### CLAIM
Make a *claim* about the artwork.
Claim = an explanation or an interpretation of some aspect of the artwork

### SUPPORT
Identify *support* for your claim
Support = Things you see, feel and know that support your claim

### QUESTION
Ask a *question* related to your claim.
Question = What’s left hanging? What isn’t explained, What new reasons does your claim raise?

What did you notice about the coloring?
Maps use Color Properties

VALUE
Value

• The art element VALUE is the *lightness or darkness* of a hue. Value is also considered as a property of colors. You can change a color’s value by mixing in black or white.
  – When WHITE is added, the result is called a *tint*.
  – When BLACK is added, the result is called a *shade*. 
Monochromatic

- A *monochromatic* color scheme uses different tints or shades of a single color.

M.C. Escher. *Sky and Water 1*, 1932

Elaine Hurford, *The Rose*, 2002,
Artists use value and shading to create spatial illusions.
Create a Gray Scale for your Map

Gray scale — in 8 stepped grades of values.
**Learning Goal:** I will be able to show where and explain why people settled in river valleys by creating art using monochromatic colors and value.

**CHAMPS - Individual Work**
- **C** - level 1, Whisper
- **H** - ask group members, then raise a silent hand
- **A** - using VALUE to show where ancient people settled
- **M** - none away from group
- **P** - shading, in-seat, whispering, positive language, self-assessing

Fill in the KEY using shading or value with your pencil (remember to label high to low population)

Use pgs. 58-59 to help you shade your map using a pencil (remember to think about where more people lived)

Repeat the steps on the 2nd map but use one colored pencil! Make sure you follow the RUBRIC!