

AIM Year-1 Student Assessment

ArtFusion AIM K-5 Visual Arts Assessment

Draw a Shoe

Include the elements: **4**-basic shapes, **4**-line types, **2**-values created by repeated line and **2**-textures. Fill the space with your drawing.

Date _____

Teacher _____

Building _____

District _____

Student _____

Grade Level _____

1 In each box, draw an example of the four different types of **lines** you used in your drawing and label the line type.

2 Draw two different **values** used in your drawing. Label the values.

Student Scoring Rubric

Circle the correct number 0-4 for each category.

Lines used in the drawing

- 4 - I used 4 line types
- 3 - I used 3 line types
- 2 - I used 2 line types
- 1 - I used 1 line type
- 0 - I used 0 line types

Elements in the drawing

- 4 - I did these 4 tasks:
 - used a contour line
 - used 4 shapes
 - used 2 values
 - used 2 textures
- 3 - I did 3 of the tasks
- 2 - I did 2 of the tasks
- 1 - I did 1 of the tasks
- 0 - I did none of the tasks

Answers questions

- correctly.** Answer is correct if all squares are filled-in correctly.
- 4 - I answered 4 correctly
- 3 - I answered 3 correctly
- 2 - I answered 2 correctly
- 1 - I answered 1 correctly
- 0 - I answered 0 correctly

3 Draw two different textures used in your drawing. Label each texture.

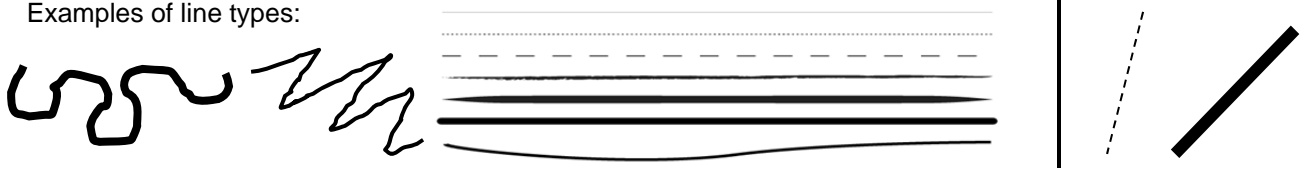
4 Draw the shape of the **contour** line around your shoe.

Glossary

contour -- the outline of a shape

line types -- the variety of directions and characteristics that a line may have: vertical, horizontal, diagonal, curved, zigzag, broken, thick, thin, etc.

Examples of line types:



repetition -- the repeated use of art elements to create value, pattern, movement, rhythm, and unity

shape -- an element of art, a two-dimensional (flat) area enclosed by line

geometric -- a shape usually composed of straight line segments such as a square, triangle, rectangle, circle, etc.

organic -- irregular shapes similar to those found in nature such as plants, animals and rocks, often curvilinear in appearance

texture -- an element of visual arts; portrays surface quality; how something feels or appears to feel; some drawing techniques to create texture and patterns are: stippling, hatching, cross-hatching, scribbling, broken lines, repeating lines and shapes

types include:

actual texture -- how something actually feels when touched

visual texture -- how something appears to feel; Also called **simulated texture** or **implied texture**

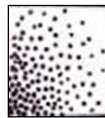
some examples of visual texture techniques using line and shape are: hatching, cross-hatching, stippling, scribbling, repeating lines and shapes, smudging/blending



hatching



cross-hatching



stippling



scribbling



repeating broken lines



repeating shapes



smudging/blending

value -- an element of visual arts; the lightness or darkness of a line, shape, or form.



Examples of **line types** used to create value:



vertical



horizontal



diagonal



zigzag



curved