**Area of Learning: ARTS EDUCATION — Visual Arts: Studio Arts 2D Grade 10**

**BIG IDEAS**

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| An artist's intention transforms **materials** into art. |  | Traditions, perspectives, worldviews, and stories can be shared through **aesthetic experiences**. |  | Growth as an artist requires time, patience, and reflection. |  | The creation of artistic works relies on the interplay of body and mind. |  | Visual arts offer unique ways of exploring our identity and sense of belonging. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*  Explore and create   * Create two-dimensional (2D) artistic works using **sensory inspiration**, imagination,  and inquiry * **Design, create, and refine** 2D artistic works * Create 2D artistic works with an audiencein mind * Explore artistic possibilities and take **creative** **risks** * Express meaning, intent, and emotion through 2D artistic works * Develop and refine artistic skills and techniques in a range of **styles** and **movements** * Demonstrate safe and **responsible** **use of materials**, tools, and work space   Reason and reflect   * Identify ways to resolve creative challenges * Describe and analyze how artists use materials, technologies, processes, and **environments** in art making * Recognize and evaluate design choices in artistic works * Develop personal answers to **aesthetic questions** * Reflect on the influences of a **variety of contexts** on artistic works | *Students are expected to know the following:*   * **elements** of visual art * **principles of design** * **image development strategies** * **materials, technologies**, and **processes** * **creative processes** * use of symbols and metaphors to represent ideas and perspectives * role of the artist and audience * influence of **visual culture** on self-perception and identity * traditional and contemporary First Peoples worldviews, stories, and practices, as expressed through 2D artistic works * role of 2D artistic works in social justice issues * contributions of traditional, innovative, and  inter-cultural artists * ethics of **cultural appropriation** and plagiarism |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Communicate and document   * **Document**, share, and appreciate 2D artistic works in a variety of contexts * Demonstrate respect for self, others, and **place** * Communicate and **respond** to **social and environmental issues** through artistic works   Connect and expand   * Create artistic works that demonstrate personal, cultural, and historical contexts * Explore First Peoples perspectives and knowledge, other **ways of knowing**, and local cultural knowledge through 2D artistic works * Explore the relationships between 2D artistic works, culture, and society |  |