**Area of Learning: ARTS EDUCATION — Visual Arts: Studio Arts 2D Grade 11**

**BIG IDEAS**

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| An artist’s intention transforms **materials** into two-dimensional art. |  | Visual artsreflect the interconnectedness of the individual, community, history, and society. |  | Growth as an artist is dependent on perseverance, resilience, and reflection. |  | Artistic expression is an artist’s physical and cognitive articulation of our **humanity**. |  | Two-dimensional artistic works provide unique **aesthetic experiences** in a variety of contexts. |

**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 for a specific audience
* **Explore** artistic possibilities and **take creative** **risks**
* Refine artistic skills and techniques from a variety of **styles**
* Demonstrate active engagement in creating artistic works and resolving creative challenges
* Intentionally select and combine materials, processes, and technologies to convey ideas
* Explore contributions of traditional and innovative artists from a variety of **movements** and contexts

Reason and reflect* Understand the purpose of a **critique** and choose when to apply suggestions
* Describe and analyze, using discipline-specific language, how artists use materials, technologies, processes, and **environments** in 2D art making
* Analyze design choices in 2D artistic works
* Develop personal answers to **aesthetic questions**
* Examine 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** for 2D artistic works
* **creative** **processes**
* symbols and metaphors
* roles of artist and audience
* influences of **visual culture** in social and other media
* traditional and contemporary First Peoples worldviews, stories, practices, and history,as expressed through 2D artistic works
* contributions of traditional, innovative, and intercultural artists from a variety of movements and periods
* **moral rights**, and the ethics of **cultural appropriation** and plagiarism
* health and safety protocols and procedures
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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 awareness of self, others, and **place** through 2D artistic works
* Express thoughts and emotions through 2D artistic works
* Communicate about and **respond** to **social and environmental issues** through 2D artistic works

Connect and expand* Create artistic works to reflect **personal voice**, story, and values
* Explore First Peoples perspectives, knowledge, protocols; other **ways of knowing**, and local cultural knowledge through 2D artistic works
* Explore the reciprocal relationships between 2D artistic works, culture, and society
* Explore personal, educational, and professional opportunities related to visual arts and related fields
* Connect with others on a local, regional, or national scale through 2D artistic works
* Demonstrate safe and **responsible** **use of materials**, tools, and work space
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