

Content Area: Visual Arts

Standard: 3. Invent and Discover to Create

Prepared Graduates:

- 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
- Recognize, interpret, and validate that the creative process builds on the development of ideas through a process of inquiry, discovery, and research

Grade Level Expectation: Second Grade

Concepts and skills students master:

1. Use familiar symbols to identify and demonstrate characteristics and expressive features of art and design

Evidence Outcomes

Students can:

- a. Create works of art using familiar and commercial symbols such as hearts, suns, and logos
- b. Create presentation-ready works of art
- c. Choose appropriate materials to make art
- d. Create works of art using various modalities

21st Century Skills and Readiness Competencies

Inquiry Questions:

1. How does creating and performing in the arts differ from viewing the arts?
2. How is art discussed?
3. How do artists choose their materials to make works of art?
4. How do artists know when they are finished making a work of art?

Relevance and Application:

1. The arts serve multiple functions such as enlightenment, education, and entertainment.
2. Though the artist's imagination and intuition drive the work, great art requires skills and discipline to turn notions into quality products.
3. The artistic process can lead to unforeseen or unpredictable outcomes such as "happy accidents" that occur in making art, or technical or material challenges that lead to discovering something new.

Nature of Visual Arts:

1. Active participation in the arts leads to a comprehensive understanding of the imaginative and creative process.