

BIG IDEAS

An artist's intention transforms **materials** into three-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, emotional, and cognitive articulation of our **humanity**.

Three-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 three-dimensional (3D) artistic works using sensory inspiration, imagination, and inquiry • Explore artistic possibilities and take creative risks • Intentionally select and combine materials, processes, and technologies to convey ideas • Create 3D artistic works for a specific audience • Express meaning, intent, and emotions through 3D artistic works • Refine artistic skills and techniques from a variety of styles • Demonstrate active engagement in creating artistic works and resolving creative challenges • 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 3D art making • Analyze design choices in 3D artistic works • Develop personal answers to aesthetic questions • Examine the influences of a variety of contexts on 3D 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 3D artistic works • creative processes • physical properties and impacts of various materials • symbols and metaphors • roles of artist and audience • influences of visual culture in social and other media • traditional and contemporary First Peoples worldviews, stories, and practices, as expressed through 3D 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 3D artistic works in a variety of contexts • Demonstrate awareness of self, others, and place through 3D artistic works • Communicate about and respond to social and environmental issues through 3D artistic works <p>Connect and expand</p> <ul style="list-style-type: none"> • Create artistic works to reflect personal voice, story, and values • Create artistic works that reflect personal, cultural, and historical contexts • Explore First Peoples perspectives, knowledge, and protocols; other ways of knowing, and local cultural knowledge through 3D artistic works • Explore First Peoples relationship with the land and natural resources as revealed through 3D artistic works • Explore personal, educational, and professional opportunities related to visual arts and related fields • Connect with others on a local, regional, or national scale through 3D artistic works • Demonstrate safe and responsible use of materials, tools, and work space 	