

Content Area: Visual Arts

Standard: 3. Invent and Discover to Create

Prepared Graduates: <ul style="list-style-type: none">➤ 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➤ Create works of art that articulate more sophisticated ideas, feelings, emotions, and points of view about art and design through an expanded use of media and technologies
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Grade Level Expectation: Third Grade

Concepts and skills students master:
1. Use basic media to express ideas through the art-making process

Evidence Outcomes	21st Century Skills and Readiness Competencies
Students can: <ul style="list-style-type: none">a. Demonstrate with art media the use of basic characteristics and expressive features in art and designb. Communicate an idea visuallyc. Make works of art based on a familiar idea	Inquiry Questions: <ul style="list-style-type: none">1. Why are some characteristics of art and expressive features in art and design used more than others?2. What tools do artists use to express their ideas?3. How can art be related to other subject areas?
	Relevance and Application: <ul style="list-style-type: none">1. Selection and implementation of appropriate media can impact an artwork's success.2. Technology tools used for art making broadens the range of media available to contemporary artists.3. Art can be used to express ideas in poems and short stories.
	Nature of Visual Arts: <ul style="list-style-type: none">1. Art reflects ideas.

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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

Grade Level Expectation: Third Grade

Concepts and skills students master:

2. Demonstrate basic studio skills

Evidence Outcomes	21st Century Skills and Readiness Competencies
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Students can:

- a. Demonstrate the ability to experiment with traditional and contemporary media and technologies
- b. Create two- and three-dimensional works individually and collaboratively
- c. Select tools and materials as directed for a given project or purpose

Inquiry Questions:

1. What are the distinguishing characteristics of various two- and three-dimensional media?
2. What kinds of skills do artists need?
3. Why does the selection of tools in the art-making process impact the result?
4. What are the important processes in creating works of art?
5. How does something become art?

Relevance and Application:

1. Art provides opportunities for informed decision-making in choosing types of media, technologies, and tools.
2. Works of art within a community are created using a variety of media and techniques.
3. Artists, marketing agencies, and graphic designers use personal experience to create works of art.

Nature of Visual Arts:

1. Art is about experimentation.