

### **Kindergarten:**

#### **Envision and Critique to Reflect:**

**Notice and discuss what can be seen in works of visual art and design.**

- Recognize that explorative play with materials can inspire ideas for visual art and design.

#### **Invent and Discover to Create:**

**Investigate the properties of materials to support the planning and making of works of art.**

- Investigate various properties of tools and materials.

#### **Relate and Connect to Transfer:**

**Recognize that artists and designers contribute and connect to their communities.**

- Recognize how art is integrated into their everyday life.

### **1<sup>st</sup> Grade**

#### **Observe and Learn to Comprehend:**

**Investigate how visual art and design tell the many stories of people, places or things.**

- Identify how works of art express specific feelings using the language of visual art and design.

#### **Envision and Critique to Reflect:**

**Investigate how visual art and design tell the many stories of people, places or things.**

- Discuss the stories portrayed in a personal work of art.

#### **Invent and Discover to Create:**

**Investigate the properties of materials to support the planning and making of works of art to communicate**

- Choose art media to express ideas and feelings

#### **Relate and Connect to Transfer:**

**Identify how artists and designers make connections through personal stories between self, family and friends**

- Identify how stories in visual art and design teach us about each other.

## **2<sup>nd</sup> Grade:**

### **Observe and Learn to Comprehend**

**Identify how artists make choices using the language of visual art and design to communicate ideas.**

- Determine what art vocabulary is useful when discussing works of art and design

### **Envision and Critique to Reflect:**

**Share and explain choices made and possible next steps in personal works of visual art and design.**

- Describe how artists reflect on their creative practice to improve works of visual art and design
- Use the language of visual art and design to describe observations and form opinions

### **Invent and Discover to Create:**

**Plan and create works of art by exploring various media and creating meaning through symbolization**

- Explain choices made in the artmaking process.

### **Relate and Connect to Transfer:**

**Observe and discuss how visual art and design are evident in the everyday life of communities.**

- Recognize how visual art and design is interdisciplinary
- Investigate the role of art and design in our communities and world.

## **3rd Grade:**

### **Observe and Learn to Comprehend**

**Investigate works of art and design to recognize how to create meaning with purpose and intent**

- Identify historical and cultural ideas evident in works of visual art and design.
- Use the language of visual art and design as a tool to help determine artistic intent

### **Envision and Critique to Reflect:**

**Demonstrate an understanding of how intent and purpose are informed by research and experimentation**

- Use peer feedback to inform next steps and improve works of art and design

**Synthesize ideas about personal works of art and imagine possible next steps.**

- Demonstrate understanding of how research inspires development of ideas

### **Invent and Discover to Create:**

**Plan and create works of visual art and design recognizing various purposes and intentions.**

- Demonstrate how working collaboratively can enhance the artistic process
- Demonstrate understanding of how experimentation helps develop making with purpose and intent

### **Relate and Connect to Transfer:**

**Recognize how works of visual art and design communicate meaning both within a community and between diverse cultures**

- Investigate how visual art and design can make connections between subjects, disciplines or events

### **4th Grade:**

#### **Observe and Learn to Comprehend**

**Uncover how artistic intent can be enhanced through the use of the language of visual art and design**

- Suggest alternative ways an artist could have communicated an idea

**Respond to an artist's point of view being mindful of historical, contemporary and cultural context**

- Recognize how the human experience is expressed in diverse ways

#### **Envision and Critique to Reflect:**

**Interpret and evaluate personal work and the work of others with informed criteria**

- Discuss and define how to determine appropriate criteria for a given work of art.

**Synthesize researched and visual information to imagine, inform and plan possible next steps in personal artmaking.**

- Research from multiple sources to inspire works of visual art and design.

#### **Invent and Discover to Create:**

**Investigate ideas of personal interest to plan and create works of visual art and design**

- Generate multiple ideas in order to select the idea that best communicates intended meaning.
- Communicate a plan for completing works of visual art and design.

**Utilize media in traditional and inventive ways to communicate personal intent**

- Problem-solve and persist to determine the outcome of a final product
- Prepare works of visual art and design for presentation.

### **Relate and Connect to Transfer:**

**Investigate and discuss how diverse communities address issues relevant to their culture, place and times.**

- Identify and describe how visual art and design communicate meaning between any subject, discipline, event or issue

### **5th Grade:**

#### **Observe and Learn to Comprehend**

**Investigate and analyze how specific points of view can be communicated through the language of visual art and design**

- Investigate how artists communicate points of view through personal works of art based on lived experiences.

**Demonstrate an understanding of how works of visual art and design are influenced by the culture of daily life.**

- Observe and discuss how visual art and design exist in a shared contemporary world.

### **Envision and Critique to Reflect:**

#### **Using a variety of criteria, question and evaluate works of art.**

- Support collaborative dialogue to analyze and evaluate one's own work and that of others
- Reflect on how intended meaning influences the artmaking process.

#### **Visualize intended meaning and determine a method of planning that best supports personal artmaking.**

- Reflect on how problem-solving drives the creative process

### **Invent and Discover to Create:**

#### **Plan works of visual art and design where intended meaning is communicated to viewers**

- Discuss with others to determine if intended meaning was effectively communicated.

#### **Apply an understanding of art processes and studio skills to create works of art and design**

- Revise works of visual art and design to improve ideas
- Justify choices made during the artistic process that resulted in the finished work of art and design.

### **Relate and Connect to Transfer:**

#### **Using interdisciplinary knowledge, investigate and interpret how diverse communities address issues relevant to their place and times**

- Discuss how art reflects diverse social values and beliefs.

## **6th Grade:**

### **Observe and Learn to Comprehend**

#### **Apply the language of visual art and design to distinguish and differentiate meanings**

- Develop from oneself and various cultures a mental storehouse of images and the uses, symbolism and meaning of those images

#### **Compare art from various historical, contemporary and cultural sources**

- Describe and discuss the general characteristics of a work of art from various historical time periods

#### **Utilize key concepts, issues and themes to connect the visual arts to other disciplines**

- Create works of art using skills from other disciplines

### **Envision and Critique to Reflect:**

#### **Describe, analyze and interpret works of art using specific art vocabulary**

- Describe and analyze works of art using the language of visual art and design.

### **Invent and Discover to Create:**

#### **Plan the creation of a work of art utilizing feedback**

- Use feedback from peers to plan and create works of art

#### **Explore various media, materials and techniques used to create works of visual art and design**

- Recognize and utilize the individual characteristics of each medium
- Create and display works of art using a wide variety of contemporary and available media

### **Relate and Connect to Transfer:**

#### **Infer from works of visual art and design, using interdisciplinary knowledge, how diverse communities address issues relevant to their culture, place and times**

- Explain and create works of art that incorporate everyday life, traditions, customs and special events

### **7th Grade:**

### **Observe and Learn to Comprehend**

#### **Analyze works of art and apply the language of visual art and design to infer meaning**

- Apply the language of visual art and design to describe the aesthetic value of works of art

#### **Recognize and interpret works of art through the lens of time, place and culture**

- Examine and articulate works of art that communicate significant cultural beliefs or sets of values

#### **Employ concepts, issues and themes from other disciplines to solve visual arts problems**

- Incorporate key concepts, issues and themes from other disciplines into works of art.

### **Envision and Critique to Reflect:**

#### **Determine meaning from works of art and design using visual literacy skills such as interpretation, negotiation, appreciation and selection**

- Explain and justify the visual elements artists use to express ideas in specific works of art

### **Invent and Discover to Create:**

#### **Plan, anticipate outcomes and use feedback to grow as an artist**

- Generate works of art based on selected themes or anticipated goals

#### **Demonstrate technical skills and processes to achieve desired results.**

- Create works of art from observation, photographs and stored mental images adding personal interpretations.

### **Relate and Connect to Transfer:**

#### **Investigate how artists, designers and scholars narrate their social context**

- Design and create works of art using images, words and symbols that illustrate personal community or culture

#### **Identify where the visual arts and artistic thinking are present in the real world.**

- Discuss and explain how the visual arts are an integral part of popular culture

**Communicate messages about societal problems through the creative process.**

- Create and display a work of art based on a selected social issue

**8th Grade:**

**Observe and Learn to Comprehend**

**Interpret works of art using the language of visual art and design and conceptual art frameworks**

- Describe and justify the specific elements in a work of art using the language of visual art and design

**Synthesize and evaluate how time, culture and artistic style relates to contemporary art concerns**

- Incorporate personal life experiences through aesthetic responses to works of art.

**Apply key concepts, issues and themes of the visual arts to solve problems using real-world**

- Produce individual or group works of art that incorporate various multidisciplinary key concepts, issues and themes to solve visual problems

**Envision and Critique to Reflect:**

**Utilize visual literacy skills to establish personal meaning and interpret the artistic intent of others.**

- Develop a statement of purpose for a work of art in written, verbal or digital format.

**Analyze, interpret and make informed judgments about works of art using different points of view**

- Interpret artistic styles, trends and movements in various contexts

**Invent and Discover to Create:**

**Demonstrate technical proficiency and craftsmanship in the creative process**

- Create works of art with attention to technique and craft.

**Demonstrate technical skills and processes to achieve desired results.**

- Create works of art from observation, photographs and stored mental images adding personal interpretations.

**Relate and Connect to Transfer:**

**Interpret the ways individual makers become agents that express the interdependent relationship between art, culture and social contexts**

- Compare how various cultures and communities honor, memorialize and celebrate life events.

**Discern and articulate the impact arts, design and creativity have on a variety of lifelong endeavors.**

- Explore and evaluate ways that artistic thinking is used to solve problems

**Demonstrate an understanding that art can be a vehicle for social change**

- Create and display a work of art that persuades the viewer to take action as a participant in a democratic society

## High School:

### **Observe and Learn to Comprehend**

**Utilize the inquiry method of observation and the language of visual art and design to gather information and determine meaning**

- Connect and compare information gathered through observation in order to articulate the human experience
- Critically analyze the origins of visual art and design across cultures.

**Interpret, analyze and explain the influence of multiple contexts found in visual art and design**

- Analyze visual art and design traditions to understand the influence of historical and cultural context on works of art and design
- Connect unexplored works of visual art and design to the lives of students.

**Use artmaking processes as forms of inquiry to increase independent reasoning and perception skills to increase knowledge**

- Critically analyze selection of materials that inform conceptualization and expression of ideas and aesthetic experience.
- Investigate and articulate the aims of disparate art practices to foster critical thinking about visual art and design

### **Envision and Critique to Reflect:**

**Use criteria and personal discernment to evaluate works of art and design, taking into consideration the variables that influence how the work is perceived.**

- Determine how knowledge gained from critique may affect the creation or modification of an existing or new work of art
- Utilize critique to analyze and interpret existing or new works of art and apply new learning to the creation or modification of an artwork

**Articulate a personal philosophy of art, understanding various philosophies that have come before**

- Synthesize research, theory and practice to envision the creation of an artwork
- Develop and defend a personal philosophy of art using informed criteria.

**Examine the nature of diverse aesthetic experiences to build a language of representation that can be used to respond to the world.**

- Interpret how meaning in works of art are related to the materials and process chosen by the artist
- Recognize how different criteria create contexts that influence the evaluation and assessment of visual works of art and design
- Discuss and debate how society has come to value some works of art over others

### **Invent and Discover to Create:**

**Establish a practice of planning and experimentation to advance concepts and technical skills**

- Practice techniques and improve skills by testing media to consider constraints and potential of materials
- Create works of art representing personal narratives that use traditional and contemporary media

**Ideate and build works of art and design to demonstrate growth and proficiency in traditional and new art media.**

- Master skills in a variety of media and techniques to create personally meaningful works of art
- Resolve artmaking problems by persisting through failure and making revisions

**Articulate and demonstrate that the making and study of art and design can be approached from a variety of perspectives**

- Identify how interpretation can be an essential part of the artmaking process to evaluate progress
- Receive and reflect upon feedback and integrate into artwork as needed

### **Relate and Connect to Transfer:**

**Research and analyze the ways visual artists, designers and scholars express personal views and beliefs and how these perspectives have a social context that enlarges the meaning of an artwork beyond the individual maker**

- Research and debate viewpoints found in a variety of resources that focus on and discuss visual art and design
- Analyze and evaluate how works of art previously created across time and culture can influence the work of practicing artists today.

**Develop proficiency in visual communication skills that extends learning to new contexts**

- Transfer and integrate concepts and skills to inform innovative ideas and solutions

**Utilize the practice of artmaking, and research historical and cultural contexts, to discern between different viewpoints, critique social problems and effect social change**

- Demonstrate autonomous meaning-making and problem-solving skills to create works that reveal agency in thinking
- Work collaboratively to share knowledge and apply learning in new and unexpected contexts.
- Engage in curating processes that invoke social, cultural and potential discourse.