Name: Mr. Hite			Grading Quarter:		Week Beginning: Week 8	
			Q1	Sept 18 <sup>th</sup> to Se	pt 18 <sup>th</sup> to Sept 22 <sup>cd</sup>	
School Year: 2023			Subject: Art			
Monday	Notes: 5 Techniques: Wet on wet Wet on dry Glazing Charging Dragging	Objective: To continue to employ the 5 techniques of watercolor taught and practiced last week to finish their own work of art  Lesson Overview: Lesson requires one on one teaching and scaffolding. I will make my way around the room to ensure all are understanding the 5 techniques in the objective.			Academic Standards: Creating 3. Refine and Complete Artistic Work a. Apply relevant criteria (e.g., craftmanship, originality, well- organized composition) to examine, reflect on, and plan revisions for a work of art or design in progress.	
Tuesday	Notes:	Objective: To continue to employ the 5 techniques of watercolor to finish project  Lesson Overview: Lesson requires one on one teaching and scaffolding. I will make my way around the room to ensure all are understanding the 5 techniques in the objective.  Academic Standards: Same as about the scannes of watercolor to finish and scaffolding. I will make my way around the room to ensure all are understanding the 5 techniques in the objective.				
Wednesday	Notes: Students will turn 5 practice pages in today.	Objective: To cont project  Lesson Overview: will begin their prowill instruct that the practiced in their process.	Academic Standards: Same as above			
Thursday	Notes:	Objective: To continue to employ the 5 techniques of watercolor to finish project  Lesson Overview: Students will continue to work on their project. I will instruct that they are to employ 1 to 5 of the techniques they practiced in their project.			Academic Standards: Same as above	
Friday	Notes:  Objective: Finish personal watercolor. DUE TODAY  Lesson Overview: Students will continue to work on their project. I will instruct that they are to employ 1 to 5 of the techniques they practiced in their project.			Academic Standards: Same as above		