

Codenames Pictures Art Project

Rules of the Game

- In the game, your task is to call back all of your secret agents of your team before the opposing team does.
- You will choose a captain for your team who will see where the secret agents are located. The opposing team captain will also see where their agents are located.
- Each team will take turns where the captain will say a word and a number. The team will then choose cards that correspond to the clue, one at a time. Once they have locked in an answer, the captains will reveal the identity of the card.
 - If it is an agent of the team, they can make another guess or pass their turn.
 - If it is an agent of the opposing team, the turn is passed to the opposing team.
 - If it is a villager, the turn is passed to the opposing team.
 - If it is an assassin, your team loses.
- When all the hidden agents of a team are revealed, that team wins.

Your Task

1. The goal of your project is to create a deck of 16 cards that can be used to play Codenames: Pictures
2. You will have to also write a 400-word paper about:
 - The artistic style and technique the base game used.
 - The artistic decisions that you made.
 - Pick 3 sets of 2 cards and identify words that they would have in common.

Guiding Questions

- What techniques did you use to draw the cards?
- What style did you use?
- Why did you use that style and technique?
- What considerations did you make when you picked the subjects depicted in the cards?

Check-Bric

<p>Knowledge & Understanding</p> <p>I have created a deck of 16 cards for Codenames Pictures (0.5 marks per card)</p> <p>I have explained how I picked the subjects depicted in the cards (0.5 marks per card)</p>	<p>□□□□□□□□</p> <p>□□□□□□□□</p>
<p>Application</p> <p>I have created the cards with a consistent technique</p> <p>My report includes appropriate terminology for the methods that I used</p>	<p>□□□□</p> <p>□□□□□</p>
<p>Communication</p> <p>Correct use of used spelling, grammar, syntax, punctuation and form in my report. (-0.5 marks per error)</p> <p>The presentation of my report and deck of cards is aesthetically pleasing</p>	<p>□□□□□</p> <p>□□□□□</p>
<p>Thinking & Inquiry</p> <p>I have elaborated on why I chose a specific technique and style to my deck</p> <p>I have explained how 3 sets of 2 cards' similarities</p> <p>I have completed a playthrough of the game.</p>	<p>□□□□□□</p> <p>□□□</p> <p>□</p>
<p style="text-align: right;">Total</p>	<p style="text-align: right;">/45</p>

Self-Evaluation: Please assign yourself a score by circling the level you feel you have achieved.

<u>Learning Skills and Work Habits</u>	Needs Improvement/ S atisfactory/ G ood/ E xcellent
Responsibility <ul style="list-style-type: none"> I have completed all of my tasks on time 	<p style="text-align: center;">N S G E</p>
Independent Work <ul style="list-style-type: none"> I have come prepared to work on the cards and essay when given time. 	<p style="text-align: center;">N S G E</p>
Initiative <ul style="list-style-type: none"> I have sought guidance/clarification when necessary. 	<p style="text-align: center;">N S G E</p>
Organization <ul style="list-style-type: none"> I have submitted all components of the project. 	<p style="text-align: center;">N S G E</p>
Collaboration <ul style="list-style-type: none"> I have gotten feedback from my peers and provided feedback for others' progress. 	<p style="text-align: center;">N S G E</p>
Self-Regulation <ul style="list-style-type: none"> I have used class time effectively to complete the project. 	<p style="text-align: center;">N S G E</p>

Teacher Considerations: Expectations

A. Creating and Presenting

- A1. The Creative Process: apply the creative process to create a variety of art works, individually and/or collaboratively;
 - A1.1 use a variety of strategies, individually and/or collaboratively, to generate ideas and to develop plans for the creation of art works
 - A1.2 use exploration/experimentation, reflection, and revision when producing a variety of art works in each of the following areas: drawing, sculpture, painting, and printmaking
- A2. The Elements and Principles of Design: apply elements and principles of design to create art works for the purpose of self-expression and to communicate ideas, information, and/or messages;
 - A2.1 explore elements and principles of design, and apply them to create art works that express personal feelings and/or communicate emotions to an audience
 - A2.2 apply elements and principles of design to create art works that communicate ideas and information
- A3. Production and Presentation: produce art works, using a variety of media/materials and traditional and/or emerging technologies, tools, and techniques, and demonstrate an understanding of a variety of ways of presenting their works and the works of others
 - A3.1 explore and experiment with a variety of media/materials and traditional and/or emerging technologies, tools, and techniques, and apply them to produce art works
 - A3.2 use appropriate practices to prepare their art works for presentation
- C1. Terminology: demonstrate an understanding of, and use correct terminology when referring to, elements, principles, and other components related to visual arts;
 - C1.1 use appropriate terminology when identifying and describing the use of elements and principles of design in their own art works and the works of others
 - C1.2 use appropriate vocabulary to describe techniques, materials, and tools when creating and presenting visual art works
- C2. Conventions and Techniques: demonstrate an understanding of conventions and techniques used in the creation of visual art works;
 - C2.1 demonstrate an understanding of some techniques that artists use to achieve specific effect