

BIG IDEAS

An artist's intention transforms **materials** into two-dimensional art.

Visual arts reflect 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

Curricular Competencies	Content
<p><i>Students are expected to be able to do the following:</i></p> <p>Explore and create</p> <ul style="list-style-type: none"> • 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 <p>Reason and reflect</p> <ul style="list-style-type: none"> • 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 	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"> • 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

Learning Standards (continued)

Curricular Competencies	Content
<p>Communicate and document</p> <ul style="list-style-type: none"> • 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 <p>Connect and expand</p> <ul style="list-style-type: none"> • 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 	