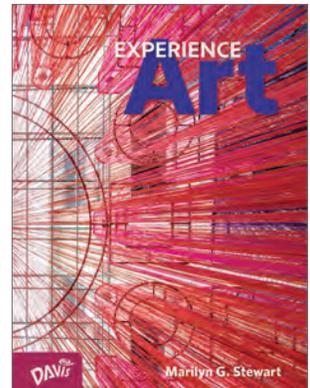
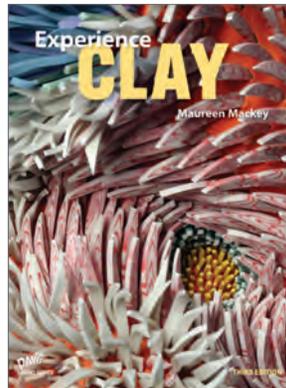
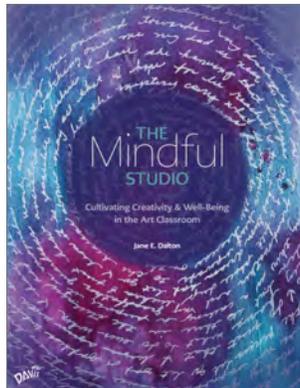
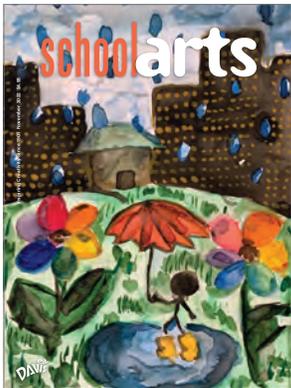




DAVIS

ART EDUCATION CATALOG



2023/24

Visibility

An article I recently read offered this advice, “publicly displaying students’ art engages parents, arts education advocates, and the community in conversations about the importance of art.” The author was not an art educator; this was new information for them. For us, it’s just a line in a random article. However, it made me pause. Not because it’s a revolutionary concept, but because seeing it take up space made it more relevant and legitimate. Which got me thinking about visibility. **Making your program more visible can show your community the importance of art education and the work you do.** YES! But HOW do you make your program more visible?

No doubt you have tried-and-true methods—hanging student art everywhere possible in the school and community or hosting an annual art show are the two we hear most often. We agree these are effective—it all boils down to showcasing your students’ work! But it’s more than that, right? Because **art education is more than the final product**, it’s about thinking and exploration. **Art education is about the process of learning**—that’s the key.

What happens if we showcase students’ work from beginning to end? **Demonstrating students’ creative process including planning, researching, risk-taking, failure, persistence, and development helps people SEE the value of art education.** Its importance and purpose become VISIBLE! Showing the final product only allows viewers to say, “Look how talented those students are,” without taking time to understand, ponder, and appreciate the hours of development and thought it took to make the final product.

What could showcasing students’ development process look like? The resources you use should help you with this. Do you rely on materials that keep process, exploration, and thinking at the center of what students do? Do they support making students’ learning process VISIBLE? As you work on your plan for the year, we invite you to explore the many resources Davis provides. Discover the wide variety of **programs that support creative processes and student development on pages 6 to 28**. Thinking about introducing mindfulness and expressive arts into your program? Are you looking for a way to help students grasp digital color concepts? **Check out *The Mindful Studio and the RGB/CMY Color Wheel* on page 33**. Investigating ways to keep content and assignments relevant to students? Find our new PD course, **Curricular Considerations in Contemporary Art Education**, on page 30. Maybe you’re searching for more widespread visibility for your program. We can help there, too! **We offer three avenues to achieve nationwide exposure!** Consider writing for *SchoolArts magazine*, submitting your students’ art for our **advocacy guide and monthly planner**, or submitting a topic for the **K12ArtChat podcast!** Learn more at DavisArt.com/catalog.

As always, we’re focused on making the important work you do VISIBLE so you can focus on teaching! Welcome to the 2023–24 school year.



Julian Davis Wade, President



Student art from our new Middle School program, *Experience Art*. Filled with examples of student art,* this program features images of finished artwork as well as the ideation and development process students document in their journals.

*Top: Process journal of Mya Yorro. Bottom: Completed student work by Peyton Briley, Allie Faison, Olyvia Jankoski, Tessa Kurz, Reese Longwater, Zaira Mountcastle, Erin Sutton, Caylin Szilagyi, Rebecca Wilcox, *Caring for Houseplants*, 2021. Acrylic and cardboard mural, each panel.



WELCOME

to the **2023/24** School Year Catalog!

Flexible curriculum and resources in digital and print formats, 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 and help students make meaningful connections through art.

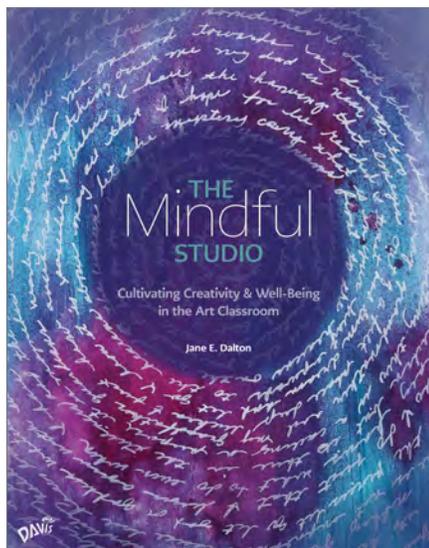
Learn more at **[DavisArt.com](https://davisart.com)**.

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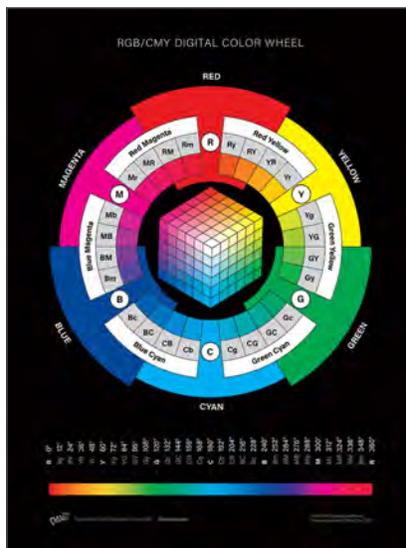
NEW PRODUCTS

Resources



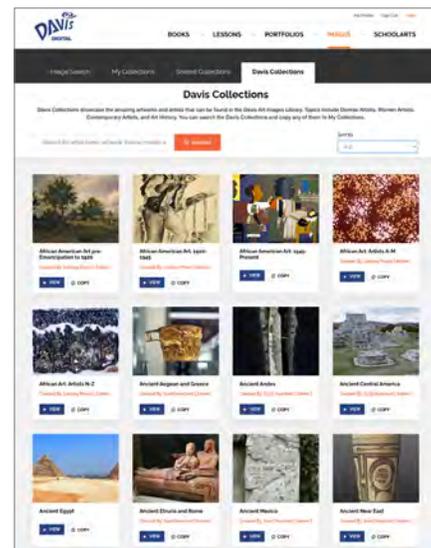
The Mindful Studio: Cultivating Creativity & Well-Being in the Art Classroom

With the constant demands of the world, it is fundamental that students cultivate an inner life. Mindfulness and expressive arts practices in the art room can help this. Discover a plethora of tools to help students enhance creative processes and be open to their emotional life. This new title introduces mindfulness and expressive arts practices and suggests ways of blending the approaches meaningfully into classroom practice. **See page 33.**



RGB/CMY Digital Color Wheel Poster & Teaching Resources

Digital media is changing how we teach color theory and methods. Encourage exploration of digital color in the context of media arts education and support innovative approaches to teaching digital color theory. This poster and resources have been developed as a teaching tool based on how we see to explain the essential theory, components, and differences of digital color compared to that of traditional pigment-based color methods. **See page 33.**



Davis Collections

Researching and finding images to use with your lessons can be time-consuming! Wouldn't it be great to have an art historian and curator in your classroom to help? We've got the solution. Davis Art Images now has collections of fine art images curated specifically for the K-12 art room by our art historian and curator. Discover curated sets of images on a wide variety of topics such as First Nations Art, Media Art, and AP Art History. **See page 5.**

Professional Development

Curricular Considerations in Contemporary Art Education

Our newest self-paced professional development course examines applicable strategies for keeping art curriculum content and assignments current and relevant to your students. Explore ways of encouraging students to make art that is not only authentic but truly their own. **See all our professional development offerings, pages 29-30.**





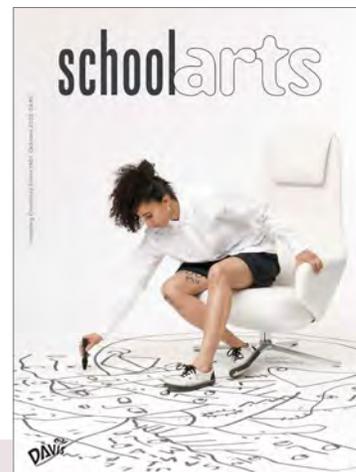
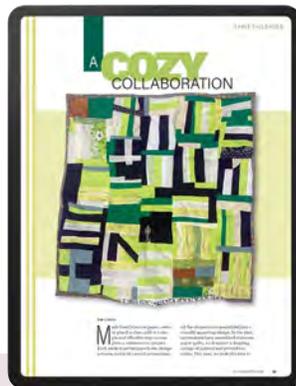
SchoolArts Magazine

Fresh NEW lessons all year!

Written by Art Educators for Art Educators

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

Art resources must be valid, informed, and current. You, your methods, ideas, and strategies are the best contemporary resource available to your fellow art educators. Share your expertise and **write for SchoolArts!** Here's how:

1. Pick a topic

What have you had success with recently in your classroom? What do other teachers need to know? What artist, trend, or issue has influenced you?

2. Write the article

Use a conversational style, outline your ideas, and keep it to 800 words or less.

3. Submit your article and we'll take it from there!

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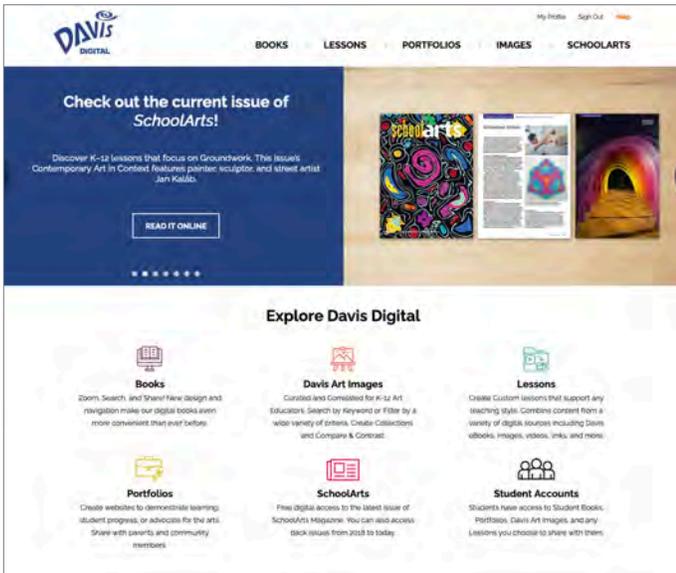


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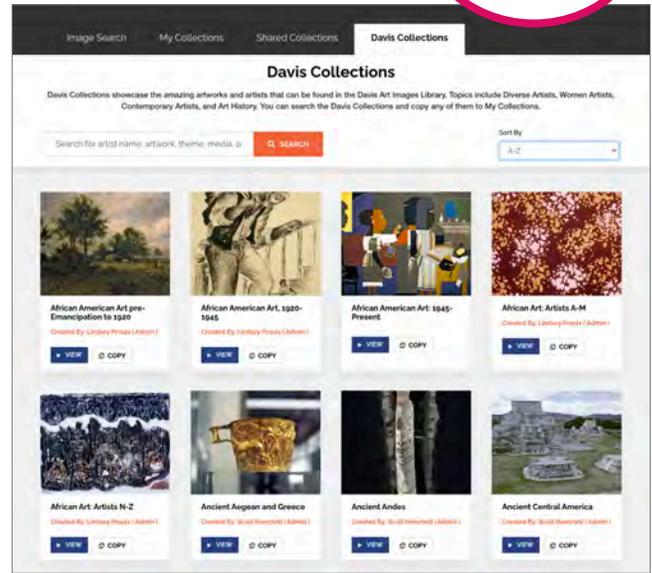
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Davis Digital

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features and
functionality!



Davis Digital homepage.



Davis Collections on Davis Digital.

A Learning Environment to support traditional, online, and hybrid classroom models.

Davis Digital is a cloud-based platform designed for flexibility. Access all your instructional materials including lessons, images, resources, and student portfolios anywhere, anytime. Created to work easily with interactive white boards and other presentation tools online or in a classroom, the responsive design of the new Davis Digital platform also supports any device a student may be using. Teachers and students can use Davis Digital in any location with an internet connection, giving them access to the same content and images found in the print books. While students use their eBooks to easily search content for assignments, research fine art images, or create and share Portfolios to document artwork progress, teachers can use the unique lesson planning and presentation tools designed to build customized lessons, collaborate with colleagues, and share important information with parents and administrators.

Davis Art Images are included with all Davis Digital eBook purchases to extend the learning of each lesson. Showcasing artwork created across time and from cultures around the world, the image library houses a stunning variety of diverse art. **Updated regularly with new images** accompanied by extensive information about the work, artist, time period, or culture, the collection allows you to expand your curriculum with artwork from leading museums and galleries. Use of the collection allows **unlimited downloads of high-quality jpegs**.

Davis Digital eBook 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

Exploring Visual Design

Purchases include your choice of 30, 60, or 200 student accounts for 1, 2, 4, 6, or 8 years, featuring:

Student and Teacher eBooks

- Zoom in on any image up to 300%.
- Search any keyword, such as artist or theme.
- Share lessons with colleagues, parents, or teachers.
- Access lessons, teacher resources, and customizable assessments.*
- Offer students access to all lessons and supporting content from anywhere.

Portfolios

- Share student artwork and important information about your art program with students, colleagues, supervisors, parents, and community members.
- Assess student progress, accomplishments, and artwork.
- **Extend learning** by easily adding links to videos, galleries, websites, and other lesson resources.
- Offer students a place to post their artwork for online display, showing project progress, and presenting artwork for critique.

Lessons

- Quickly and easily create, download, and share custom lessons or browse the many sample lessons included. Add content from your Davis eBooks, your own documents, images, videos, and presentations. Include standards, essential questions, and learning outcomes for reference.
- Easily organize the lessons you want students to focus on.
- **Search content in** one or all of **your Davis eBooks** to add to your customized lessons.
- **Collaborate with colleagues** to create shared lessons, district-recommended curriculums, or benchmark assessments.

Davis Art Images

Each eBook includes access to thousands of fine art images, many correlated to each eBook's lessons.

Rostering and Single Sign-On

Through ClassLink, OneRoster, Clever, and more.

* Customizable assessments are not available for kindergarten.

Davis Art Images

Bring the museum to your students with access to thousands of high-quality fine art images!

Search and Organize

Search for images by **keyword, culture, artist, title, time period, Davis textbook, and more**. Choose the images you need and **tag them with your own keywords to create Image Collections** and easily find them whenever you need them.

Collections

Created by our curator and art historian, these **sets showcase relevant and relatable artists, themes, media, and styles**. Use the sets as-is or copy and customize as needed.

Display

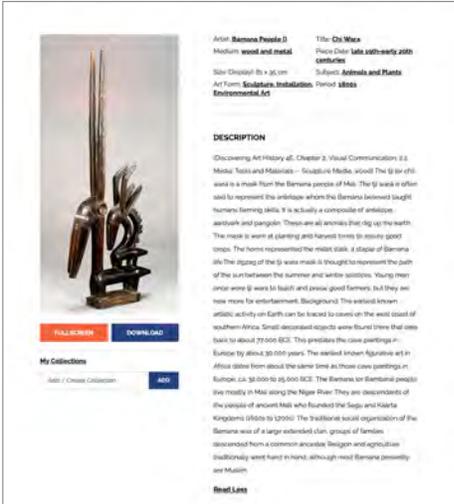
Create instant online slideshows. Customize them by arranging the order of the images and show the presentation as part of a lesson or encourage students to view it on their own.

Compare and Contrast

Use for close observation, responding to writing prompts, creating sets and instant slideshows, or add images to projects and curriculum you build or feature in Lessons.

Student Access

Unlimited access for teachers and students at a single school. Explore the library for independent and small group research.



Artist: Beninese People	Title: Chi Waka
Medium: wood and metal	Place/Date: late 19th-early 20th centuries
Size/Display: 8 1/2 x 35 cm	Subject: Animals and Plants
Art Form: Sculpture, Installation	Period: Africa
	Environmental Art

DESCRIPTION

(Discovering Art History 4E, Chapter 3: Visual Communication 2.3: Masks, Icons and Materials – "Masque Waka, Wood") The Chi Waka mask is a mask from the Beninese people of Mali. The Chi Waka is often used to represent the ancestor whom the Beninese believed taught humans farming skills. It is actually a composite of ancestor, antelope and pangolin. These are all animals that dig up the earth. The mask is worn at planting and harvest times to ensure good crops. The horns representing the mask's stalk, a staple of Beninese life. The shape of the Chi Waka mask is thought to represent the path of the sun between the summer and winter seasons. Young men enter into Chi Waka to teach and praise good farmers. As they are now more for entertainment. Singsong. The earliest known artistic activity on Earth can be traced to caves on the west coast of southern Africa. Small, rounded objects were found there that date back to about 70,000 BCE. The earliest cave paintings in Europe by about 30,000 years. The earliest known figurative art in Africa dates from about the same time as those cave paintings in Europe. ca. 10,000-15,000 BCE. The Beninese or Beninese people live mostly in Mali along the Niger River. They are descendants of the people of ancient Mali who founded the Songhai and Kaarta Kingdoms (1000 to 1700). The traditional social organization of the Beninese was of a large extended clan, group of families descended from a common ancestor. Weager and agriculture traditionally used hand tools, although most Beninese jewelry are metal.

[Read More](#)

Image detail with links to find other images by the same artist, from the same time period, addressing the same subject, using the same medium, and more!

Independent Subscription

You can purchase a license for an image subscription independent of those that are included with an eBook Class Set. Choose from 4-, 6-, or 8-year licenses. See page 41 for pricing.

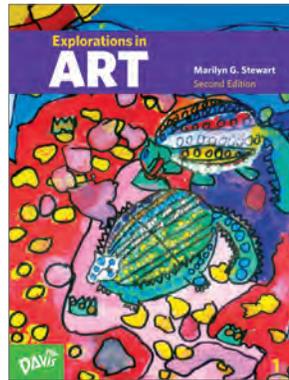


Explorations in Art, Grades K–6

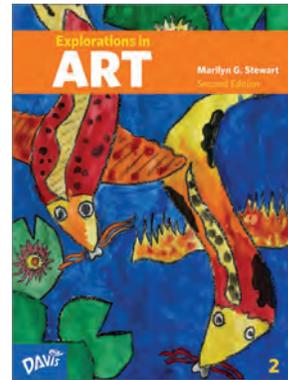
SECOND EDITION Grades 1–6 by Marilyn G. Stewart, Kindergarten by Cathy Weisman Topal



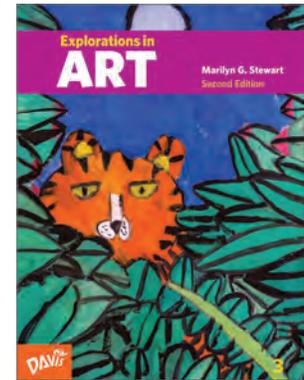
Kindergarten



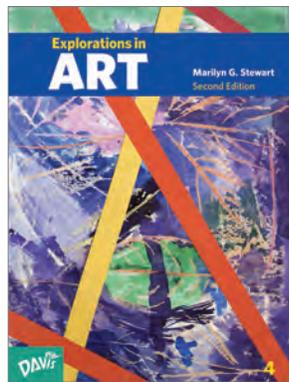
Grade 1



Grade 2



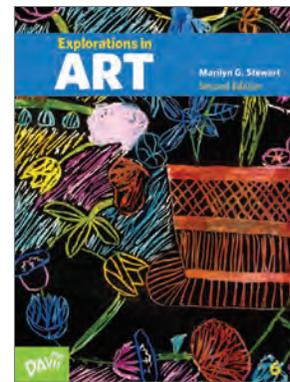
Grade 3



Grade 4



Grade 5



Grade 6

Big Ideas and Essential Questions

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

Process-Based Studios

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

STEAM Lessons and Connections

Each unit includes STEAM lessons developed by a team of experts in science, technology, engineering, art, and math. These engaging, comprehensive lessons include student exploration of STEAM concepts through viewing, discussing, and creating artworks. Combine these lessons with the STEAM 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.



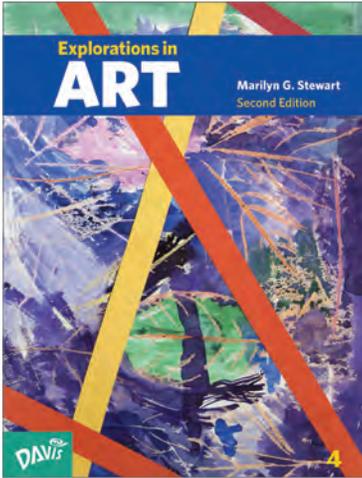
View the National Visual Arts Standards correlations at [DavisArt.com/Standards](https://www.davisart.com/standards).



PRINT + DIGITAL

Sample at DavisArt.com/Sample

Student Books



Student Book, Grade 4.

- 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.
- And much more!

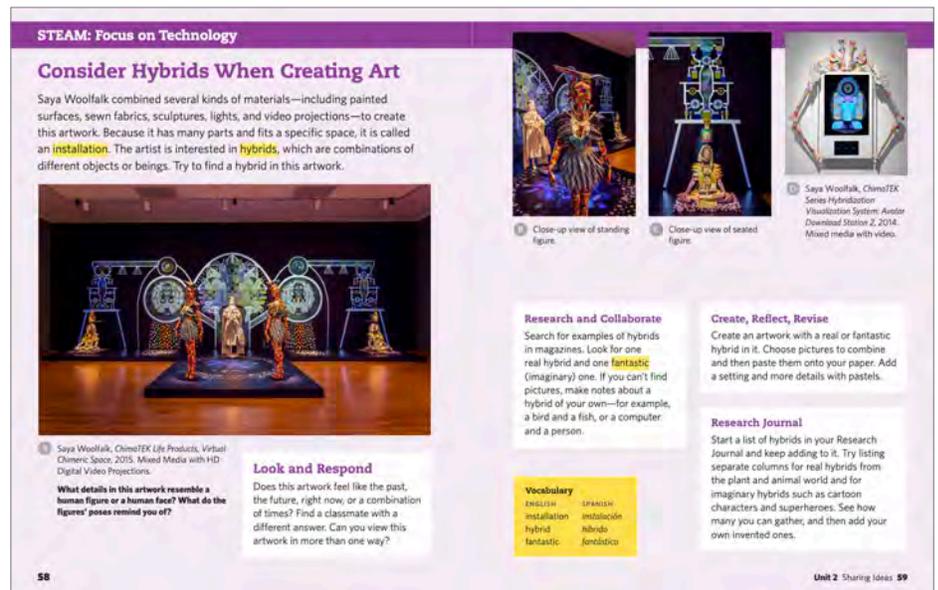
STEAM Lessons

A comprehensive STEAM lesson is included in each unit. Students explore the importance of science, technology, engineering, and math in creating artworks. Each lesson focuses on one twenty-first century artwork to prompt discussion, analysis, exploration, and reflection. These images are available as STEAM Art cards (see ancillaries on page 10).

Each Student Book 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.

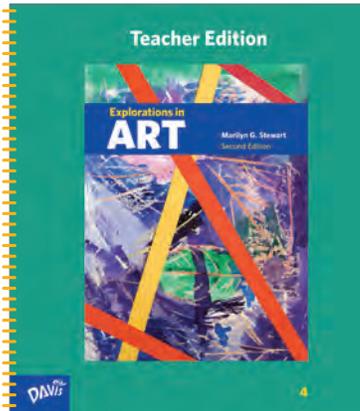


Student Book, Grade 4, Unit 2: Sharing Ideas. Click on the fine art image to enlarge to full screen and then magnify up to 300%.

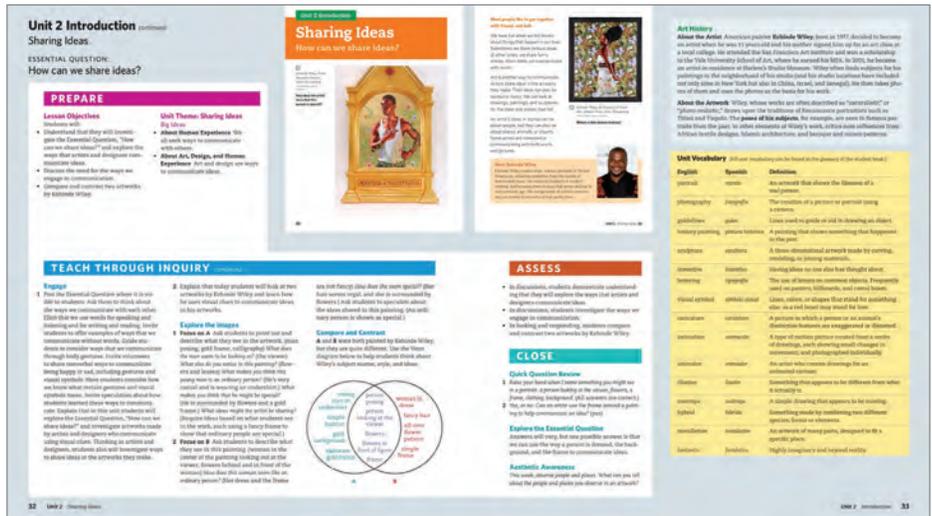


Student Book, Grade 4, Unit 2: Sharing Ideas, STEAM: Focus on Technology.

Teacher Editions



Teacher Edition, Grade 3.

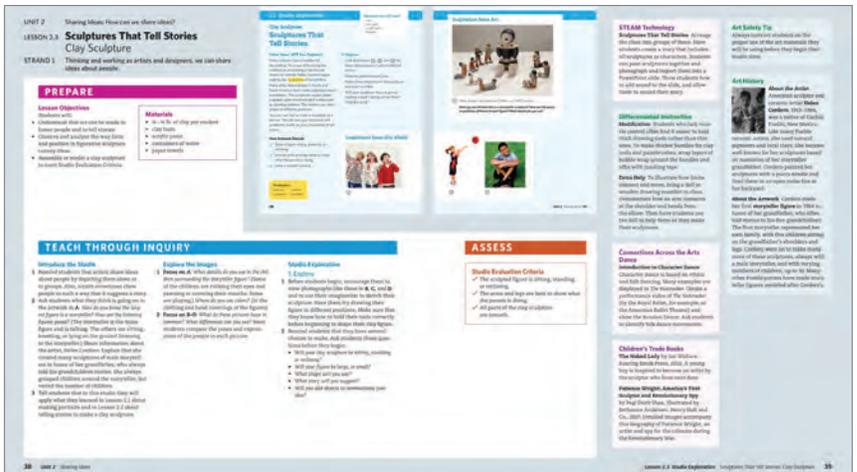


Teacher Edition, Grade 4, Unit 2 Introduction: Sharing Ideas.

Each Teacher Edition includes a wealth of teaching support designed to help teachers easily customize and adapt each lesson and Studio Experience.

Point-of-use Features

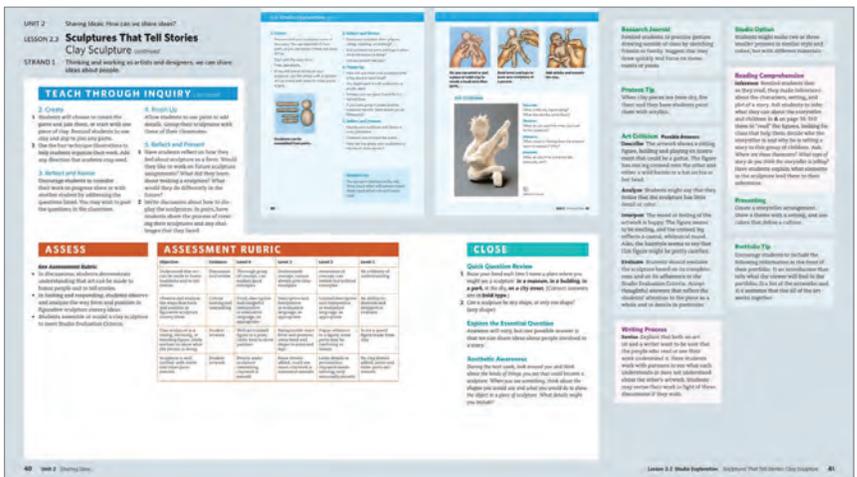
- Prepare, Teach, Assess, and Close format.
- Cross-curricular connections, including math, science, and history.
- Reading and language arts connections.
- Support for differentiated instruction.
- Children's trade books correlated to each lesson.
- Portfolio and process tips.
- Formative assessment and review materials.



- Artist biographies.
- Evaluation criteria and rubrics.
- Visual culture and literacy tips, aesthetic thinking prompts, and more!

Studio Explorations

- Inspiration from fine art and real-world photos.
- Five-step process that focuses on process and problem-solving.
- Comprehensive studio rubric.
- Clear step-by-step technique illustrations.
- Art criticism based on authentic student artwork.
- References to digital fine art images that support each Studio Exploration.



Teacher Edition, Grade 4, Unit 2: Sharing Ideas, Studio Exploration Lesson 2.3: Sculptures That Tell Stories, Clay Sculpture.

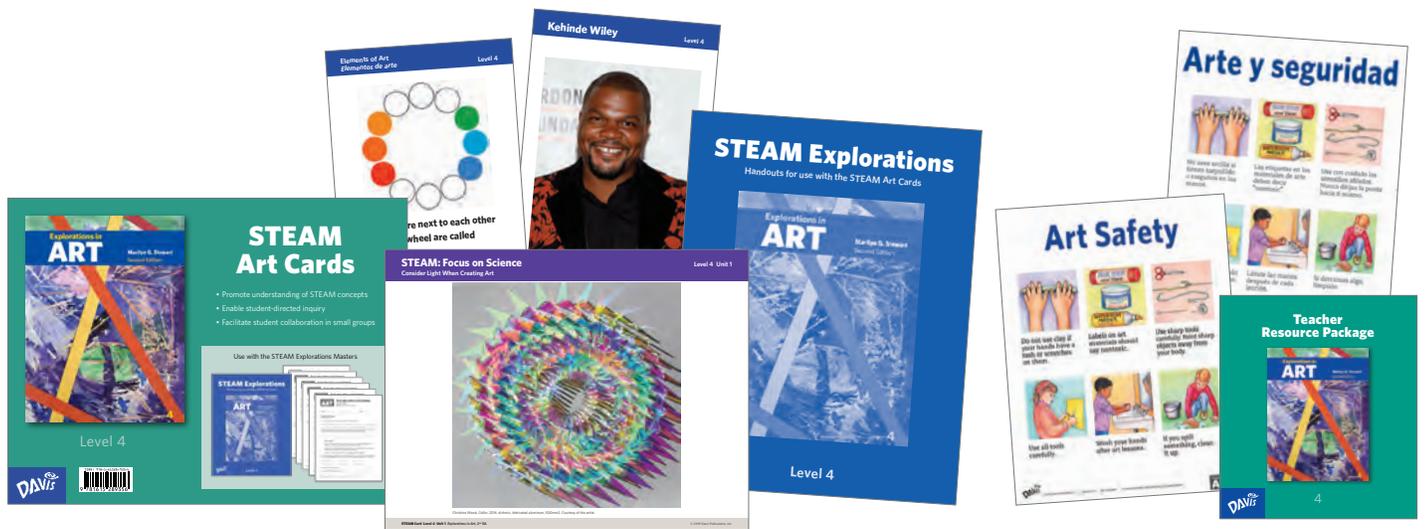
Ancillaries

FREE with an eBook Class Set (see pages 4–5)

- Teacher Edition eBook (1 license)
- Davis Art Images Subscription (see page 5)
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- 30, 60, or 200 Student Accounts
- *SchoolArts* magazine (print and digital subscriptions)

FREE with 30 print Student Books

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



Additional Ancillaries

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 teachers to easily organize students into small groups for discussion, collaboration, and problem-solving.
- **STEAM Exploration Handouts:** worksheets to support assessment and guide small-group explorations.
- **Artist Cards:** an artist picture on one side and a biography in English and Spanish on the other side.
- **Vocabulary Cards:** a picture prompt on one side highlighting an art vocabulary word or concept and the vocabulary word or expression on the other side in both English and Spanish.

The Teacher Resource Package (USB drive) contains even more support for both students and teachers including:

Student Handouts

- Pre-Assessments
- Compare and Contrast
- Art Criticism
- Unit Review Assessments

Resources for Teachers

- Studio Exploration Rubrics
- Artist Biographies
- Glossary (English and Spanish)
- Improving English Language Skills

Artroom Reference Sheets

- Art Safety
- Color
- Elements of Art
- Principles of Design

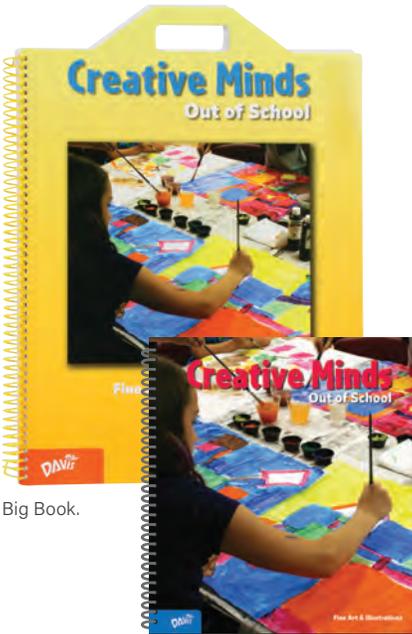
Creative Minds—Out of School

By Cathy Weisman Topal

For After-School Educators and Programs

Creative Minds is a K–5 **art-based curriculum** that introduces young people to the joy of viewing, wondering about, and creating art. This innovative, classroom-tested program capitalizes on children’s natural curiosity and readiness to create.

Creative Minds includes **step-by-step support for after-school educators** to create an authentic context in which to engage young people in viewing and making art while fostering **inquiry**, developing **problem-solving** and **communication skills**, **teamwork**, and **creativity**. This program is uniquely designed to provide many **opportunities for sharing and celebrating students’ work** with families, the school, and the wider community.



Big Book.

Educator's Edition.

Big Book

- Large, **brilliant fine art images** accessible to all students and teachers.
- Clear **step-by-step process illustrations**.

Educator's Edition

- **Step-by-step support** for closely observing, discussing, and creating art.
- Suggestions to help teachers **differentiate instruction** by age, ability, and interest.
- **Key vocabulary** in both English and Spanish.
- Literature and cross-curricular connections.
- Teaching tips including activity extensions and variations.
- Many art activities that feature **natural and found materials** for limited program budgets.
- Detailed materials list included in each unit.

Seeing Textures

Julie Lapping Rivers, Still Life with Figures, 2004–2005. Collage with printed and pasted papers, 17" x 17" (D x H cm). Courtesy: the artist.

Crayon Texture Rubbing
Create textured papers for collage characters.

- 1 Place the object under your paper. Feel the paper. Hold the paper.
- 2 Use the side of the crayon. Rub the crayon over the whole shape.
- 3 Move the shape. Rub it again.
- 4 Overlap textures. Try other colors.

Big Book, Unit 2: Transformation: Building Characters, Lesson 6: Seeing Textures.

UNIT 2: PART 2 TRANSFORMATION: BUILDING CHARACTERS
LESSON 6 Seeing Textures: Crayon Texture Rubbings

Engage Start with Art
Have young artists look at the collage by Julie Lapping Rivers and share what they notice.

You might ask:

- What kinds of clothing do you see on the figures? How do you think they were created?
- Describe the textures that you see in the clothing and the background. How are they different from each other? Have someone use made of fabric, wool, or even paper.

TEACH

Show and Reflect
Look for textures in clothing and the environment. Have that creating texture makes a person more aware of textures everywhere.

Part 1
Explain that over the next few sessions, we will design clothing for our characters. First, we are going to create paper “textures.” We are going to explore textures of objects as we do this.

Step 1
Show and discuss a few collages. Ask children to point out overlapping, designs, patterns, and shapes. Read or recite and smaller crayons for coloring on small paper. Encourage them to use each color more than once.

Step 2
Use markers to add dramatic color. Remind children to touch their cheeks, clothing, the floor, the bottom of their shoe, and so on.

Step 3
Choose an object for a rubbing, and describe it to the children. Give them the directions. Call attention to holding the paper steady with one hand while rubbing with the other hand.

Step 4
Encourage them to hold the unscrapped edges. Explain that children should use the side edge!

Step 5
Rubbing sounds easy, but it really requires upper body strength and is hard to stand up.

Checklist

Part 1

- 1 To begin, give one rubbing material to each child and encourage each child to really explore the rubbing process. What the whole shape, move the object slightly and rub again, rub it on the side of the object. Stand up and rub. Show what works best and then model objects.
- 2 Remind children to rub the entire shape.
- 3 Have them move their object slightly and rub it again. Ask, “What happens?” Explain the concept of overlapping.
- 4 After rubbing the object a few times, switch objects. Try to cover the whole page, rub right to the edge.

PREPARE

Objectives
While exploring the process of texture rubbing, young artists will:

- Use their sense of touch to gain a deeper awareness of texture.
- Learn a technique for creating their own textures.
- Review and practice techniques for using crayons.
- Explore open body muscles and experience their ability to change a surface.
- Understand rubbing as a way to record texture.
- Discuss texture discovered using descriptive language (strong, rough, etc.).

Materials

- 8 x 12" (21 x 30 cm) or 12 x 18" (30 x 45 cm) white drawing paper and colored construction paper
- unscrapped crayons
- the objects for rubbing (see below)

Vocabulary

English	Spanish
rubbing	frotar
overlapping	superponer
pattern	patrón
collage	collage

21st Century Skills (see page 41)
Critical Thinking/Problem Solving
Communication/Expression

National Visual Arts Standards
Grades K–5: 1a, 1b, 1c, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 2h, 2i, 2j, 2k, 2l, 2m, 2n, 2o, 2p, 2q, 2r, 2s, 2t, 2u, 2v, 2w, 2x, 2y, 2z, 2aa, 2ab, 2ac, 2ad, 2ae, 2af, 2ag, 2ah, 2ai, 2aj, 2ak, 2al, 2am, 2an, 2ao, 2ap, 2aq, 2ar, 2as, 2at, 2au, 2av, 2aw, 2ax, 2ay, 2az, 2ba, 2bb, 2bc, 2bd, 2be, 2bf, 2bg, 2bh, 2bi, 2bj, 2bk, 2bl, 2bm, 2bn, 2bo, 2bp, 2bq, 2br, 2bs, 2bt, 2bu, 2bv, 2bw, 2bx, 2by, 2bz, 2ca, 2cb, 2cc, 2cd, 2ce, 2cf, 2cg, 2ch, 2ci, 2cj, 2ck, 2cl, 2cm, 2cn, 2co, 2cp, 2cq, 2cr, 2cs, 2ct, 2cu, 2cv, 2cw, 2cx, 2cy, 2cz, 2da, 2db, 2dc, 2dd, 2de, 2df, 2dg, 2dh, 2di, 2dj, 2dk, 2dl, 2dm, 2dn, 2do, 2dp, 2dq, 2dr, 2ds, 2dt, 2du, 2dv, 2dw, 2dx, 2dy, 2dz, 2ea, 2eb, 2ec, 2ed, 2ee, 2ef, 2eg, 2eh, 2ei, 2ej, 2ek, 2el, 2em, 2en, 2eo, 2ep, 2eq, 2er, 2es, 2et, 2eu, 2ev, 2ew, 2ex, 2ey, 2ez, 2fa, 2fb, 2fc, 2fd, 2fe, 2ff, 2fg, 2fh, 2fi, 2fj, 2fk, 2fl, 2fm, 2fn, 2fo, 2fp, 2fq, 2fr, 2fs, 2ft, 2fu, 2fv, 2fw, 2fx, 2fy, 2fz, 2ga, 2gb, 2gc, 2gd, 2ge, 2gf, 2gg, 2gh, 2gi, 2gj, 2gk, 2gl, 2gm, 2gn, 2go, 2gp, 2gq, 2gr, 2gs, 2gt, 2gu, 2gv, 2gw, 2gx, 2gy, 2gz, 2ha, 2hb, 2hc, 2hd, 2he, 2hf, 2hg, 2hi, 2hj, 2hk, 2hl, 2hm, 2hn, 2ho, 2hp, 2hq, 2hr, 2hs, 2ht, 2hu, 2hv, 2hw, 2hx, 2hy, 2hz, 2ia, 2ib, 2ic, 2id, 2ie, 2if, 2ig, 2ih, 2ii, 2ij, 2ik, 2il, 2im, 2in, 2io, 2ip, 2iq, 2ir, 2is, 2it, 2iu, 2iv, 2iw, 2ix, 2iy, 2iz, 2ja, 2jb, 2jc, 2jd, 2je, 2jf, 2jg, 2jh, 2ji, 2jj, 2jk, 2jl, 2jm, 2jn, 2jo, 2jp, 2jq, 2jr, 2js, 2jt, 2ju, 2jv, 2jw, 2jx, 2jy, 2jz, 2ka, 2kb, 2kc, 2kd, 2ke, 2kf, 2kg, 2kh, 2ki, 2kj, 2kl, 2km, 2kn, 2ko, 2kp, 2kq, 2kr, 2ks, 2kt, 2ku, 2kv, 2kw, 2kx, 2ky, 2kz, 2la, 2lb, 2lc, 2ld, 2le, 2lf, 2lg, 2lh, 2li, 2lj, 2lk, 2ll, 2lm, 2ln, 2lo, 2lp, 2lq, 2lr, 2ls, 2lt, 2lu, 2lv, 2lw, 2lx, 2ly, 2lz, 2ma, 2mb, 2mc, 2md, 2me, 2mf, 2mg, 2mh, 2mi, 2mj, 2mk, 2ml, 2mm, 2mn, 2mo, 2mp, 2mq, 2mr, 2ms, 2mt, 2mu, 2mv, 2mw, 2mx, 2my, 2mz, 2na, 2nb, 2nc, 2nd, 2ne, 2nf, 2ng, 2nh, 2ni, 2nj, 2nk, 2nl, 2nm, 2nn, 2no, 2np, 2nq, 2nr, 2ns, 2nt, 2nu, 2nv, 2nw, 2nx, 2ny, 2nz, 2oa, 2ob, 2oc, 2od, 2oe, 2of, 2og, 2oh, 2oi, 2oj, 2ok, 2ol, 2om, 2on, 2oo, 2op, 2oq, 2or, 2os, 2ot, 2ou, 2ov, 2ow, 2ox, 2oy, 2oz, 2pa, 2pb, 2pc, 2pd, 2pe, 2pf, 2pg, 2ph, 2pi, 2pj, 2pk, 2pl, 2pm, 2pn, 2po, 2pp, 2pq, 2pr, 2ps, 2pt, 2pu, 2pv, 2pw, 2px, 2py, 2pz, 2qa, 2qb, 2qc, 2qd, 2qe, 2qf, 2qg, 2qh, 2qi, 2qj, 2qk, 2ql, 2qm, 2qn, 2qo, 2qp, 2qq, 2qr, 2qs, 2qt, 2qu, 2qv, 2qw, 2qx, 2qy, 2qz, 2ra, 2rb, 2rc, 2rd, 2re, 2rf, 2rg, 2rh, 2ri, 2rj, 2rk, 2rl, 2rm, 2rn, 2ro, 2rp, 2rq, 2rr, 2rs, 2rt, 2ru, 2rv, 2rw, 2rx, 2ry, 2rz, 2sa, 2sb, 2sc, 2sd, 2se, 2sf, 2sg, 2sh, 2si, 2sj, 2sk, 2sl, 2sm, 2sn, 2so, 2sp, 2sq, 2sr, 2ss, 2st, 2su, 2sv, 2sw, 2sx, 2sy, 2sz, 2ta, 2tb, 2tc, 2td, 2te, 2tf, 2tg, 2th, 2ti, 2tj, 2tk, 2tl, 2tm, 2tn, 2to, 2tp, 2tq, 2tr, 2ts, 2tt, 2tu, 2tv, 2tw, 2tx, 2ty, 2tz, 2ua, 2ub, 2uc, 2ud, 2ue, 2uf, 2ug, 2uh, 2ui, 2uj, 2uk, 2ul, 2um, 2un, 2uo, 2up, 2uq, 2ur, 2us, 2ut, 2uu, 2uv, 2uw, 2ux, 2uy, 2uz, 2va, 2vb, 2vc, 2vd, 2ve, 2vf, 2vg, 2vh, 2vi, 2vj, 2vk, 2vl, 2vm, 2vn, 2vo, 2vp, 2vq, 2vr, 2vs, 2vt, 2vu, 2vv, 2vw, 2vx, 2vy, 2vz, 2wa, 2wb, 2wc, 2wd, 2we, 2wf, 2wg, 2wh, 2wi, 2wj, 2wk, 2wl, 2wm, 2wn, 2wo, 2wp, 2wq, 2wr, 2ws, 2wt, 2wu, 2wv, 2ww, 2wx, 2wy, 2wz, 2xa, 2xb, 2xc, 2xd, 2xe, 2xf, 2xg, 2xh, 2xi, 2xj, 2xk, 2xl, 2xm, 2xn, 2xo, 2xp, 2xq, 2xr, 2xs, 2xt, 2xu, 2xv, 2xw, 2xx, 2xy, 2xz, 2ya, 2yb, 2yc, 2yd, 2ye, 2yf, 2yg, 2yh, 2yi, 2yj, 2yk, 2yl, 2ym, 2yn, 2yo, 2yp, 2yq, 2yr, 2ys, 2yt, 2yu, 2yv, 2yw, 2yx, 2yz, 2za, 2zb, 2zc, 2zd, 2ze, 2zf, 2zg, 2zh, 2zi, 2zj, 2zk, 2zl, 2zm, 2zn, 2zo, 2zp, 2zq, 2zr, 2zs, 2zt, 2zu, 2zv, 2zw, 2zx, 2zy, 2zz

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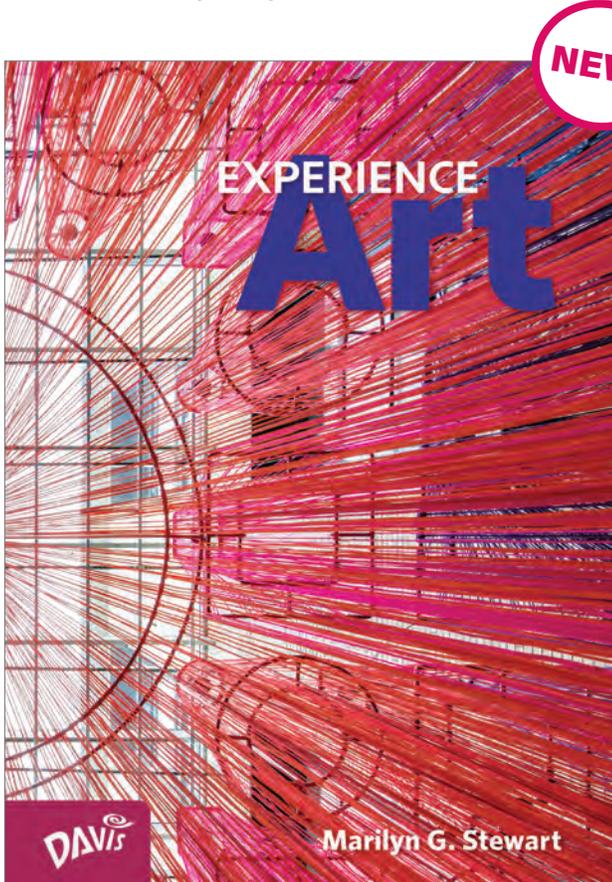
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Educator's Edition, Unit 2: Part 2 Transformation: Building Characters, Lesson 6: Seeing Textures.



Experience Art

FIRST EDITION By Marilyn G. Stewart



Introducing *Experience Art*, a **brand-new program for grades 7-8**. Provide your students with meaningful art-making experiences that underscore the relevance of art in their lives and reveal the important role it plays in cultures around the world. **Designed specifically to help all students express their ideas and feelings through art** and see themselves as part of the learning and artistic process, this program was developed to address the ever-changing needs of increasingly diverse student populations.

***Experience Art* was created to provide art educators with the most flexibility possible**, but that doesn't mean the experiences presented are isolated learning activities! The important work you do requires developmentally appropriate instructional materials that provide rich and deep interconnections to build students' knowledge, skills, and learner agency. This program has been developed with the many ways you work top of mind.

***Experience Art* is the most flexible, relatable, and relevant resource available to provide:**

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 put 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

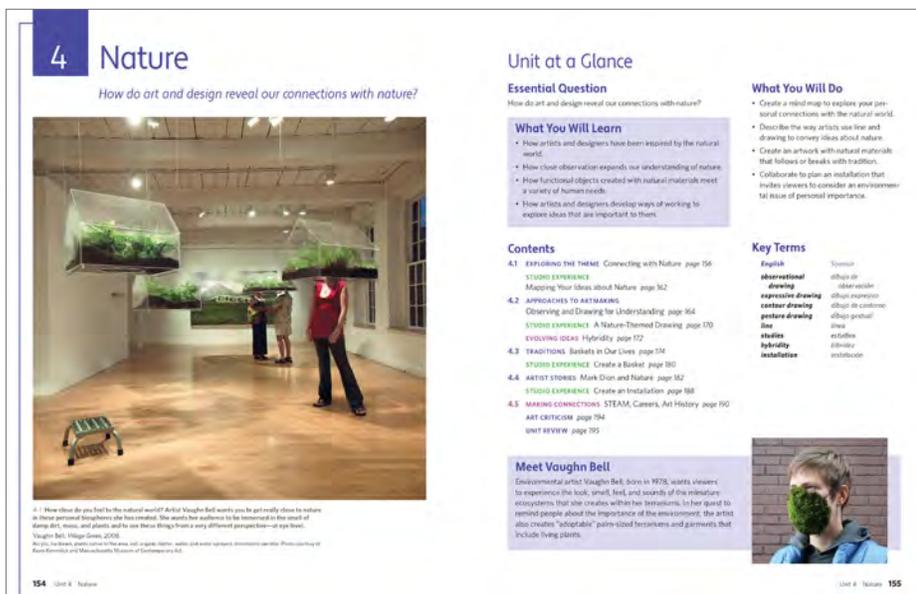
Students are empowered to take ownership in their learning and become active participants in the creative process. Lessons and Choice Center activities throughout *Experience Art* build critical thinking skills as students make choices about what they create using contemporary and traditional approaches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



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

Student Book

- Lessons based on **themes that matter to students'** lives and support meaningful exploration of skills and techniques.
- 64 Studio Experiences designed to promote artistic behaviors** and thinking to provide meaningful engagement with the Big Ideas of each unit.
- Culturally diverse fine art and artists that help students connect to lessons.**
- Choice-based methods** that allow for student-centered learning while reinforcing and extending lesson content and learning.
- Art Criticism features to hone students' skills in analyzing and encourage response and presentation.
- Career Profiles** that illustrate the many art careers available.
- Contemporary art and artists** that will inspire students on deeper levels.
- Process journal activities to **promote investigation and reflection.**
- A Student Handbook for reference and review of basic skills, techniques, and concepts.



Student Book, Unit 4: Nature, Unit at a Glance.

eBook

The eBook has been designed in single pages rather than spreads to reflect the unique visual advantages of digital books. The eBook features include the ability to:

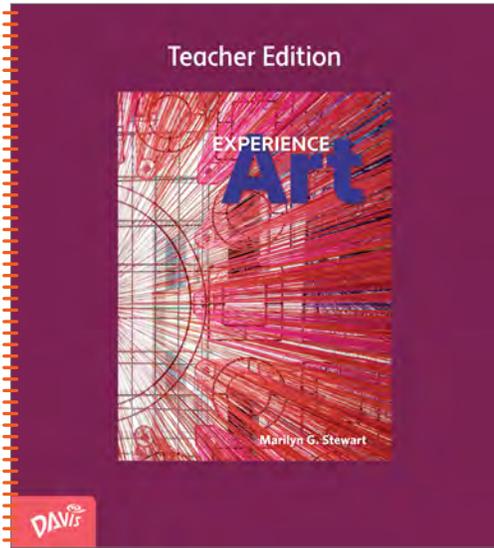
- Zoom in on images up to 300%.
- Search any keyword**, such as artist or theme.
- Share lessons with colleagues, parents, or administrators.
- Access lessons, teacher resources**, and customizable assessments from anywhere.



Student eBook, Unit 4: Nature, Lesson 4.5: Making Connections.



Teacher Edition



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 to link what students are learning to other subject areas.
- Choice Center options to provide student-directed experiences and extend learning.

UNIT 4 NATURE
Introduction

ESSENTIAL QUESTION
How do art and design reveal our connections with nature?

Prepare
LESSON OBJECTIVES
Students will:

- Understand that they will investigate the Essential Question “How do art and design reveal our connections with nature?” and explore ways that artists and designers inspire us to think about our connections with the natural world.
- Discuss ways in which we are connected with nature.
- Interpret an artwork by the artist Vaughn Bell.

Teach through Inquiry
ENGAGE What the Essential Question where it is visible to students. Ask, *How has nature affected you today? Did you dress differently, run faster, or slow down because of the weather?* Have students discuss other ways in which their daily lives are connected to the natural world. Mention how nature provides food, shelter, and much of the clothing we wear. Ask students to speculate as to how nature depends on us for protection and care.

Refer to the Big Ideas of the unit. You may wish to post these. By understanding the Big Ideas of the unit, students will be able to connect each lesson to their personal experiences and the world.

READ THE TEXT Explain that in this unit they will explore ways that artists and designers inspire us to think about our connections with the natural world. Direct students’ attention to What You Will Learn and suggest that they return to this list as they engage in various investigations in the unit. Have students review the list under What You Will Do and explain that these are activities in which they will engage throughout the unit.

4 Nature

How do art and design reveal our connections with nature?

154 Unit 4: Nature

Unit at a Glance

Essential Question
How do art and design reveal our connections with nature?

What You Will Learn

- How artists and designers have been inspired by the natural world.
- How close observation reveals our understanding of nature.
- How functional objects created with natural materials meet a variety of human needs.
- How artists and designers develop ways of looking for signs that are important to them.

Contents

- 4.1 **ENGAGE THE TEXT** Connecting with Nature page 154
- TEACH THROUGH INQUIRY** Mapping Your Ideas about Nature page 162
- 4.2 **ASSESSMENTS TO ADDRESS** Choosing and Drawing for Understanding page 164
- CRISIS EXPERIENCE** A Nature-Themed Drawing page 165
- STUDIO EXPERIENCE** February page 167
- 4.3 **STUDIO EXPERIENCE** Baskets on Our Lives page 168
- CRISIS EXPERIENCE** Create a Basket page 169
- 4.4 **ARTIST STUDY** Mark Dion and Nature page 182
- TEACH THROUGH INQUIRY** Create an Installation page 188
- 4.5 **ASSESS CONNECTIONS** STEAM, Career, Art History page 190
- ART CONNECTIONS** page 196
- WHAT YOU WILL DO** page 197

Meet Vaughn Bell
Environmental artist Vaughn Bell, born in 1976, wants viewers to experience the look, smell, feel, and sounds of the mercenary capitalism that she created within her terrarium. In her quest for natural people about the importance of the environment, she first met artist “Sakayaki” paper-based terrariums and garments that include living plants.

What You Will Do
Create a mind map to explore your personal connections with the natural world.
Describe the way artists use line and drawing to convey ideas about nature.
Create an artwork with natural materials that follows or breaks with tradition.
Collaborate to create an installation that invites viewers to consider environmental issues of personal importance.

Key Terms

English	Spanish
observed	observación
drawing	dibujos
inspiration	inspiración
center drawing	dibujo en el centro
paper drawing	dibujo en papel
line	línea
studio	estudio
activity	actividad
installation	instalación

EXPLORE THE IMAGES
Lead a discussion about the artwork in Fig. 4-1. Have students imagine what it would be like to be a viewer experiencing the artwork. Have them describe the sights and smells they might encounter.
Have students speculate as to what artist Vaughn Bell might have wanted her audience to think about as they experienced the artwork.
Ask students to consider the artwork as it relates to the Essential Question and Big Ideas of the unit. Ask, *In what ways does this artwork reveal our connections with nature?*

Assess
Check whether students achieved the following:
✓ In discussions, students demonstrate that they understand that they will be investigating how artists and designers inspire us to consider our connections with nature.
✓ Students mention ways in which they are personally connected with nature.
✓ In critical looking and responding, students offer interpretations of the artwork by Vaughn Bell.

Close
Remind students that as they continue in this unit of study, they will encounter other artists who have found ways to engage us in contemplating the natural world and the ways we can enjoy and connect with it.

About the Artist Vaughn Bell
Vaughn Bell was born (1976) in Syracuse, New York. Her work is related to the Land Art phenomenon that evolved from the Feminist Art Movement, some of whose goals developed from the environmental movement of the early 1970s. Bell’s work concentrates on human interactions with earth’s biospheres, centered on ecological works, performance-based participatory installations, and public environmental planning. She currently teaches at the School of Interdisciplinary Arts and Sciences at the University of Washington, Tacoma, where her focus is on public art and ecological art based on creative practices.

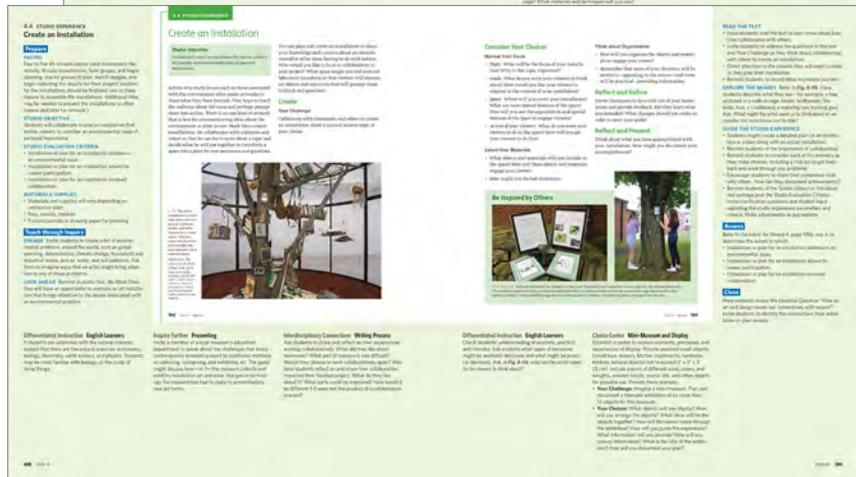
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Teacher Edition, Unit 4: Nature, Introduction.

Studio lessons designed to fully immerse students in the artistic process.

Experience Art is filled with a wide range of dynamic studio activities focused on issues and ideas of particular interest to middle-school students. These meaningful art-making experiences provide cumulative reinforcement and exploration of lesson concepts while illustrating how artists work. 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.



Top: **Teacher Edition**, Unit 4: Nature, Lesson 4.4: Studio Investigation, Investigating Issues and Installations. Bottom: **Teacher Edition**, Unit 4: Nature, Lesson 4.4: Studio Experience, Create an Installation.

Ancillaries

FREE with an eBook Class Set (see pages 4–5)

- Teacher Edition eBook (1 license)
- Davis Art Images Subscription (see page 5)
- Portfolios
- Lessons
- Teacher Resource Package (digital)

FREE with 30 print Student Books

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

Teacher Resource Package

(included with purchase of eBook Class Set or 30 print textbooks)

Customizable handouts for each unit that provide additional support for assessment, deeper investigation, and student reflection. Lesson-specific support includes studio masters, rubrics, unit reviews, maps, background on art and artists, games, manipulatives, report formats, and more.

Investigating Contemporary Art Cards

Art image cards and activities create additional ways for students to engage with, discuss, and participate in small group discussions about the art and artists in the book.

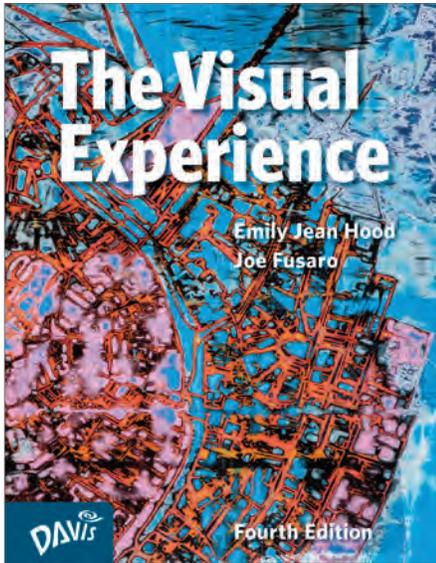


Art Card, Unit 4: Nature.



The Visual Experience

FOURTH EDITION By Joe Fusaro and Emily Hood



The new fourth edition of *The Visual Experience* is our classic **introductory visual arts curriculum completely updated** for today's high-school students. This comprehensive new edition includes diverse contemporary art, postmodern principles, elements and principles, digital media, and all-new studios. **Seventy-five percent new art with larger images** from diverse cultures around the globe, and thought-provoking contemporary artists and artworks, will engage your students. **Integrated art history, career profiles** in each chapter, and **Essential Questions** focus learning and inquiry throughout the book. This edition continues to provide students with a solid foundation in the elements and principles, while providing teachers with an invaluable resource for **introducing students to postmodern principles**.

The authors bring their expertise in student engagement through creating and responding to contemporary art, including **digital and media arts**, in this new edition designed to capture the attention of your most reluctant students and engage all of your students with art in more personal and meaningful ways.

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Chapter 1: What Is Art?

Chapter 2: Engaging with Art

Chapter 3: The Evolving Elements of Art and Principles of Design

Chapter 4: The Power of Line, Shape, and Form

Chapter 5: Sharing Ideas through Value, Color, Space, and Texture

Chapter 6: Exploring Sound and Time

Chapter 7: Principles of Design

Chapter 8: Drawing, Painting, and Printmaking

Chapter 9: Media Arts

Chapter 10: Sculpture and Other Three-Dimensional Art

Chapter 11: Stretching Boundaries



Student Book, Chapter 9: Media Arts, Studio Experience.



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

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:

- More **student voice and choice**.
- One studio designed to explore **postmodern principles**.

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

9.13 Word, Image, and Influence

Studio Challenge

What kinds of photographs might help someone understand and learn about such issues? For example, for "Save the Whales," you might show someone the effects of your tourism. Add these ideas to your list.

Materials

- pencils, paint, stencils, or typography resources
- camera, photo paper, printer
- computer and photo-editing software (optional)

Before You Begin

Describe the kinds of photographs and photos that have made you think about or even change your opinion about something. Have certain images on social media made you laugh and simultaneously reconsider something you thought you knew? Which kind of advertising, or your opinion, is particularly powerful? Why?

After considering these questions and searching for words in this lesson, make a list of images that are important to you. You might find particularly interesting images by looking the headlines, investigation pieces, online health blog, or greater equality, all those look like. Research how these images are portrayed by the media and by artists. Here are examples of images from your research.

YOU BECAME MOMMIE, MAMA, MOTHER & THES' YES, CONFEDANT-HA

SAVE THE WHALES

bepe nite KITOБ

Digital Option

An artist in the 21st-century network, you may use photo-editing software to create your series. This will easily allow for the addition of text and the manipulation of text, size, and color.

Presenting Your Work

Present your final series of three or more works to the classroom or the school building together with your classmates. Be prepared to talk with others about the research you did, why this issue is important to you, and the effect you want your work to have on viewers. Ask classmates how the series of photos might be seen differently without text or if the text was added.

Write about Art

Using your research and writing prompts from the studio on art, write a short two or three paragraph introduction to the series for a website connected to the issue you chose. Imagine your photo series on the website. What would you want viewers to know and understand?

Reflect

- Which issue did you choose? What relationship do you have to this issue? Why are you interested in it? How might your work help someone think about this issue?
- Might your series of photos be misunderstood without the addition of text? How does the text open them to the viewer's understanding of the image?

Rubric

	Advanced	Proficient	Developing	Incomplete
Prepare	Take many images. Thoughtfully select those that are most relevant to the issue. Carefully consider each of different text and font designs and creative designs. Critically evaluate the combination of text and image.	Take three to five images carefully select those. Choose a text or font design to best serve the message. Clearly combine the combination of text and image.	Take two to three images. Use the default text or choose the text design that offers any style. Does not combine the combination of text and image.	Take one to two images. Use a default text or font or that on the page without consideration of the visual impact. Does not combine the image.
Create	Evaluate the work and make adjustments and changes until the creative process is complete. Consider how it might be presented and how it might be presented. Work is completed on time.	Complete the project with the presentation, design, and presentation. Work is presented on time.	Complete only one or two images. Images are not presented. Work is not completed on time.	Not three images without work or that does not present. Does not present within 10 minutes of the class. Does not complete the project.
Reflect/Evaluate/Present	Present completed project with student and others. Explain the relationship between their work and the issue. Share their work and explain it to others. Explain their work to others. Explain their work to others. Explain their work to others.	Present completed project with student and others. Explain the relationship between their work and the issue. Share their work and explain it to others. Explain their work to others. Explain their work to others.	Present one or two images. Explain the relationship between their work and the issue. Share their work and explain it to others. Explain their work to others. Explain their work to others.	Present one or two images. Explain the relationship between their work and the issue. Share their work and explain it to others. Explain their work to others. Explain their work to others.
Work Process	Consistently work independently and collaboratively on all of their work. Work is completed on time. Work is completed on time. Work is completed on time.	Clearly work independently and collaboratively on all of their work. Work is completed on time. Work is completed on time. Work is completed on time.	Work is completed on time.	Does not work independently and collaboratively on all of their work. Work is not completed on time. Work is not completed on time. Work is not completed on time.

Student Book, Chapter 9: Media Arts, Studio Experience.

Ancillaries

FREE with an eBook Class Set (see pages 4–5)

- Teacher Edition eBook (1 license)
- Davis Art Images Subscription (see page 5)
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- 30, 60, or 200 Student Accounts
- SchoolArts magazine (print and digital subscriptions)

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resource Package (USB drive)
- SchoolArts magazine (print and digital subscriptions)

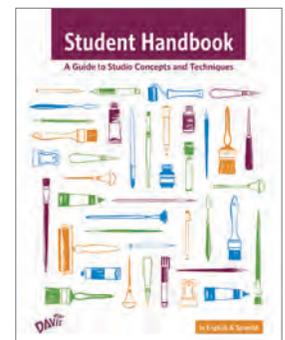
Teacher Resource Package

(included with purchase of eBook Class Set or 30 print textbooks)

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

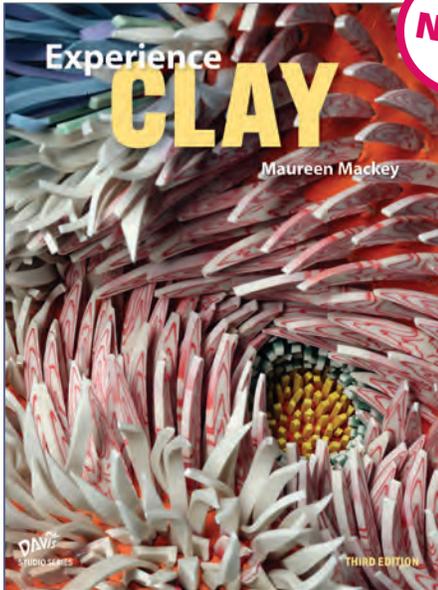
A guide in **English and Spanish** to studio concepts and techniques for drawing, painting, printmaking, sculpture, and photography; includes clear diagrams and concise instructions on topics such as planning, storing, and displaying art; figure proportions; perspective; and more.





Experience Clay

THIRD EDITION By Maureen Mackey



Introducing the brand-new third edition of *Experience Clay*. This expanded program is a powerful resource for ceramics teachers and students covering 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.

A new chapter, "The Art of Ceramics," provides an overview of elements and principles, postmodern principles, and the aesthetics of ceramic artworks. Each chapter provides an opportunity to engage students with nontraditional approaches to ceramics in contemporary art. With all-new studio experiences featuring opportunities for student choice, the third edition of *Experience Clay* addresses the many unique needs of contemporary ceramics classrooms.

Features

- In-depth Studio Experiences that engage and challenge students.
- Photographs and illustrations that detail fundamental techniques, from combining forms to raku firing.
- Outstanding examples of student artwork.
- An entire chapter dedicated to firing, including outdoor and alternative processes.
- Interviews with professional ceramic artists and sculptors.
- An in-depth Student Handbook with essential information on repairs, clay bodies, firing, and more.
- Art history profiles that chronicle significant cultural influences.



Table of Contents

Chapter 1: Introduction to Clay

Chapter 2: The Art of Ceramics

Chapter 3: Working with Clay

Chapter 4: Hand-Built Forms: Pinching and Coiling

Chapter 5: Hand-Built Forms: Slabs, Molds, and Tiles

Chapter 6: Thrown Forms

Chapter 7: Surface Design

Chapter 8: The Firing Process

Chapter 9: Mixed Media

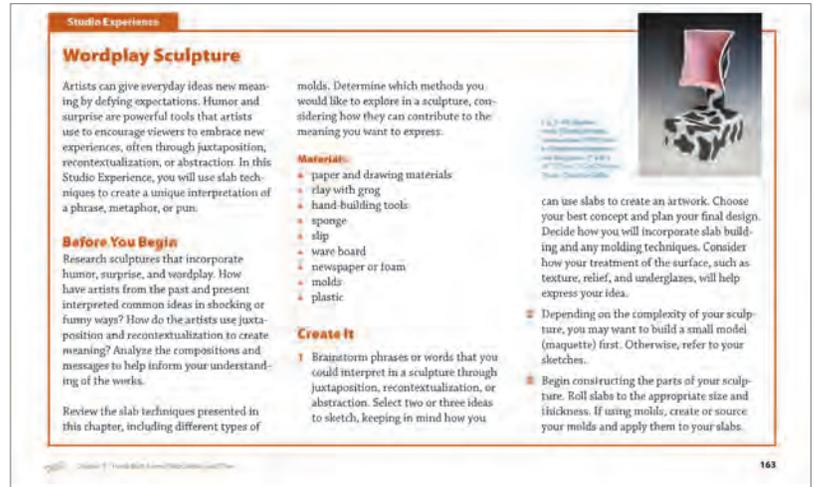
Career profiles of professional artists answer questions about different careers in ceramics.

Interviews help students identify the essential skills needed to be successful in specific art-related careers and enrich the study of ceramics by providing insight into such areas of artistic production processes as:

- observation
- idea generation
- artistic decision-making
- use of media
- judgment of completion

Brilliant, high-resolution images for every professional example in the eBook! Simply click on the image to enlarge to full-screen and zoom up to 300%.

The **Timeline of Ceramics History** at the end of the book provides a historical frame of reference and helps students understand how ceramic objects and processes fit into a historical sequence.



Student eBook, Chapter 5, Studio Experience.

Ancillaries

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- Teacher Edition eBook (1 license)
- Davis Art Images Subscription (see page 5)
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FREE with 30 print Student Books

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

Teacher Resources

(included with purchase of eBook Class Set or 30 print textbooks)

Studio Support Masters

Sequential photos and illustrations teach techniques and processes in a practical format. Portfolio tips 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.

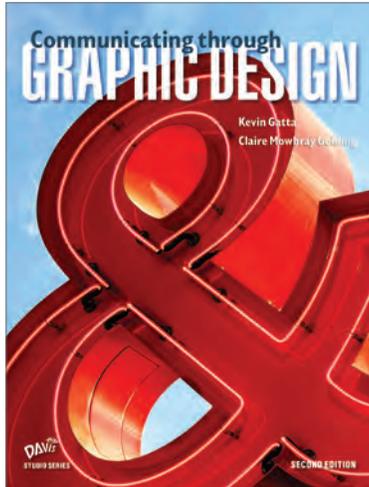
Assessment Masters

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 eBook Class Set.



Communicating through Graphic Design

SECOND EDITION By Kevin Gatta and Claire Mowbray Golding



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. Using exemplary works from a variety of designers, portfolio tips, and interviews with professionals, the **expanded second edition** addresses the changing needs of today's students. The addition of three new chapters that introduce your students to creating images for graphic design, developing motion graphics, and exploring careers in graphic design, makes the second edition of *Communicating through Graphic Design* the most comprehensive guide available for contemporary classrooms.

Features

- Three new chapters: Image Creation for Design, Design in Motion, and Working as a Graphic Designer.
- Think Like a Designer prompts added throughout all chapters—Try It, Note It, Discuss It.
- Stunning examples of student work.
- Contemporary Career Profiles enrich the study of graphic design with artistic production insight to help students identify the essential skills needed.
- Interdisciplinary Connections integrate design across the curriculum with engaging teaching strategies and research assignments.



Top: **Student eBook**, Chapter 83, Opener. Bottom: **Teacher Edition (print)**, Chapter 3, Opener.

Ancillaries

FREE with an eBook Class Set (see pages 4–5)

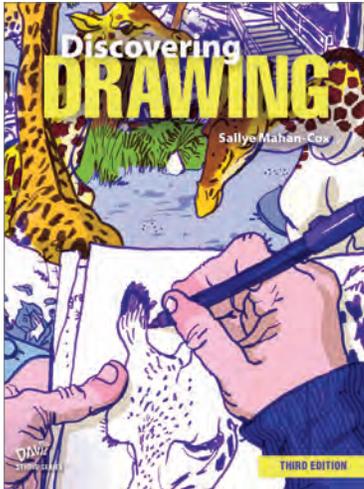
- Teacher Edition eBook (1 license)
- Davis Art Images Subscription (see page 5)
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FREE with 30 print Student Books

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- Teacher Resources (print booklets)
- *SchoolArts* magazine (print and digital subscriptions)

Discovering Drawing

THIRD EDITION By Sallye Mahan-Cox



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 third edition 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.

Features

- Stunning fine art examples from historical and contemporary artists.
- Writing prompts and captivating career profiles.
- Low-tech to high-tech processes that can easily be adapted.
- Portfolio development as well as critical technical and aesthetic inquiry opportunities.
- A wealth of art history and alternative approaches that expand student knowledge of our visual world.
- Videos and in-depth Student Handbook with technical images clarify processes.



Top: **Student eBook**, Chapter 10, Opener. Bottom: **Teacher Edition (print)**, Chapter 10, Opener.



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

Studio Support Masters

Sequential photos and illustrations teach techniques and processes in a practical format. 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.

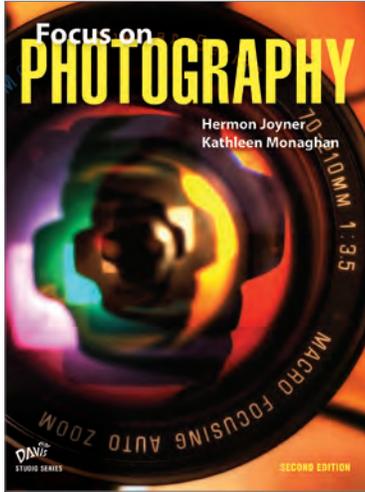
Assessment Masters

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 eBook Class Set.



Focus on Photography

SECOND EDITION By Hermon Joyner and Kathleen Monaghan



Focus on Photography provides students with techniques, skills, and tools for **success in creating both commercial and fine art photographs**. An essential resource for photographic concepts and processes—both digital and film—the second edition contains a wealth of vibrant images to inspire students and engaging studios to challenge them. From making pinhole prints to manipulating digital images, these studios provide **in-depth technical explanations** of darkroom and computer-based processes. This curriculum is **designed to reach students at a range of ability levels**, covers a variety of processes, and includes fine art photography as well as two all-new chapters that introduce students to the basics and challenges of commercial photography as a career choice.

Features

- Brilliant fine art and commercial images that illustrate the history of photography.
- Videos and technical images to clarify processes.
- Writing prompts and captivating career profiles.
- Exemplary studios with step-by-step instruction.
- Outstanding student artwork.
- Low-tech to high-tech processes that can be easily adapted.
- Portfolio development as well as critical technical and aesthetic inquiry opportunities.
- A wealth of art history and alternative approaches that expand student knowledge of our visual world.



Top: Student eBook, Chapter 4, Opener. Bottom: Teacher Edition (print), Chapter 4, Opener.



Ancillaries

FREE with an eBook Class Set (see pages 4–5)

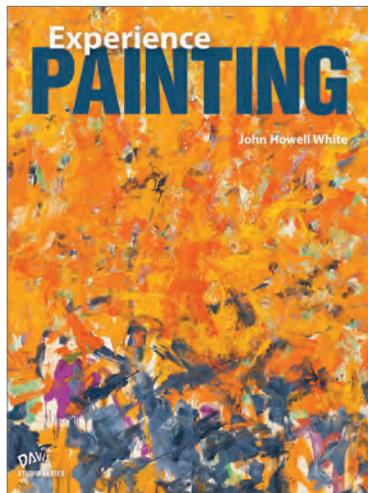
- Teacher Edition eBook (1 license)
- Davis Art Images Subscription (see page 5)
- Portfolios
- Lessons
- Teacher Resources (digital)
- Instructional Videos
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- *SchoolArts* magazine (print and digital subscriptions)

FREE with 30 print Student Books

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

Experience Painting

FIRST EDITION By John Howell White



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 step-by-step 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 addition to the Davis Studio Series.

Features

- Dazzling contemporary and historical fine art examples.
- Artistic strategies in every chapter that cover topics such as motivation and choosing imagery.
- A multitude of opportunities for portfolio development, critical analysis, and reflection.
- Tips for developing good studio habits.
- Writing prompts and career profiles.
- Outstanding student artwork.
- Point-of-use instructional support for teachers, including web links and design extensions.
- Student Handbook with information on topics such as light, color basics, and tools and materials.



Top: **Student eBook**, Chapter 8, Opener. Bottom: **Teacher Edition (print)**, Chapter 8, Opener.



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

Studio Support Masters

Sequential photos and illustrations teach techniques and processes in a practical format. 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.

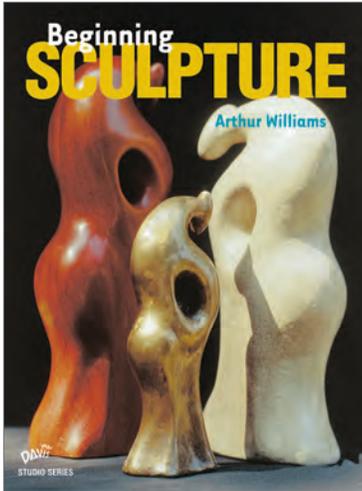
Assessment Masters

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 eBook Class Set.



Beginning Sculpture

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.
- Thought-provoking historical profiles that 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.
- Contemporary career profiles of working sculptors.

Ancillaries

FREE with 30 print Student Books

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

Teacher Resources

(included with purchase 30 print textbooks)

Studio Support Masters

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Vocabulary Masters and Art & Artist Profiles

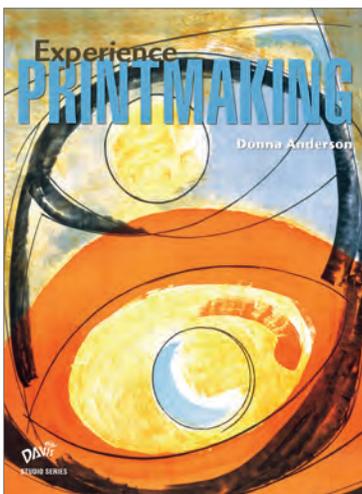
Profiles highlight the accomplishments of artists and works of art. Vocabulary Masters reinforce vocabulary development through stimulating word games.

Assessment Masters

Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts.

Experience Printmaking

By Donna Anderson



Features

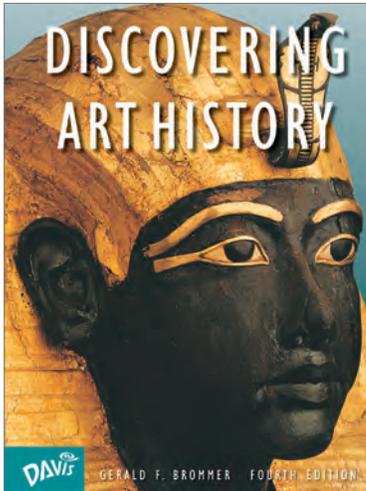
- Step-by-step instruction of printmaking methods.
- Engaging Studio Experiences from intaglio to lithograph collages.
- Stunning fine art examples from historical and contemporary artists.
- Interdisciplinary connections.
- Career profiles of contemporary printmakers.
- Important safety notes for the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



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

Discovering Art History

FOURTH EDITION by Gerald F. Brommer



Features

- Vibrant fine art examples.
- In-depth profiles of artists, artistic periods, and movements.
- Useful maps, timelines, and diagrams.
- Student profiles for peer comparison of studio exercises.
- Visual resources with point-of-use correlations.
- Two studio activities in each chapter.
- Multicultural and interdisciplinary connections.
- Hundreds of additional inquiry and research-related exercises.
- Contextual information to encourage discussion and understanding.
- Higher-order thinking skills that promote critical thinking.

Discovering Art History is an in-depth, comprehensive approach to art. The program includes an **extensive survey of Western art, studies of non-Western art**, and an introduction to **art appreciation**. Engaging **studio activities** throughout the text are directly connected to chapter content. This **outstanding art history 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.

NCAS DavisArt.com/Standards

Ancillaries

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

Teacher Resources (USB drive)

(included with purchase of 30 print Student Books)

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 5 for more information.

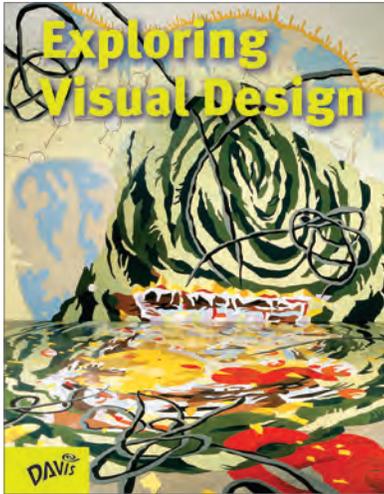
History through Art Timeline & Teacher Guide

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. See page 42 for pricing.



Exploring Visual Design

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



Features

- Captivating images of fine art, architecture, and nature 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.
- Handbook and resource guide.

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 12 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 Profile.



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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- Teacher Resource Package (USB drive)
- *SchoolArts* magazine (print and digital subscriptions)

Teacher Resources (USB drive)

(included with purchase of 30 print Student Books)

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.



Professional Development



Topics

- Adaptive Art
- Choice-Based Art Education
- Contemporary Art
- Collaboration / Tape Art*
- Culturally Responsive Pedagogy
- Early Childhood
- Appropriation / Copyright
- Mindfulness
- Social Emotional Learning
- Supporting English Learners

Participation Options

In-Person	Online
▪ half-day	▪ one hour
▪ full day	▪ half-day
▪ multi-day	▪ full day
	▪ multi-day

You understand the need to constantly 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.**

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 pre-planned 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 above or customize your own sessions.

Customized Sessions

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

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



ONLINE

DavisArt.com/ProfessionalDevelopment



Courses

Curricular Considerations in Contemporary Art Education

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 what has relevance to 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!

Self-paced Modules



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 2: Strategies in Developing New Language

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



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 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.

Certificate of Attendance supplied for a maximum of 10 hours.

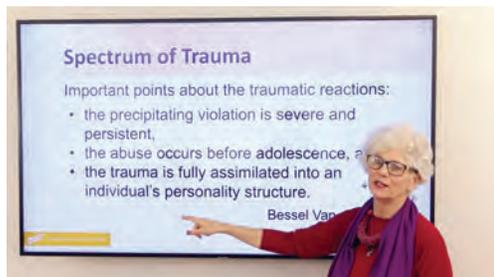
Visit [DavisArt.com/PD](https://davisart.com/PD) to try out one of our Professional Development courses for FREE!

Therapeutic Approaches in Art Education

DavisArt.com/TherapeuticApproaches

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 art-making strategies to help students communicate their ideas, express/contain emotions, and self-regulate.

Course Sessions



Module 1: Foundations and Intersections

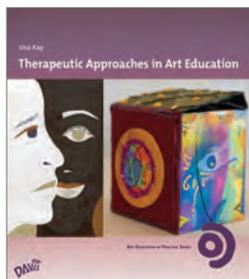
Learn about art education's historical influence on art therapy, highlighting commonalities and differences between therapeutic art education and school art therapy.

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 36.

Media Arts Intensive

DavisArt.com/MAI

Learn from professionals, artists, and educators working in Media Arts today. **Get fourteen 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.

Course Sessions



Nine Artist Talks

Interviews with contemporary artists: Momo Pixel, JooYoung Choi, Allison Maria Rodriguez, Dorothy Fatunmbi, Amanda Strong, David Gorden, 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.



PiktoTape™

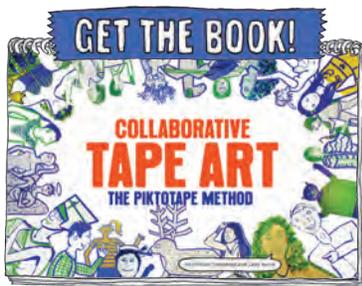


In 1989, the original Tape Art® Crew pioneered the use of tape as a drawing medium. For more than 30 years, they've created massive temporary artwork on buildings all over the world. What tape do they use? **PiktoTape™**! Where can you get it? **Davis!** We've partnered with the artists from the Tape Art® Crew to bring you this brand-new medium. PiktoTape™ experiences produce transformational results for students as they model the importance of being open to new perspectives, and illustrates the strength of diverse groups.

Why PiktoTape™?

- 1. Thick, rich color.** PiktoTape's™ thick paper backing gives it a rich, opaque color so you do not see the wall through it.
- 2. Beautiful curves.** PiktoTape's™ elasticity allows for the creation of smooth curves, not just straight lines.
- 3. Three widths for drawing and sculpting** (½-inch, 1-inch, and 2-inch) to help you achieve any artistic vision!
- 4. Nose-friendly**—no unpleasant and distracting chemical odors.
- 5. Smaller cores** (2-inch) allow participants of all ages to easily hold and manipulate rolls.
- 6. Limited color palette** (blue and green) to focus student work on line quality and texture.

- 7. Rip, rip, rip.** PiktoTape's™ paper backing can be ripped by hand, meaning no blades or scissors are needed.
- 8. Low-adhesive, easy removal.**
- 9. Spongy adhesive sticks to everything** including dusty exterior walls.



See page 35 to learn about the book.

Professional Development for collaborative Tape Art® is available!
Visit **DavisArt.com/ProfessionalDevelopment.**

A Draw Kit used with a Sculpt Kit provides enough tape for **two one-hour classes**. This guarantees an average of **25 students** in both classes will have enough tape to do more delicate line drawings with the ½-inch and 1-inch tapes, while having enough 2-inch tape to fill in large spaces and experiment with textual and sculptural solutions.

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

Less than \$2 Per Roll

SCULPT KIT

BLUE PiktoTape™ Rolls:
6 two-inch

GREEN PiktoTape™ Rolls:
6 two-inch

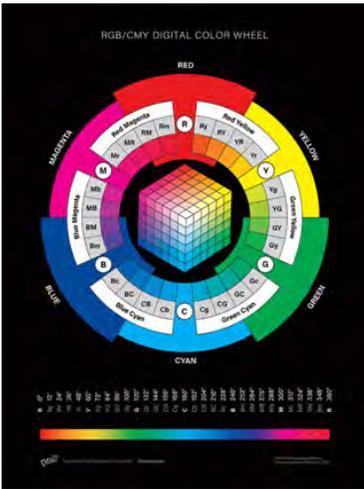
GO! KIT

BLUE PiktoTape™ Rolls:
1 half-inch; 1 one-inch; 1 two-inch

GREEN PiktoTape™ Rolls:
1 half-inch; 1 one-inch; 1 two-inch

Perfect for small groups!

Featured Resources

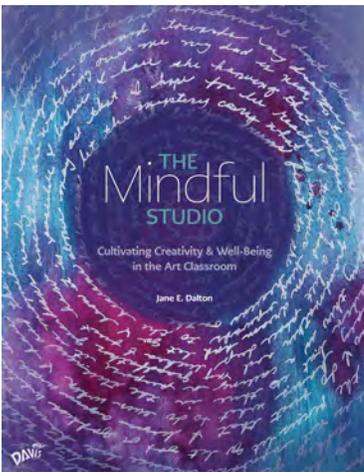


RGB/CMY Color Wheel Poster and Teaching Resources

By **Petronio Bendito**

Grades K-12. Artists and designers alike use color wheels to see color relationships, but digital media is changing how we use and see color. This changes how we teach color theory and design methods as well. This 18 x 24" poster is a tool developed to broaden understanding about how colors are produced digitally for computer screens and related digital media. Designed to expand traditional color systems and provide innovative approaches to teaching digital color, this poster includes a comprehensive teaching guide with:

- Video Instruction
- Practical Lessons
- Digital Color Mixing Tutorials
- Detailed Explanations of Contemporary Color Systems

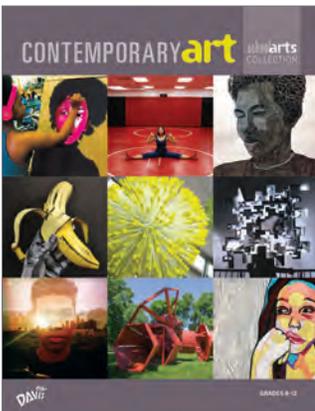


The Mindful Studio: Cultivating Creativity & Well-Being in the Art Classroom

By **Jane E. Dalton**

Grades K-12. This title explores mindfulness in a variety of art modalities: It introduces mindfulness-based expressive arts practices to art educators, offers centering practices for creative endeavors, and provides lessons with reflection questions and extensions. You'll also discover support to:

- advocate for the outcomes and benefits of mindfulness in art education
- strengthen creativity, self-expression, and reflection in the art room
- develop or expand a personal mindfulness practice
- plan lessons that incorporate mindfulness as part of the learning process



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.



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.



PRINT

Resource Books

EARLY CHILDHOOD / ELEMENTARY



Beautiful Stuff: Learning with Found Materials

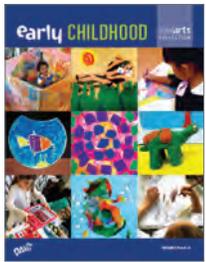
Cathy Weisman Topal and Lella Gandini.
Grades PreK–2. Help nurture children's creativity through experimentation, reflection, and exploration. Includes activities for collecting, categorizing, and sorting found materials, and creating a mini studio in the classroom. 107 pages, softcover.

A new release of an old favorite!



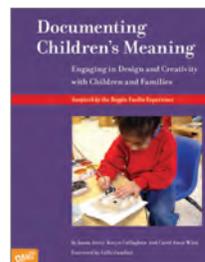
Beautiful Stuff from Nature: More Learning with Found Materials

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.



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.



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.

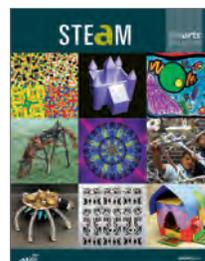
Check out more resource books for early childhood at [DavisArt.com/EarlyChildhood](https://www.davisart.com/EarlyChildhood).

ELEMENTARY / MIDDLE SCHOOL



Teaching Children to Draw

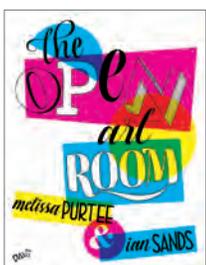
Marjorie Wilson and Brent Wilson.
Grades K–8. This version classifies the artworks children make into three categories: drawing on their own, teacher-initiated playful and game-like drawing activities, and adults and children drawing together. 186 pages, softcover.



SchoolArts Collection: STEAM

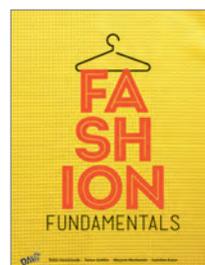
Grades 2–8. Guide student inquiry and build critical thinking skills with STEAM—the meaningful integration of science, technology, engineering, art, and math. In each of these lessons, STEAM is made more powerful because of the interdisciplinary and engaging nature of art. 139 pages, softcover, print/digital.

MIDDLE SCHOOL / HIGH SCHOOL



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. It takes inspiration from a variety of contemporary teaching methods. It is a hands-on resource with a full range of lesson plans, from modified to full choice solutions, all based on artistic behaviors. 217 pages, softcover, print/digital.



Fashion Fundamentals

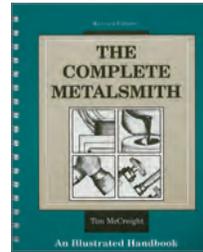
Robin VandeZande, Terese Giobbia, Marjorie Wachowiak, and Gretchen Kaine. Grades 6–12. Immerse students in problem-solving and innovative thinking with fashion design. Covering methods and approaches to teaching fashion, this title also includes cultural and personal influences, fashion history, and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

HIGH SCHOOL

**Making Artists****Melissa Purtee and Ian Sands.**

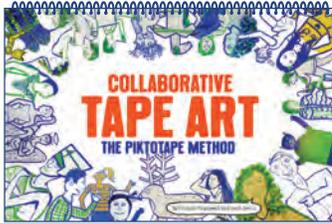
Grades 9–12. A comprehensive look at how and why a student-directed classroom is essential for the development of the student artist. *Making Artists* picks up where *The Open Art Room* left off, covering issues and situations choice-based art teachers encounter as they design their program. Discover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

ALL LEVELS, K-12

**Collaborative Tape Art: The PiktoTape Method**

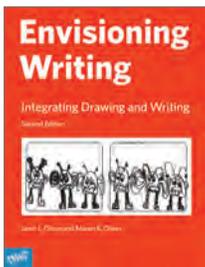
Michael Townsend and Leah Smith. Grades K–12. Get answers to the most commonly asked questions about Tape Art. This fun, practical resource gives teachers and team leaders the

tools they need to lead their communities in producing one-of-a-kind murals. Add-on tape kits give you everything you need to get started. Wide 17 x 11" pages, 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. Including a variety of instructional methods to adapt art activities, media, tools,

and techniques, this title will help you meet the needs of students with a wide range of challenges. 146 pages, softcover, print/digital.

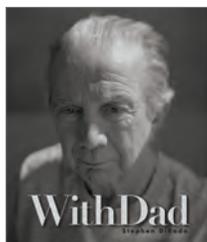
**Envisioning Writing: Integrating Drawing and Writing****Janet L. Olson and Maren K. Olson.**

Grades K–12. Language arts teachers and visual arts teachers alike will find inspiration in this new edition of the highly successful resource for using the power of visual narrative to support all types of learners. 188 pages, softcover.

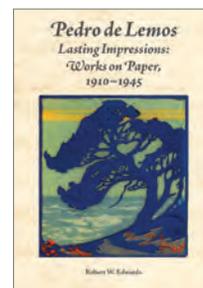
**Rules for Making Artists Poster**

Text by Melissa Purtee. Imagine the world your students can make with their creativity. Remind them every class with our Making Artists poster (size 18x24"). 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!

DAVIS SELECT

**With Dad**

Stephen DiRado. A photographic journal that vividly articulates a son's connections, captured through his camera, as his father succumbs to Alzheimer's. Experience the love, dignity, and profound intimacy shared between Stephen DiRado and his family over a chronological span of twenty years. 82 pages, softcover.

**Pedro de Lemos: Lasting Impressions: Works on Paper, 1910-1945**

Robert W. Edwards. As a practicing artist, art educator, and decades-long editor of *SchoolArts* magazine, Pedro de Lemos was a seminal figure in the field of art education. More than a personal history, this book offers thought-provoking ideas and stunning imagery that illustrate the importance of multiculturalism and craft in art. 112 pages, softcover.



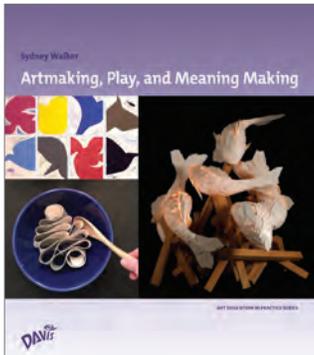
Art Education in Practice Series

Series Editor Marilyn Stewart

Transforms 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.

Artmaking, Play, and Meaning Making

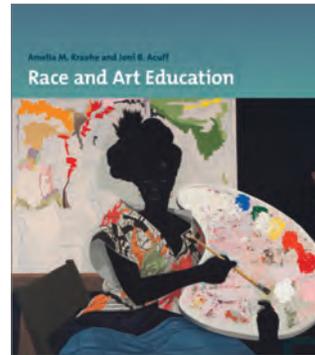


Sydney R. Walker

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

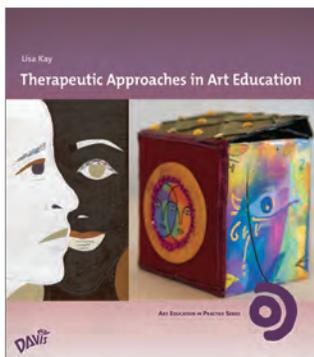


**Amelia M. Kraehe
and Joni B. Acuff**

“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 classroom prac-

tice, 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

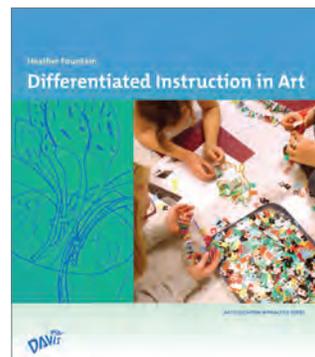


Lisa Kay

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 \$98!** Visit DavisArt.com/ArtEdinPractice for more information.

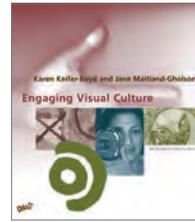


Rethinking Curriculum in Art

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 and studio activities by organizing them around meaningful, universal themes such as identity, conflict, and relationships. Step-by-step guidelines for selecting content and organizing art instruction, sample completed worksheets, and charts to guide curriculum planning are included. 162 pages, softcover.

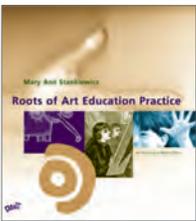


Engaging Visual Culture

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

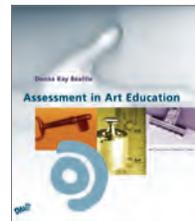
of visual culture, students are empowered to participate actively in constructing their own meanings. Reproducible handouts and worksheets include practical strategies for teaching each chapter. 162 pages, softcover.



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 imple-

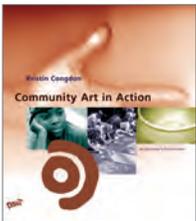
mented the changes in the way art should be taught. Discover the origins of the focus on the elements of art and principles of design. 146 pages, softcover.



Assessment in Art Education

Donna Kay Beattie. This text details and evaluates a wide variety of performance assessment strategies, from portfolios and art journals to integrated performance options. Traditional methods, scoring and judging strategies, as well as formative

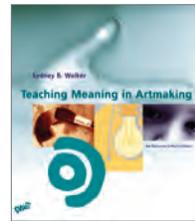
and summative assessment styles are all explored. Strategies on how to combine assessment with art instruction and thorough explanations of educational assessment vocabulary and key concepts are included. 147 pages, softcover.



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

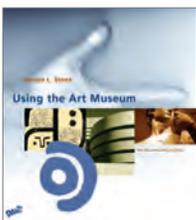
how community practices are associated with the natural and built environment, recreational activities, and ethnic traditions. Activities for involving students in their local community are included. 121 pages, softcover.



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

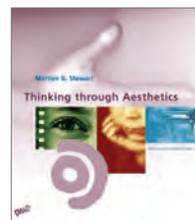
connections in artmaking. Tips on designing meaningful studio instruction and problem-solving strategies, and questions and practical strategies on "unpacking" the art-making process are included. 160 pages, softcover.



Using the Art Museum

Denise L. Stone. How can the museum be incorporated into the school curriculum in a meaningful way? 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.



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.

PRICE LIST

ELEMENTARY SCHOOL CORE PROGRAMS

Digital Class Set license options include 1, 2, 4, 6, or 8 years with 30, or 60 student accounts. Contact us for more pricing options.

EXPLORATIONS IN ART	GRADE K	PRICE
eBOOK CLASS SETS		
2 years & 30 student accounts	978-1-64164-236-1	\$320.95
2 years & 60 student accounts	978-1-64164-242-2	\$356.95
4 years & 30 student accounts	978-1-61528-848-9	\$532.95
4 years & 60 student accounts	978-1-61528-999-8	\$592.95
6 years & 30 student accounts	978-1-61528-660-7	\$752.95

EXPLORATIONS IN ART	GRADE K	PRICE
6 years & 60 student accounts	978-1-64164-013-8	\$812.95
8 years & 30 student accounts	978-1-61528-841-0	\$964.95
8 years & 60 student accounts	978-1-64164-028-2	\$1,026.95
eBook Class Set & 1 Big Book*	978-1-61528-855-7	\$918.95
PRINT		
Big Book (print)	978-1-61528-821-2	\$522.95
Teacher Edition (print)	978-1-61528-822-9	\$110.95

EXPLORATIONS IN ART	GRADE 1	GRADE 2	GRADE 3	PRICE
eBOOK CLASS SETS				
2 years & 30 student accounts	978-1-64164-230-9	978-1-64164-231-6	978-1-64164-232-3	\$615.95
2 years & 60 student accounts	978-1-64164-237-8	978-1-64164-238-5	978-1-64164-239-2	\$648.95
4 years & 30 student accounts	978-1-61528-849-6	978-1-61528-850-2	978-1-61528-851-9	\$1,026.95
4 years & 60 student accounts	978-1-64164-000-8	978-1-64164-001-5	978-1-64164-002-2	\$1,081.95
6 years & 30 student accounts	978-1-61528-825-0	978-1-61528-828-1	978-1-61528-831-1	\$1,415.95
6 years & 60 student accounts	978-1-64164-014-5	978-1-64164-015-2	978-1-64164-016-9	\$1,475.95
8 years & 30 student accounts	978-1-61528-842-7	978-1-61528-843-4	978-1-61528-844-1	\$1,686.95
8 years & 60 student accounts	978-1-64164-029-9	978-1-64164-030-5	978-1-64164-031-2	\$1,747.95
eBook Class Set & 30 printed books*	978-1-61528-856-4	978-1-61528-857-1	978-1-61528-858-8	\$2,208.95
PRINT				
Student Book (print)	978-1-61528-823-6	978-1-61528-826-7	978-1-61528-829-8	\$55.95
Teacher Edition (print)	978-1-61528-824-3	978-1-61528-827-4	978-1-61528-830-4	\$110.95
ANCILLARIES				
Resource Cards: STEAM Art Cards, STEAM Exploration Handouts, Artist Cards, Vocabulary Cards	978-1-61528-912-7	978-1-61528-913-4	978-1-61528-914-1	\$144.95
Teacher Resource Package (USB drive)	978-1-61528-942-4	978-1-61528-943-1	978-1-61528-944-8	\$164.95

EXPLORATIONS IN ART	GRADE 4	GRADE 5	GRADE 6	PRICE
eBOOK CLASS SETS				
2 years & 30 student accounts	978-1-64164-233-0	978-1-64164-235-4	978-1-64164-279-8	\$615.95
2 years & 60 student accounts	978-1-64164-240-8	978-1-64164-241-5	978-1-64164-280-4	\$648.95
4 years & 30 student accounts	978-1-61528-852-6	978-1-61528-853-3	978-1-61528-854-0	\$1,026.95
4 years & 60 student accounts	978-1-64164-003-9	978-1-64164-004-6	978-1-64164-005-3	\$1,081.95
6 years & 30 student accounts	978-1-61528-834-2	978-1-61528-837-3	978-1-61528-840-3	\$1,415.95
6 years & 60 student accounts	978-1-64164-017-6	978-1-64164-018-3	978-1-64164-020-6	\$1,475.95
8 years & 30 student accounts	978-1-61528-845-8	978-1-61528-846-5	978-1-61528-847-2	\$1,686.95
8 years & 60 student accounts	978-1-64164-032-9	978-1-64164-033-6	978-1-64164-034-3	\$1,747.95
eBook Class Set & 30 printed books*	978-1-61528-859-5	978-1-61528-860-1	978-1-61528-861-8	\$2,208.95
PRINT				
Student Book (print)	978-1-61528-832-8	978-1-61528-835-9	978-1-61528-838-0	\$55.95
Teacher Edition (print)	978-1-61528-833-5	978-1-61528-836-6	978-1-61528-839-7	\$110.95
ANCILLARIES				
Resource Cards: STEAM Art Cards, STEAM Exploration Handouts, Artist Cards, Vocabulary Cards	978-1-61528-915-8	978-1-61528-916-5	978-1-61528-917-2	\$144.95
Teacher Resource Package (USB drive)	978-1-61528-945-5	978-1-61528-946-2	978-1-61528-947-9	\$164.95

*eBook and print textbook combination purchases include a 6-year license and 30 student accounts.

PRICE LIST

MIDDLE SCHOOL CORE PROGRAMS

Digital Class Set license options include 1, 2, 4, 6, or 8 years with 30, or 60 student accounts. Contact us for more pricing options.

EXPERIENCE ART	ISBN	PRICE
eBOOK CLASS SETS		
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