

VISUAL ARTS
Learning Expectations --- Basic Study

CRLS Learning Expectations	Mass Standard	Topic/Theme	Key Understandings	Assessments/Evidence
	1.0 1.9 1.12	Methods, materials and techniques.	Students will: Demonstrate knowledge of methods, materials, and techniques unique to the visual arts. Demonstrate the ability to create 2D and/or 3D works that show knowledge of unique characteristics of particular media, materials, and tools. Describe and apply procedures to ensure safety and proper maintenance of the workspace, materials, and tools. Contribute to a positive classroom climate; work in a responsible and cooperative manner.	

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	2.0 2.13 2.14 2.15 2.16 2.17	Elements and principles of design.	<p>Students will:</p> <p>Demonstrate knowledge of the elements and principles of design.</p> <p>Use color, line, texture, shape, and form in 2D and/or 3D work and identify the use of these elements in the composition of others.</p> <p>Review systems of visualizing information and depicting space and volume, and create works using these systems.</p> <p>Create artwork that demonstrates understanding of the elements and principles of design in establishing a point of view, a sense of space, or a mood.</p> <p>Create artwork that demonstrates a purposeful use of the elements and principles of design to convey meaning and emotion.</p> <p>Create artwork that demonstrates facility in selective use of elements and principles of design to establish a personal style.</p>	

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	3.0 3.9 3.10	Observation, abstraction, invention and expression	<p>Students will:</p> <p>Demonstrate powers of observation, abstraction, invention and expression in a variety of mediums.</p> <p>Create 2D and 3D artwork that explores the abstraction of ideas and representations.</p> <p>Create 2D and 3D images that are original, convey a distinct point of view, and communicate ideas.</p>	
CRLS Learning Expectations	4.0 4.9 4.10 Mass Standard	Creating and exhibiting Topic/Theme	<p>Demonstrate knowledge of the process of creating and exhibiting artwork: drafts, critique, self-assessment, refinement, and exhibit preparation.</p> <p>Demonstrate the ability to conceptualize, organize, and complete long-term projects, alone and in group settings.</p> <p>Demonstrate the ability to develop an idea through multiple stages, responding to criticism and self-assessment.</p> <p>Key Understandings</p>	Assessments/Evidence

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	4.11 4.12		Students will: Maintain a portfolio of artwork that demonstrates a progression of ideas and skills over time. Choose and prepare artwork for exhibition, and be able to discuss their choices.	
	5.0 5.10	Aesthetics and critique	Describe and analyze their own work and the work of others using appropriate visual arts vocabulary. Critique their own work, the work of peers, and the work of professional artists, and demonstrate an understanding of the formal, cultural, and historical contexts of the work.	
	6.0 6.6	Purposes of visual arts	Describe the purposes for which works of visual arts were and are created, and, where appropriate, interpret their meanings. Describe and analyze examples of art forms that integrate practical functions with aesthetic concerns.	
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	7.0 7.5	Roles of artists	Students will: Describe the roles of artists, patrons, cultural organizations, and arts institutions. Analyze how the arts and artists are portrayed in contemporary newspapers, magazines, films, and electronic media.	

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	7.7		Describe the roles of individual patrons, cultural organizations, and governments in commissioning and collecting works and presenting performances.	
	8.0	Concepts of style	Demonstrate understanding of the concepts of style, stylistic influence, and stylistic change.	
	9.0	Inventions and technologies	Describe and analyze how visual artists use and have used materials, inventions and technologies in their works	
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	9.5		Students will: Identify and describe examples of how technological development in one artistic domain can influence work in other artistic domain.	

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	10.0	Interdisciplinary work	Use knowledge of the arts and cultural resources in the study of other disciplines.	
	10.2		Create 2D and 3D art that demonstrates or is built upon a connection with other disciplines.	