

Art and Science Thematic Unit Template

Entry Point – The students’ first encounter with the topic that generates curiosity, sets the tone for active engagement with the topic, and introduces them to artistic media that they will be using to gather information throughout the unit. The entry point should involve use of a primary source of information (unnarrated), from which students are asked to derive meaning (observation, inference and questions).

Big Ideas	Essential Questions	Arts Pedagogy	Activities & Art Making	Materials/ Resources

Immersive Experience – Designed to immerse students in the topic in a multisensory manner, to give students intriguing but incomplete information that encourages the generation of questions to propel learning throughout unit.

Big Ideas	Essential Questions	Arts Pedagogy	Activities & Art Making	Materials/ Resources

Building Background Knowledge – The longest phase of the unit; provides students with many opportunities and modes (reading informational texts, observational drawing, field work, etc.) for gathering information about the topic. During this phase, students also learn the artistic techniques they will need for the creative synthesis.

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Hypotheses and Experiments – Students use information gathered during the immersive experience and the building background knowledge phase to generate hypotheses and to test them through experiments; may occur simultaneously with the building background knowledge phase.

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Creative Synthesis – Allows students to synthesize all of the information they have learned over the course of the unit and to express their understandings through an artistic product.

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Presentation of Findings – Provides students with an authentic audience for sharing their scientific findings and artistic expression.

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