**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 |  |