

Hello everyone, I'm Kevin Sollenberger, the art teacher for Miller Park Elementary. I hope you and your family are well and keeping busy. I'll be putting together lessons plans each week to help keep your Simba artistically engaged. The art department of Omaha Public Schools has made an agreement with Davis Publications. All elementary OPS students have access to the Davis Publications e-books so I'll be creating lessons based on those materials. The web address is <https://ops.davisartspace.com>. Log in with user name el4, the password is ops. From there find grade level text and page of the lesson. I've listed most materials as paper, pencil, and crayons, but I'm very flexible on whatever materials are used. If your student has other art materials available, they are free to use those instead of what I have listed. If there are any questions from parents or students, I check my email frequently and will respond in less than 24 hours. kevin.sollenberger@ops.org. If possible, take a picture of the finished project and send it to me for feedback. Please stay safe and take care of each other. I'm looking forward to seeing my students when we return.

Art assignments for the week of 4/20/20-4/24/20

K p. 48 Read the directions. Create 3 different patterns, use whatever materials you like.

1st p. 20 Read the directions. Explore textures, find interesting ones. Have fun with it!

2nd p. 24 Read the directions. Create a landscape showing a kind of weather, we just had snow, that would make for a fun idea, or maybe rain. You decide.

3rd p. 16 Read the directions. Following up on last week's project of drawing a figure, create a figure in action. Running, jumping, or playing on the playground would all make good ideas.

4th p. 17-18 Read the directions. Following up on last weeks project about cityscapes, draw where you live or a building close to you.

5th p. 12 Read the directions. Following up on last weeks project on proportion of the figure, create a figure in motion. Keep in mind the correct proportion!