

Visual & Media Arts National Standards for Western High School

Grades 9-12

Update 2017 by D'Andra Clark

Basic Art, 2-D Design, 3-D Design, Advanced, Digital Photography, Art of Film, Multimedia Communications

Creating: Anchor Standard 1: Generate and conceptualize artistic ideas and works.

Enduring Understanding: Creativity and innovative thinking are essential life skills that can be developed.

Essential Question(s): What conditions, attitudes, and behavior support creativity and innovative thinking? What factors prevent or encourage people to take creative risks? How does collaboration expand the creative process?

HS Proficient VA:Cr1.1.1a - Use multiple approaches to begin creative endeavors.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Pre-sketching practice, Pinterest boards, Research artists, history, styles and ideas.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills	Instructor model design thinking, sketching, Internet search. - Document camera, computer, sketch materials.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Accomplished VA:Cr1.1.1la - Individually or collaboratively formulate new creative problems based on student's existing artwork.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Group or pair designing projects, sketch books, redesign a project previous from earlier as a quarter assessment.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Collaboration.	Instructor model design thinking, sketching, good Internet search. - Document camera, computer, sketch materials.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced VA:Cr1.1.1lla - Visualize and hypothesize to generate plans for ideas and directions for creating art and design that can affect social change.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Pinterest boards, Research artist and history of social conscience artists, use sketch book to narrow focus social media and ideas. Modernize an existing artwork.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Focus and documentation of ideas and processes.	Instructor review design wisdom, sketching, good Internet search. - Document camera, computer, sketch materials.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

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Creating: Anchor Standard 1: Generate and conceptualize artistic ideas and works.

Enduring Understanding: Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative art-making goals.

Essential Question(s): How does knowing the contexts histories, and traditions of art forms help us create works of art and design? Why do artists follow or break from established traditions? How do artists determine what resources and criteria are needed to formulate artistic investigations?

HS Proficient VA:Cr1.2.1a - Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art or design.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Design a product to enhance everyday life, redesign a current product with improvements, advertise and market the product.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Elements and Principles of Design. Simple Composition Rules.	Instructor model design thinking, sketching, good Internet search including copyright and Fair Use. Review Elements and Principles of Design. <u>Computers and Materials</u>

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Accomplished VA:Cr1.2.1la - Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Advanced drawing and design techniques; figure drawing, 2-pt perspective, printing. Use new materials, ink, conte, 3-D pens. Advanced painting and drawing techniques.	Design thinking strategies. Copyright and Fair Use Law. Review Design and Composition Rules. Critical thinking Skills.	Instructor model design thinking, sketching, Principles of Design - advanced art materials, software and hardware.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced VA:Cr1.2.1lla - Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea, or concept.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Pick an art style and produce a series of projects, pick a subject material and produce in a variety of art styles or materials. Modernize a traditional artwork. Abstract concepts.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Review Elements and Principles of Design	Instructor review design thinking wisdom, model documentation of projects. Advanced art materials and computer software and hardware.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

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Basic Art, 2-D Design, 3-D Design, Advanced, Digital Photography, Art of Film, Multimedia Communications

Creating: Anchor Standard 2: Organize and develop artistic ideas and work.

Enduring Understanding: Artistic and designers experiment with forms, structures, materials, concepts, media, and art-making approaches.

Essential Question(s): How do artists work? How do artists and designers determine whether a particular direction in their work is effective? How do artists and designers learn from trial and error?

HS Proficient VA:Cr2.1.1a - Engage in making a work of art or design without having a preconceived plan.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
1-point perspective designs, 3-dimensional projects in a variety of materials, abstract, impressionism, surrealist art projects. 3-D Pen projects.	Design thinking strategies. Copyright and Fair Use Law. Review Elements of Design and Composition, Principles of Design, Critical thinking skills.	Instructor model design thinking, Lateral and Creative Thinking Activities. - Document camera, computer, art materials.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Accomplished VA:Cr2.1.1la - Through experimentation, practice, and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Research art careers and pick an artist to model discipline, materials and styles. Follow procedures for creating personal project in similar style.	Design thinking strategies. Copyright and Fair Use Law. Review Elements of Design and Composition, Principles of Design, Critical thinking skills.	Instructor model design thinking, Lateral and Creative Thinking Activities. - Document camera, computer, art materials.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced VA:Cr2.1.1lla - Experiment, plan, and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Self-portraits, traditional and digital art, personal culture and visual art, artwork using personal materials like award ribbon, collectibles, etc.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Review Elements and Principles of Design	Instructor review design thinking wisdom, model documentation of projects. Advanced art materials and computer software and hardware.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

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Basic Art, 2-D Design, 3-D Design, Advanced, Digital Photography, Art of Film, Multimedia Communications

Creating: Anchor Standard 2: Organize and develop artistic ideas and work.

Enduring Understanding: Artists and designers balance experimentation and safety, freedom and responsibility while developing and creating artwork

Essential Question(s): How do artists and designers care for and maintain materials, tools, and equipment? Why is important for safety and health to understand and follow correct procedures in handling materials, tools, and equipment? What responsibilities come with the freedom to create?

HS Proficient VA:Cr2.2.1a - Explain how traditional and non-traditional materials may impact human health and the environment and demonstrate safe handling of materials, tools, and equipment.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Check for understanding regarding art tools and materials. Clay glazes	Respect for materials. Safety regarding X-acto knives, carving tools, breathing clay dust, creating sharp edges in clay, and care for electronics. Visual plagiarism.	Instructor demonstration and instruction of handling materials and tools, X-acto, carving tools, clay dust and clean up, computers, cameras, etc.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Proficient VA:Cr2.2.1la - Demonstrate awareness of ethical implications of making and distributing creative work.

Enter Scholastic or other art contest and critically examine rules for original art. Research consequences of Copyright Infringement.	Copyright and Fair Use Law. Critical thinking skills. The difference between borrowing and idea and copyright infringement. Visual plagiarism.	Instructor provide ideas for good Internet search including copyright and Fair Use. - Advanced art materials needed for artwork.
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Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced VA:Cr2.2.1lla - Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools, and equipment in the creation and circulation of creative work.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Explore Shepard Faicey: Inspiration or Infringement controversy. Create an art project that incorporates Fair Use strategies. Practice Fair Use and Copyright practices.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Visual plagiarism.	Instructor intro universal design principles, model documentation of projects. Advanced art materials and computer software and hardware.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

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Creating: Anchor Standard 2: Organize and develop artistic ideas and work.

Enduring Understanding: Artists and designers balance experimentation and safety, freedom and responsibility while developing and creating artwork

Essential Question(s): How do objects, place, and design shape lives and communities? How do artists and designers determine goals for designing or redesigning objects, place, or systems? How do artists and designers create works of art or design that effectively communicate?

HS Proficient VA:Cr2.3.1a - Collaboratively develop a proposal for an installation, artwork, or space design that transform the perception and experience of a particular space.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Give student groups a small space - showcases. Have them create installations projects for that small space - researching similar design projects.	Design thinking strategies. Critical thinking skills. Collaboration and Cooperation.	Instructor model design thinking, sketching, collaboration strategies, good Internet search including copyright and Fair Use. - Needed art materials.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Proficient VA:Cr2.3.1la - Resdesign an object, system, place, or design in response to contemporary issues.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Research and explore interior designers and their work. Students find a space in their environment and redesign the space using the Elements and Principles of Design.	Design thinking strategies. Critical thinking skills. Elements and Principles of Design, Interior Design Career.	Instructor provide ideas for good Internet search including copyright and Fair Use. - Advanced art materials needed for artwork.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced VA:Cr2.3.1lla - Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Research and explore Package and Product Design as a career. Redesign or design an object student couldn't live without and package and market the product.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Career Choices.	Instructor intro universal design principles, model documentation of projects. Advanced art materials and computer software and hardware.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

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Creating: Anchor Standard 3: Refine and complete artistic work.

Enduring Understanding: Artist and designers develop excellence through practice and constructive critique, reflecting on, revising, and refining work over time.

Essential Question(s): What role does persistence play in revising, refining, and developing work? How do artists grow and become accomplished in art forms? How does collaboratively reflecting on a work help us experience it more completely?

HS Proficient VA:Cr3.1.1a - Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on, and plan revisions for works of art and design in progress.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Research specific styles of traditional and contemporary work to synthesis in drawing, painting, or collage projects. Reference work style during art processes.	Design thinking strategies. Art & Design History. Critical thinking skills.	Instructor model design thinking, good Internet search including copyright and Fair Use. - Document camera, computer, art materials needed for projects.

Assessment(s): Student understanding, Formative grades, Teacher check, Quarter assessments, Summative Grades.

HS Accomplished VA:Cr3.1.1a - Engage in constructive critique with peers, then reflect on, reengage, revise, and refine works of art and design in response to personal artistic vision.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Mid-project evaluations on any projects. Generate ideas for project and get peer feedback. Project involving minimal criteria.	Design thinking strategies. Collaboration and Criticism. Critical thinking skills.	Instructor provide ideas for good Internet search including copyright and Fair Use. - Advanced art materials needed for artwork.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced VA:Cr3.1.1la - Reflect on, reengage, revise, and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Journaling sketch book to reflect, revise and refine all advanced art projects.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Journaling to reflect and revise.	Instructor intro universal design principles, model documentation of projects. Advanced art materials and computer software and hardware.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

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Media Creating: Anchor Standard 1: Generate and conceptualize artistic ideas and works.

Enduring Understanding: Media arts ideas, works, and processes are shaped by the imagination, creative processes, and by experiences, both within and outside of the arts.

Essential Question(s): How do media artists generate ideas? How can ideas for media arts production be formed and developed to be effective and original?

HS Proficient MA:Cr1.1.1 - Use identified generative methods to formulate multiple ideas, develop artistic goals, and problem solve in media arts creation processes.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Computer generated mash-ups, graphics, animations, filmmaking, commercials, ads and jingles.	Design thinking strategies. Media & Design History. Critical thinking skills. Composition.	Instructor model design thinking, good Internet search including copyright and Fair Use. - Mac Air, Web 2.0, Digital cameras and camcorders, Photoshop

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Accomplished MA:Cr1.1. II - Strategically utilize generative methods to formulate multiple ideas, refine artistic goals, and increase the originality of approaches in media arts creation processes.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Digital photography assignments, stop motion animations, advertisement layouts and designs.	Design thinking strategies. Collaboration and Criticism. Critical thinking skills. Marketing and Color Meaning..	Instructor provide ideas for good Internet search including copyright and Fair Use. - Mac Air, Web 2.0, Digital cameras and camcorders, Photoshop.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced MA:Cr1.1.III - Integrate aesthetic principles with a variety of generative methods to fluently form original ideas, solutions, and innovations in media arts creation processes.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Typography, photo mosaics, logos, computer graphics, photo manipulation, documentaries.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Advanced computer and filmmaking skills.	Instructor intro universal design principles, model documentation of projects. Advanced art materials, Mac Air, Web 2.0, Digital cameras and camcorders, Photoshop.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

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Media Creating: Anchor Standard 1: Generate and conceptualize artistic ideas and works.

Enduring Understanding: The forming, integration, and refinement of aesthetic components, principles, and processes creates purpose, meaning, and artistic quality in media artworks.

HS Proficient MA:Cr3.1.1b -Refine and modify media artworks, honing aesthetic quality and intentionally accentuating stylistic elements, to reflect an understanding of personal goals and preferences.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Research history of advertisement within a genre like a label or within the history of a company. Look at a graphic artist's work from past to present to influence a current project.	Design thinking strategies. Media & Design History. Critical thinking skills. Composition.	Instructor model design thinking, good Internet search including copyright and Fair Use. - Mac Air, Web 2.0, Digital cameras and camcorders, Photoshop

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Accomplished MA:Cr3.1.1lb - Refine and elaborate aesthetic elements and technical components to intentionally form impactful expressions in media artworks for specific purposes, intentions, audiences and contexts.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Identify successful published media projects before creating like projects.	Design thinking strategies. Collaboration and Criticism. Critical thinking skills. Media history.	Instructor provide ideas for good Internet search including copyright and Fair Use. - Mac Air, Web 2.0, Digital cameras and camcorders, Photoshop.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.

HS Advanced MA:Cr3.1.1llb - Intentionally and consistently refine and elaborate elements and components to form impactful expressions in media artworks, directed at specific purposes, audiences, and contexts.

Project Ideas	Students Will Learn	Instructional Strategies and Materials
Identify aesthetic elements that award winning work uses before producing own innovative and creative work.	Design thinking strategies. Copyright and Fair Use Law. Critical thinking skills. Media and Film History.	Instructor intro universal design, model documentation of projects. Advanced art materials, Mac Air, Web 2.0, Digital cameras and camcorders, Photoshop.

Assessment(s): Student understanding, Formative grades, Teacher check, Student check, Quarter assessments, Summative grades, MAEIA assessments.