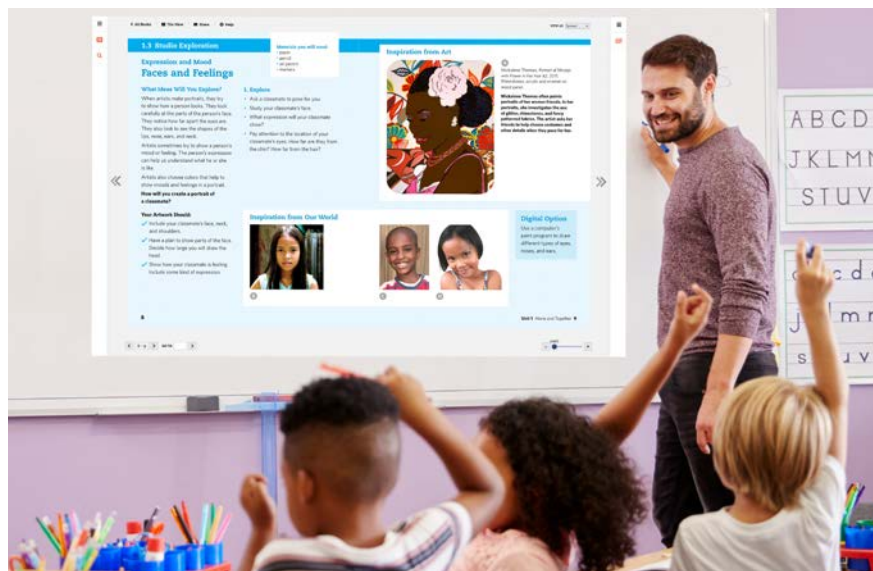
Communicating through Graphic Design, 2nd Ed.

Discovering Drawing, 3rd Ed.

Focus on Photography, 2nd Ed.

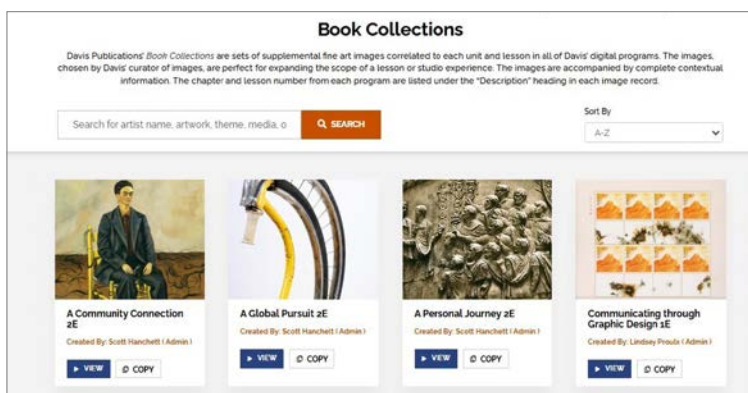
Experience Painting, 1st Ed.

Exploring Visual Design, 4th Ed.



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.

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

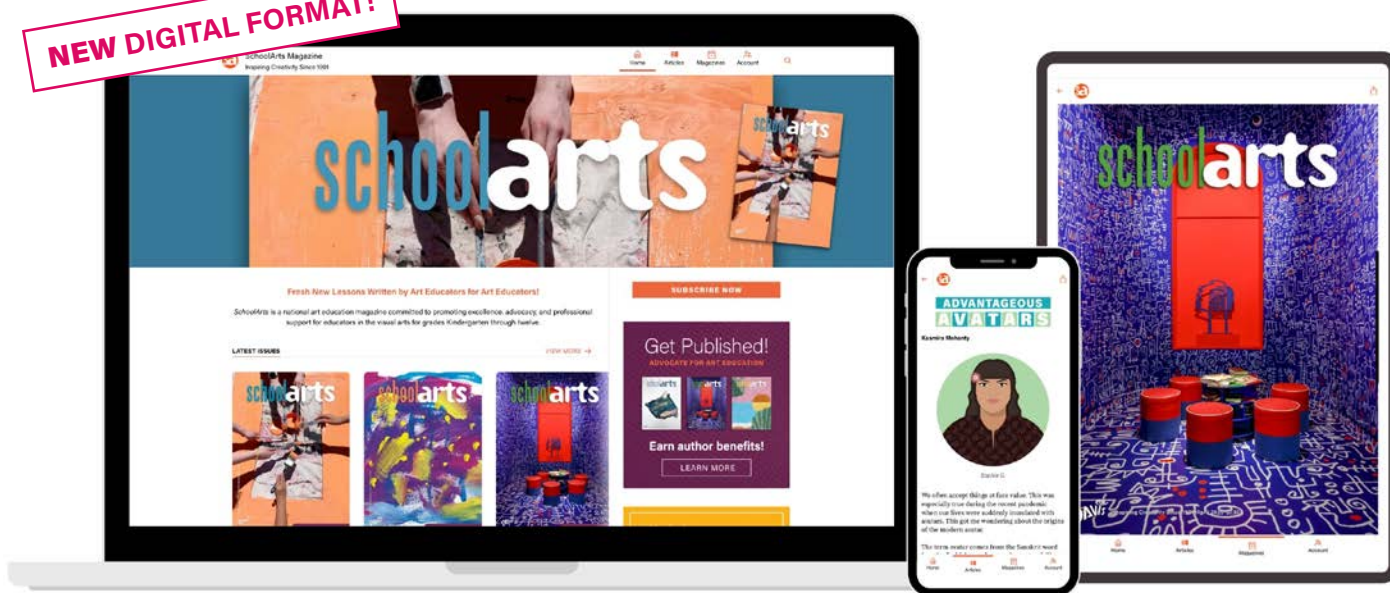
Expand your lessons and extend learning with artwork from leading museums and galleries. Showcasing artwork across time and from cultures around the world, the regularly updated library houses a stunning variety of diverse art with detailed information for teaching and zoom-in capabilities up to 300%.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



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 the easy searching, filtering, and saving of content you need.

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- **Advocacy support**—articles proving the importance of art in education.
- **Art room support**—articles on choice-based teaching, Media Arts, classroom management, and more.

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SPECIAL CATALOG DISCOUNT SAVE \$5.00!

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Go to **SchoolArts.com/Subscribe** and enter the promotional code **SACF25**.

Subscription options include:

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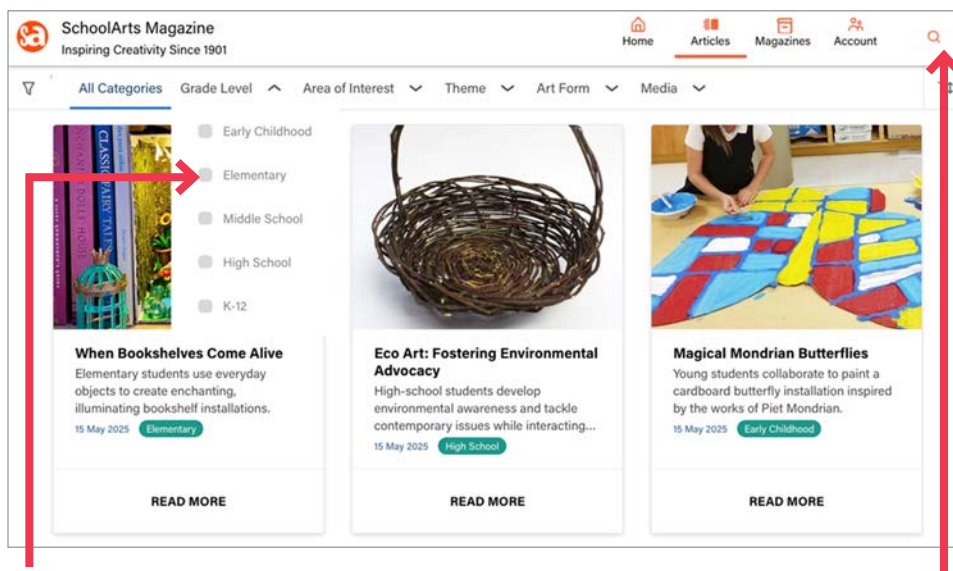
Monthly Subscription for \$6.95

All-New Digital Platform Features

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!

Features:

- **Find 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.** Click on the bookmark icon to save any article or issue. Easily access it from your account anytime!
- **Read on any device.** Enjoy the new, responsive design that makes reading on any device easy!
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Quickly filter articles by Grade Level, Area of Interest, Theme, Art Form, or Media. Or use the search in the top right corner to find the content you are looking for!

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

You, your methods, ideas, and strategies are the best contemporary resource available. 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

We'll take it from there!

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 all levels K–12, advocacy, classroom management, innovative responses to everyday challenges art teachers face, differentiated instruction, and more. Just think about your successes in the art room and start writing!

To submit your article, go to [SchoolArts.com/Submission](https://www.schoolarts.com/submission).

For writer's guidelines, go to [SchoolArts.com/WritersGuidelines](https://www.schoolarts.com/writersguidelines).

Authors of published articles receive:

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



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.

PD Topics & Curriculum Implementation

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](https://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.



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.



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.



Choice-Based Art Education

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

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



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. **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, while providing an opportunity for self-reflection through a series of exercises. Supplemental readings, art educator interviews, and student testimonials provide added inspiration!

Certificate of Completion supplied for a maximum of 10 hours.

Visit DavisArt.com/PD to try out one of our Professional Development courses for FREE!



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

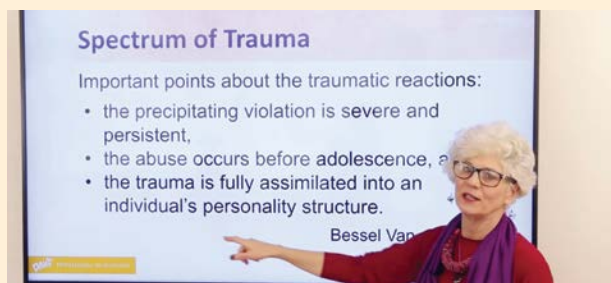
Identify alternative ways of talking about art and artmaking outside of traditional approaches.



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.

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

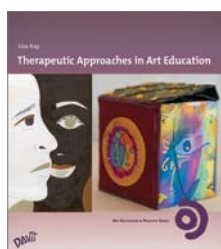
Learn about art education's historical influence on art therapy, highlighting commonalities and differences between therapeutic art education and school art therapy.

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 30 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

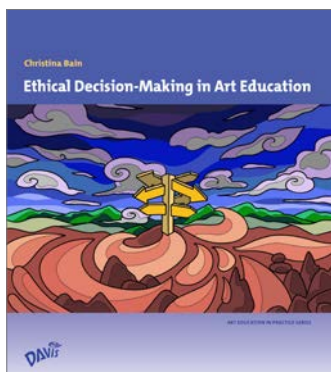
Media Arts teachers discuss key topics relevant to incorporating multimedia into learning communities. Discover how these teachers made Media Arts work for their students regardless of technological constraints.


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.



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 teacher 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?

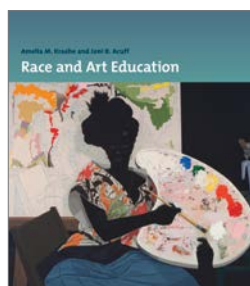
This new title in the Art Education in Practice series explores the fundamental and practical aspects of the ethical decision-making process. 152 pages, softcover.



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

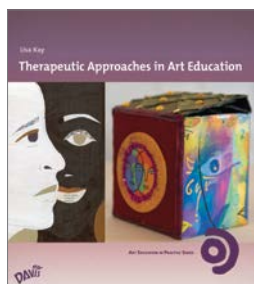
hidden ideas. In this impactful new book, the author draws from contemporary artists and classroom artmaking to demonstrate how play works to evoke diverse thought and challenges students to move beyond traditional artmaking. Discover examples illustrating disruption through play and how experiences can be designed for the classroom. 210 pages, softcover.



Race and Art Education

Amelia M. Kraehe 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 class-

room 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.



Therapeutic Approaches in Art Education

Lisa Kay. Working with students who have experienced adversity and trauma can be challenging. Discover trauma-informed approaches in the newest title of the *Art Education in Practice Series*. Dr. Lisa Kay provides a practical guide for educators who wish

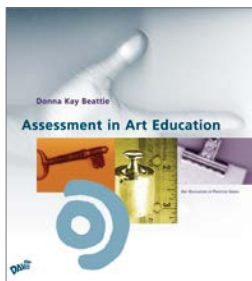
to support therapeutic artmaking in their practice with strategies that can be applied to a typical classroom setting—urban, rural, or suburban—and address marginalized populations. While you will not become an art therapist, this book will help you support your students in thoughtful, holistic ways. 186 pages, softcover.



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.

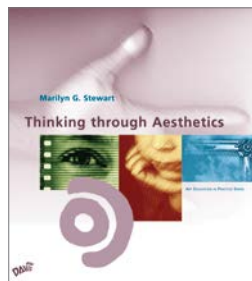
Purchase the complete series and **save more than \$135!** Visit DavisArt.com/ArtEdinPractice for more information.



Assessment in Art Education

Donna Kay Beattie. From portfolios to integrated performance options this book details a wide variety of assessment strategies. Traditional methods, scoring and judging strategies, as well as formative and summative assessment styles are all explored. Strategies on how to combine assessment with

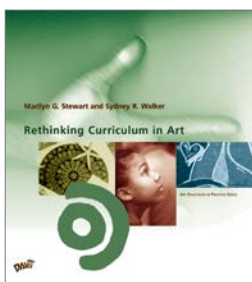
art instruction and thorough explanations of assessment vocabulary and key concepts are included. 147 pages, softcover.



Thinking through Aesthetics

Marilyn G. Stewart. Designed to encourage your students to ask questions about art, this book features a wealth of specific activities that facilitate philosophical inquiry and develop critical thinking skills. Activities for philosophical inquiry and for introducing and practicing skills are included, as well as

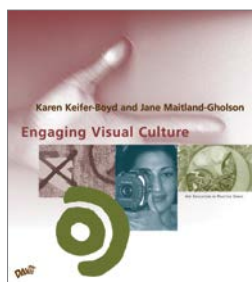
reproducible worksheets and activity pages. 128 pages, softcover.



Rethinking Curriculum in Art

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

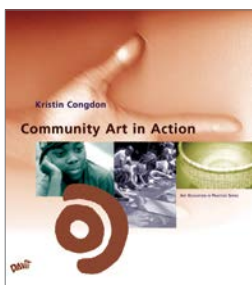
themes such as identity and relationships. Step-by-step guidelines for selecting content and organizing art instruction, as well as charts to guide curriculum planning are included. 162 pages, softcover.



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

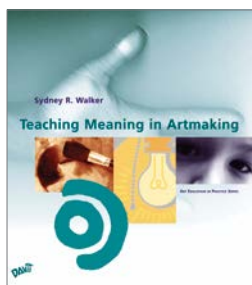
participate actively in constructing their own meanings. Reproducible handouts and worksheets include practical strategies for teaching each chapter. 162 pages, softcover.



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

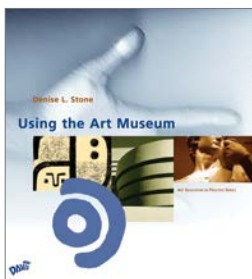
built environment, recreational activities, and ethnic traditions. Activities for involving students in their local community are included. 121 pages, softcover.



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.

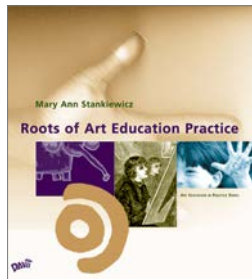
Tips on designing meaningful studio instruction and problem-solving strategies, and questions and practical strategies on "unpacking" the artmaking process are included. 160 pages, softcover.



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

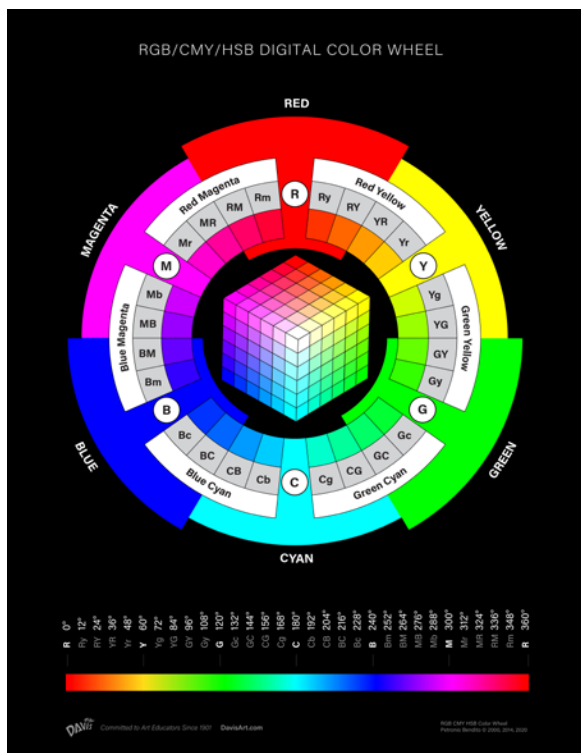
Mary Ann Stankiewicz. Readers will gain insights into the circumstances under which curricular practices originated enhancing their appreciation of the beliefs that shape art education today. Meet some of the people who proposed and implemented the changes

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**



Traditionally, students learn how to create colors by mixing pigments from the primary colors (red, yellow, and blue). However, **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 student's 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](https://davisart.com/ColorWheel)**.

Digital Color Guide Part 2

Color Perception

According to the Young-Helmholtz theory of color perception (trichromatic theory), our eyes have photoreceptors called cones and rods located on the retina. The cones are divided into three types: red, green, and blue. The rods are responsible for vision in low light conditions. The Young-Helmholtz theory states that the human eye has three types of color receptors (cones) that are sensitive to red, green, and blue light. These three types of cones are combined to create the full range of colors that we see. The Young-Helmholtz theory is the basis for the RGB color model, which is used in digital media.

Fig. 1: RGB/CMY Digital Color Wheel and RGB Color Wheel are designed to be used in the classroom. The RGB/CMY Digital Color Wheel is a full-size (18 x 24") poster that provides a comprehensive overview of the RGB/CMY color models. The RGB Color Wheel is a smaller version of the same poster. Both posters are designed to be used in the classroom to teach students about the RGB/CMY color models and how they are used in digital media.

Fig. 2: Mixing colors. By mixing colored pigments, such as red, yellow, and blue, artists create other colors for expression.

Fig. 3: Mixing colors. By mixing colored pigments, such as red, yellow, and blue, artists create other colors for expression.

Fig. 4: Mixing colors. By mixing colored pigments, such as red, yellow, and blue, artists create other colors for expression.

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. 2). 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 screen, 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 rotation (RGB, CMYK, HSB, Hexadecimal...), 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.

Hands-on files: In the classroom, a downloaded version of the RGB/CMY digital color wheel available online provides a range of digital color swatches for systematically examining how colors are created on the screen of the given device. Make use of an analog handheld microscope for accurate color viewing results.

Digital Color Guide Part 2: RGB/CMY Digital Color Wheel

Resources

Engaging with Public Art

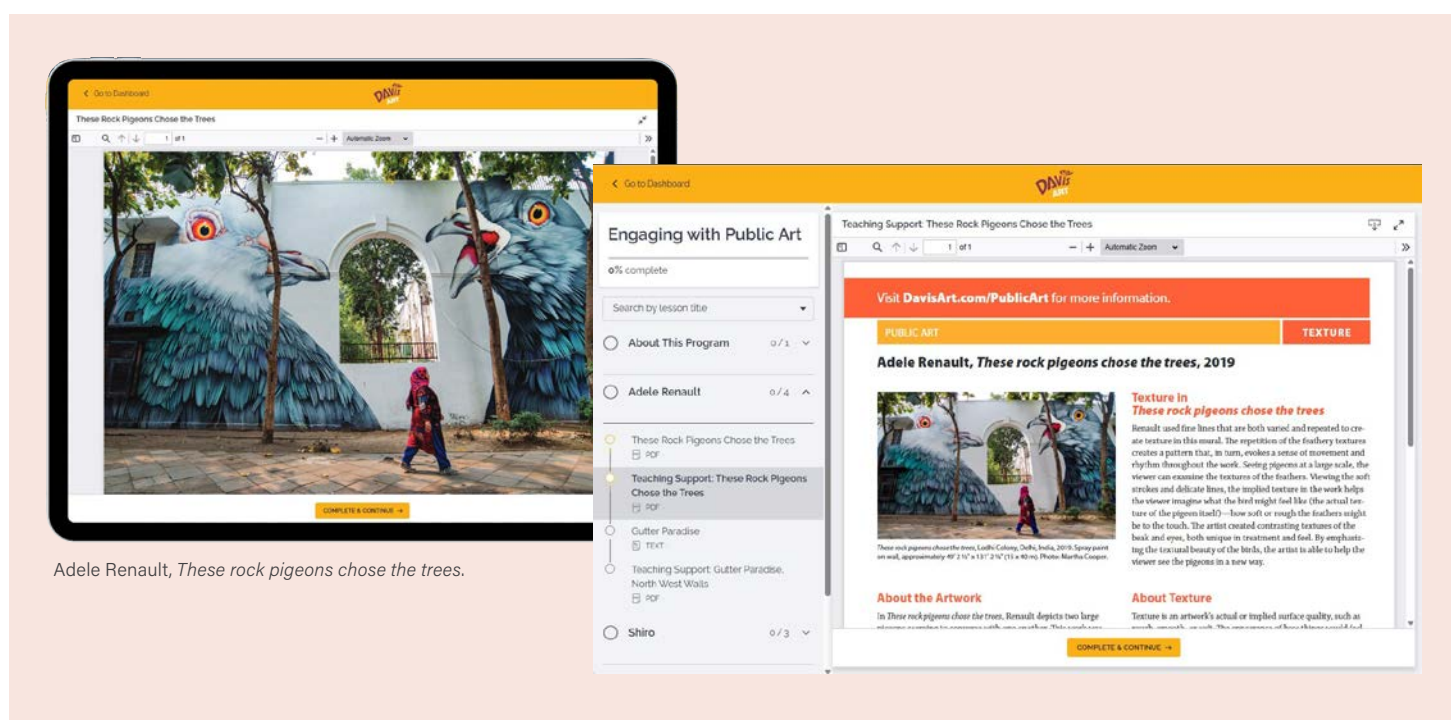
COMING SOON!



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)**.

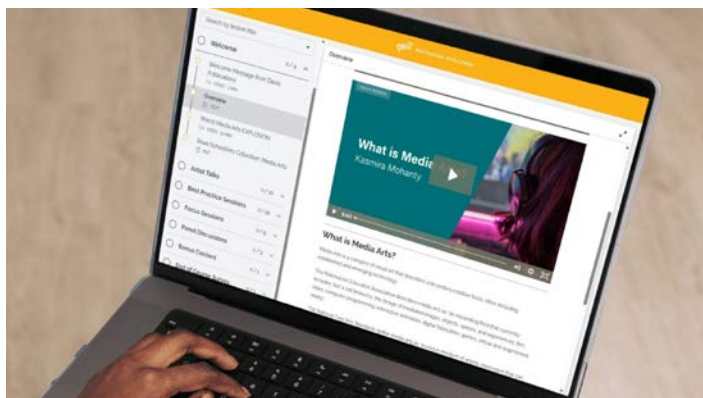
Media Arts Essentials

NEW!



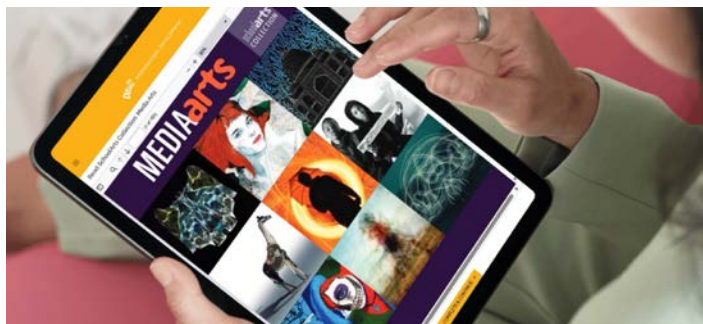
DIGITAL

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 get started incorporating Media Arts into your program.



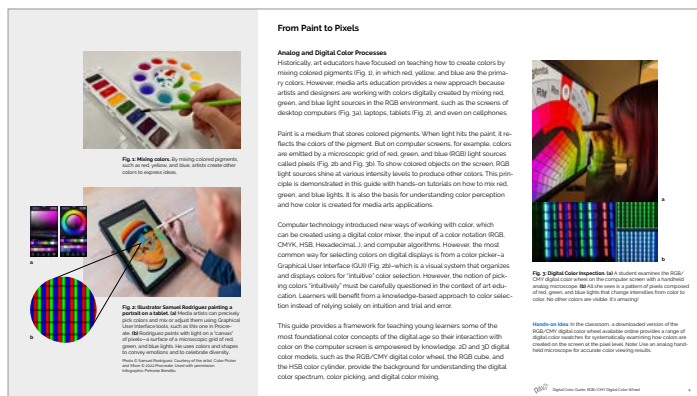
Media Arts Intensive

An overview of Media Arts, a deep dive into the National Media Arts Standards, and 34 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 15 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.

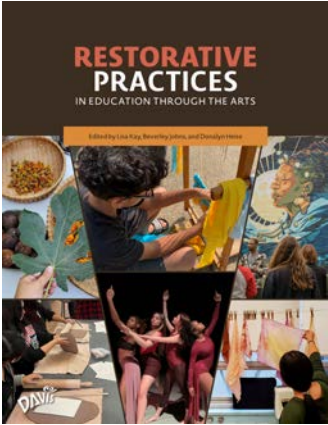


Implementation Support

To ensure your new initiatives are not just planned, but also effectively and sustainably put into practice, this package includes a one-hour pre-recorded implementation session. That's 16 total hours of professional development!

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

Books, Poster, PiktoTape™



Restorative Practices in Education through the Arts

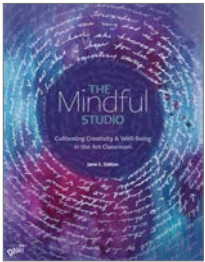
NEW!

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.

Check out *Therapeutic Approaches in Art Education* by Lisa Kay on page 30.

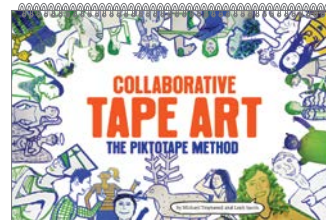
Explore practical arts-based strategies on topics such as:

- Creative healing practices.
- Visual and performing arts as therapy.
- Trauma-informed methods.
- Transformative learning.



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.



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.



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.



PiktoTape™

The original Tape Art® Crew creates massive temporary artwork all over the world. What tape do they use? **PiktoTape™**! Available in three kits with a variety of widths, PiktoTape is an easy-to-use medium for all students. It's spongy adhesive makes for easy ripping, curving, and sculpting and provides rich opaque color!

GO! KIT

BLUE PiktoTape™
Rolls: 1 half-inch, 1 one-inch, 1 two-inch
GREEN PiktoTape™
Rolls: 1 half-inch, 1 one-inch, 1 two-inch

DRAW KIT

BLUE PiktoTape™
Rolls: 8 half-inch, 6 one-inch, 1 two-inch
GREEN PiktoTape™
Rolls: 8 half-inch, 10 one-inch, 1 two-inch

SCULPT KIT

BLUE PiktoTape™
Rolls: 6 two-inch
GREEN PiktoTape™
Rolls: 6 two-inch

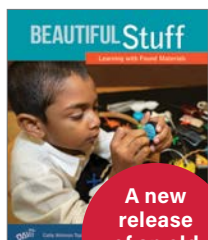
Rules for Making Artists Poster

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!



Resource Books

EARLY CHILDHOOD / ELEMENTARY



A new release of an old favorite!

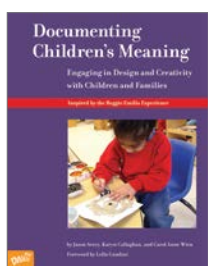
Beautiful Stuff: Learning with Found Materials

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.



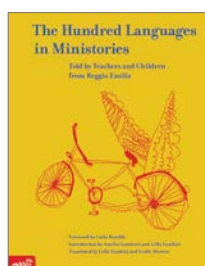
Beautiful Stuff from Nature: More Learning with Found Materials

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.



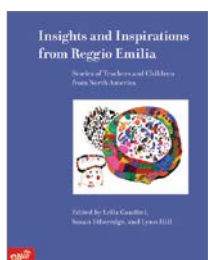
Documenting Children's Meaning: Engaging in Design and Creativity with Children and Families

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.



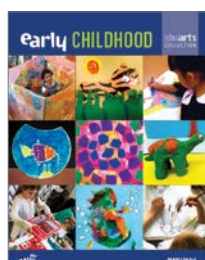
The Hundred Languages in Ministories: Told by Teachers and Children from Reggio Emilia

Foreword by Carla Rinaldi, Introduction by Amelia Gambetti and Lella Gandini. Grades PreK–5. In this book, we can observe the timeless stories first seen in the Italian edition of *The Hundred Languages of Children*. Observe the attentiveness and competency of teachers as they construct meaningful experiences with the children. 102 pages, softcover.



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.

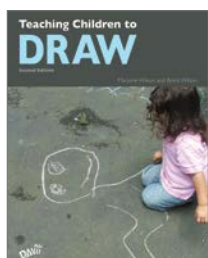


SchoolArts Collection: Early Childhood

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.

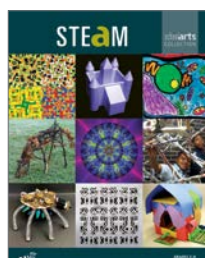
Check out more resource books for early childhood at DavisArt.com/EarlyChildhood.

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.

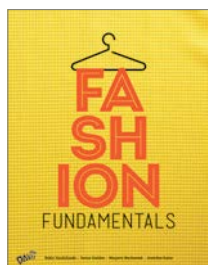


SchoolArts Collection: STEAM

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 because of the interdisciplinary and engaging nature of art. 139 pages, softcover, print/digital.

Resource Books

MIDDLE SCHOOL / HIGH SCHOOL



Fashion Fundamentals

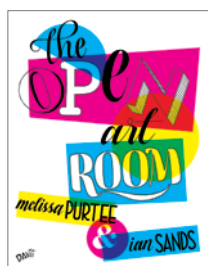
Robin VandeZande, Terese Giobbia, Marjorie Wachowiak, and Gretchen Kaine.

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

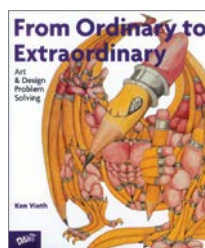
Grades 6-12. Media Arts constantly changes! Has that kept you from including it in your program, or have you fully incorporated it? In either case, this book is a must-have resource. It provides inspiration, ideas, and insight to bring digital processes and new technologies into your classroom. Learn 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.

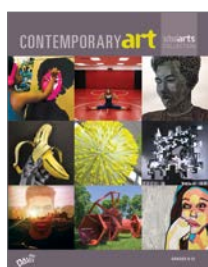
The first book to present a framework for choice-based instruction for secondary-level art education. This hands-on resource takes inspiration from a variety of contemporary teaching methods and has a full range of lesson plans, from modified to full-choice solutions, all based on artistic behaviors.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

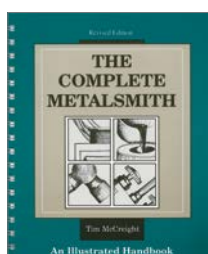


Making Artists

Melissa Purtee and Ian Sands. Grades 9-12.

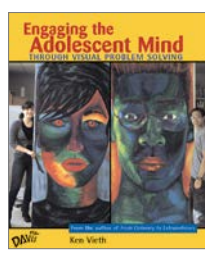
A comprehensive look at how and why a student-directed classroom is essential for the development of the student artist. *Making Artists* picks up where *The Open Art Room* left off, covering issues and situations choice-based art teachers encounter as they design their program. Discover tested methods 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

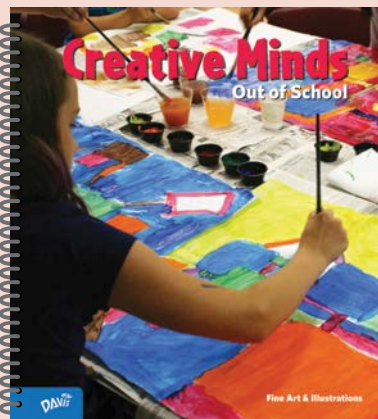
Ken Vieth. Grades 9-12. Engage students through visual problem-solving with thought-provoking studio experiences designed to encourage personal expression. Each studio includes objectives, a technical challenge, and reflection opportunities. 148 pages, softcover.

Creative Minds—Out of School



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By Cathy Weisman Topal



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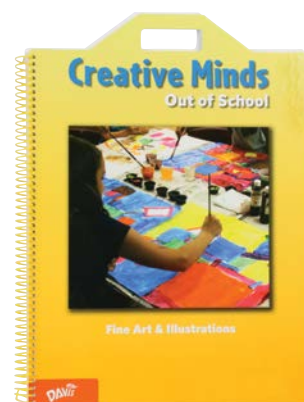
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