

Content Area: Visual Arts

Standard: 3. Invent and Discover to Create

Prepared Graduates:

- Recognize, interpret, and validate that the creative process builds on the development of ideas through a process of inquiry, discovery, and research
- Develop and build appropriate mastery in art-making skills using traditional and new technologies and an understanding of the characteristics and expressive features of art and design

Grade Level Expectation: Kindergarten

Concepts and skills students master:

1. Create two- and three-dimensional works of art based on personal relevance

Evidence Outcomes

Students can:

- a. Use trial and error and reorganize materials and processes to create works of art
- b. Make plans to create works of art
- c. Explain the outcomes of the art-making process
- d. Use materials safely

21st Century Skills and Readiness Competencies

Inquiry Questions:

1. How can art tell your story?
2. Why do artists choose certain art materials over others?

Relevance and Application:

1. Art interprets the visual qualities of media through traditional and new technological approaches.
2. The art process demonstrates a variety of planning strategies.

Nature of Visual Arts:

1. Personal stories live through art and can communicate intent.