High School Art

Grades 9-12

Grade: 9-11 **Course:** Introduction to Art

District Adopted Materials:

Standard 1: Understanding and applying media techniques and processes
- Benchmark 1: Apply media and technique with sufficient skill
- Benchmark 2: Create art that demonstrates an understanding of communication
- Benchmark 3:
- Benchmark 4:

Standard 2: Using knowledge of structures and functions
- Benchmark 1: Create art that uses principles and elements to solve specific visual art problems
- Benchmark 2: Evaluate the effectiveness or artworks in terms of organizational structures and functions
- Benchmark 3: Demonstrate the ability to form and defend judgments about how and why art is created
- Benchmark 4:

Standard 3: Choosing and evaluating a range of subject matter, symbols and ideas
- Benchmark 1: Identify intentions of artist; explain artistic expression in art

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Become familiar with and apply the principles and elements of design	Application	Knowledge	I/R/M/S	7
☐ Create designs on glass emphasizing the relationships between line, shape, and positive and negative space	Application	Skill	I/R/M/S	6
☐ Become familiar with clay terms and handbuilding processes	Application	Skill	I/R/M/S	6
☐ Create multiple solutions to visual art problems: Convert 2-D into 3-D through embossing and printmaking	Application	Skill	I/R/M/S	5
☐ Differentiate between sculpture in the round and relief sculpture	Comprehension	Processes	I/R/M/S	5
☐ Examine color theory and pattern through the uses of textiles as a medium	Application	Skill	I/R/M/S	4
☐ Develop a personal style through the use of differing 2-D media	Application	Skill	I/R/M/S	12

Grade: 10-12 **Course:** Painting I

District Adopted Materials:

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different types of media, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using art materials, tools, equipment, and chemicals in a safe and responsible manner.

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.

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Standard 3: Creating Art Works through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Indicators The student…	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Learns and applies knowledge of painting media and processes	Evaluation Synthesis Analysis Application Understanding Knowledge	Media	I/R/M	6
☐ Utilizes the elements of art and principles of design in the creation of art work	Evaluation Synthesis Analysis Application Understanding Knowledge	Processes	R/M/S	Daily
☐ Explores and Assesses a variety of genre	Evaluation Synthesis Analysis	Inquiry	I/R/M/ S	Daily

	Application Understanding Knowledge			
☐ Assesses the merits of art work using established criteria.	Evaluation Synthesis Analysis Application Understanding Knowledge	Evaluation	R/M/S	Daily

Grade: 10-12 **Course:** Painting II

District Adopted Materials:

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different types of media, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using art materials, tools, equipment, and chemicals in a safe and responsible manner.

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.

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Standard 3: Creating Art Works through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Applies knowledge of painting media and processes	Evaluation Synthesis Analysis Application Understanding Knowledge	Media	R/M/S	6
☐ Utilizes the elements of art and principles of design in the creation of art work	Evaluation Synthesis Analysis Application Understanding Knowledge	Processes	R/M/S	Daily
☐ Explores and Assesses a variety of genre	Evaluation Synthesis Analysis	Inquiry	I/R/M/ S	Daily

	Application Understanding Knowledge			
☐ Assesses the merits of art work using established criteria.	Evaluation Synthesis Analysis Application Understanding Knowledge	Evaluation	R/M/S	Daily

Grade: 12 **Course:** IP Painting

District Adopted Materials:

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different types of media, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using art materials, tools, equipment, and chemicals in a safe and responsible manner.

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.

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Standard 3: Creating Art Works through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Standard 5: Understanding the Visual Arts in Relation to History and Cultures
- Benchmark 1: The student analyzes the purpose or function of art works in terms of history, aesthetics, and culture.
- Benchmark 2: The student creates art work in the context of cultures, times, and/or places

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Applies knowledge of painting media and processes	Evaluation Synthesis Analysis Application Understanding Knowledge	Media	R/M/S	Daily
☐ Utilizes the elements of art and principles of design in the creation of art work	Evaluation Synthesis Analysis Application Understanding	Processes	R/M/S	Daily

	Knowledge			
☐ Explores and Assesses a variety of genre	Evaluation Synthesis Analysis Application Understanding Knowledge	Inquiry	I/R/M/ S	Daily
☐ Assesses the merits of art work using established criteria.	Evaluation Synthesis Analysis Application Understanding Knowledge	Evaluation	R/M/S	Daily
☐ Creates a body of their own works	Evaluation Synthesis Analysis Application Understanding Knowledge	Portfolio	I/R/S	4
☐ Researches and plans steps for acquiring a career using art applications	Evaluation Synthesis Analysis Application Understanding Knowledge	Career	I/R/M/S	4

Grade: 9-12 **Course:** Ceramics I

District Adopted Materials:

Standard 1: Understanding and applying media techniques and processes
Benchmark 1: Apply media and technique with sufficient skill
Benchmark 2: Create art that demonstrates an understanding of communications

Standard 2: Using knowledge of structures and functions
Benchmark 1: Create art that uses principles and elements to solve specific visual art problems
Benchmark 2: Evaluate the effectiveness or artworks in terms of organizational structures and functions

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Identify the origins of clay and of tools and their functions	Application	Knowledge	I/R/M/S	1
☐ Learn the process of pinch, coil, and slab handbuilding	Application	Skill	I/R/M/S	45
☐ Apply a variety of glazes	Application	Skill	I/R/M/S	45

Grade: 10-12 **Course:** Ceramics II

District Adopted Materials:

Standard 1: Understanding and applying media techniques and processes
Benchmark 1: Apply media and technique with sufficient skill
Benchmark 2: Create art that demonstrates an understanding of communications

Standard 2: Using knowledge of structures and functions
Benchmark 1: Create art that uses principles and elements to solve specific visual art problems
Benchmark 2: Evaluate the effectiveness or artworks in terms of organizational structures and functions

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Identify the origins of clay and of tools and their functions	Application	Knowledge	I/R/M/S	1
☐ Learn the process of pinch, coil, and slab handbuilding	Application	Skill	I/R/M/S	45
☐ Apply a variety of glazes	Application	Skill	I/R/M/S	45
☐ Learning to throw on a potters wheel	Application	Skill	I/R/M/S	10
☐ Apply high fire glazes	Application	Skill	I/R/M/S	45

Grade: 11-12 **Course:** IP Ceramics

District Adopted Materials:

Standard 1: Understanding and applying media techniques and processes
Benchmark 1: Apply media and technique with sufficient skill
Benchmark 2: Create art that demonstrates an understanding of communications

Standard 2: Using knowledge of structures and functions
Benchmark 1: Create art that uses principles and elements to solve specific visual art problems
Benchmark 2: Evaluate the effectiveness or artworks in terms of organizational structures and functions

Standard 3: Choosing and evaluating a range of subject matter, symbols and ideas
Benchmark 1: Identify intentions of artist; explain artistic expression in art

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Identify the origins of clay and of tools and their functions	Knowledge	Knowledge	I/R/M/S	1
☐ Learn the process of pinch, coil, and slab handbuilding	Knowledge	Skill	I/R/M/S	10
☐ Apply a variety of glazes	Knowledge	Skill	I/R/M/S	45
☐ Learning to throw on a potters wheel	Knowledge	Skill	I/R/M/S	45
☐ Apply high fire glazes	Knowledge	Skill	I/R/M/S	45

Grade: 9-12 **Course:** Drawing I

District Adopted Materials:

Standard 1: Understanding and Applying Media, Techniques, and Processes
- Benchmark 1: The student explores a variety of art media, techniques, and processes.
- Benchmark 2: The student describes different visual effects produced by a variety of materials, techniques, and processes in works of art.
- Benchmark 3: The student experiments with various media, techniques, and processes to develop manipulative skills.
- Benchmark 4:

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student applies key elements* and key principles* in creating works of art.
- Benchmark 2:
- Benchmark 3:
- Benchmark 4:

Standard 3: Creating Art Works through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student examines the problem solving-process and how it relates to creating art.

Indicators The student…	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ applies a variety of processes, such as drawing, collage, mixed media	Application	Skill	I/R/M/S	Everyday
☐ develops vocabulary and uses it to describe a work of art	Application	Knowledge	I/R/M/S	Everyday
☐ correctly follows the steps of a process	Application	Knowledge	I/R/M/S	Everyday
☐ creates works of art that incorporate key elements and key principles	Application	Knowledge	I/R/M/S	Everyday
☐ identifies a problem	Application	Skill	I/R/M/S	Everyday
☐ differentiates between a general problem and a visual problem	Application	Knowledge	I/R/M/S	Everyday

Teacher Notes:
* Determination of the key elements and key principles is a local decision.

Grade: 10-12 **Course: Advanced Drawing**

District Adopted Materials:

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different types of media, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using art materials, tools, equipment, and chemicals in a safe and responsible manner.

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.
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Standard 3: Creating Art Works through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Understanding the Visual Arts in Relation to History and Cultures
- Benchmark 1: The student analyzes the purpose or function of art works in terms of history, aesthetics, and culture.
- Benchmark 2: The student creates art work in the context of cultures, times, and/or places.

Standard 5: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Indicators The student…	Blooms	Strand	Sequence	Teaching Time
☐ Incorporates other disciplines in the process of making art	Evaluation Synthesis Analysis Application Understanding Knowledge	Problem Solving	I/R/S	Daily
☐ Utilizes the elements of art and principles of design throughout artmaking process	Evaluation Synthesis	Processes	R/M/S	Daily

	Analysis Application Understanding Knowledge			
☐ Selects images with a desire to express meaning	Evaluation Synthesis Analysis Application Understanding Knowledge	Communication	I/R/M/S	Daily
☐ Uses a variety of media appropriately	Evaluation Synthesis Analysis Application Understanding Knowledge	Problem solving.	I/R/M/S	Daily
☐ Assesses the merits of art work using established criteria.	Evaluation Synthesis Analysis Application Understanding Knowledge	Evaluation	R/M/S	Daily

Grade: 12 **Course:** IP Drawing

District Adopted Materials:

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different types of media, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using art materials, tools, equipment, and chemicals in a safe and responsible manner.

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.

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Standard 3: Creating Art Works Through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Standard 5: Understanding the Visual Arts in Relation to History and Cultures
- Benchmark 1: The student analyzes the purpose or function of art works in terms of history, aesthetics, and culture.
- Benchmark 2: The student creates art work in the context of cultures, times, and/or places

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Applies knowledge of painting media and processes	Evaluation Synthesis Analysis Application Understanding Knowledge	Media	R/M/S	Daily
☐ Utilizes the elements of art and principles of design in the creation of art work	Evaluation Synthesis Analysis Application Understanding	Processes	R/M/S	Daily

	Knowledge			
☐ Explores and Assesses a variety of genre	Evaluation Synthesis Analysis Application Understanding Knowledge	Inquiry	I/R/M/S	Daily
☐ Assesses the merits of art work using established criteria.	Evaluation Synthesis Analysis Application Understanding Knowledge	Evaluation	R/M/S	Daily
☐ Creates a body of their own works	Evaluation Synthesis Analysis Application Understanding Knowledge	Portfolio	I/R/S	4
☐ Researches and plans steps for acquiring a career using art applications	Evaluation Synthesis Analysis Application Understanding Knowledge	Career	I/R/M/S	4

Grade: 9-12 **Course:** Jewelry/Metal Design

District Adopted Materials:

Standard 1: Understanding and Applying Media, Techniques, and Processes
- Benchmark 1: The student explores a variety of art media, techniques, and processes.
- Benchmark 2: The student describes different visual effects produced by a variety of materials, techniques, and processes in works of art.
- Benchmark 3: The student experiments with various media, techniques, and processes to develop manipulative skills.
- Benchmark 4:

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student applies key elements* and key principles* in creating works of art.
- Benchmark 2:
- Benchmark 3:
- Benchmark 4:

Standard 3: Creating Art Works through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student examines the problem solving-process and how it relates to creating art.

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ applies a variety of processes, such as sawing, soldering, beading, design, and mixed media	Application	Skill	I/R/M/S	Everyday
☐ develops vocabulary and uses it to describe a work of art	Application	Knowledge	I/R/M/S	Everyday
☐ examines and explains how media, techniques, and processes can be combined to produce various visual effects	Application	Knowledge	I/R/M/S	Everyday
☐ creates works of art that incorporate key elements and key principles	Application	Knowledge	I/R/M/S	Everyday
☐ defends choices made in using different media, techniques, and processes	Application	Skill	I/R/M/S	Everyday
☐ designs multiple solutions to visual problems	Application	Knowledge	I/R/M/S	Everyday

Teacher Notes:
* Determination of the key elements and key principles is a local decision.

Grade: 10-12 **Course:** Graphic Design

District Adopted Materials: Adobe Creative Suite

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different types of media, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using software

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.
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Standard 3: Creating art works through choice of subjects, symbols, and ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Understanding the Visual Arts in Relation to History and Cultures
- Benchmark 1: The student analyzes the purpose or function of art works in terms of history, aesthetics, and culture.

Standard 5: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Indicators The student…	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Uses multiple tools and utilites to create vector drawings	Application Understanding Knowledge	Vector Drawing	I/R/M	12
☐ Creates vector drawings which communicate	Evaluation Synthesis Analysis Application Understanding Knowledge	Vector Drawing	R/M/S	6
☐ Uses multiple tools and utilities to create rasterized images	Application Understanding Knowledge	Rasters	I/R/M	12

☐ Creates rasterized images which communicate	Evaluation Synthesis Analysis Application Understanding Knowledge	Raster Drawing	R/M/S	6
☐ Incorporates both rasterized images and vector drawings into complete images	Evaluation Synthesis Analysis Application Understanding Knowledge	Design	R/M/S	4

Grade: 11-12 **Course:** Advanced Graphic Design

District Adopted Materials: Adobe Creative Suite

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different types of media, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using software

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.

Standard 3: Creating Art Works Through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Understanding the Visual Arts in Relation to History and Cultures
- Benchmark 1: The student analyzes the purpose or function of art works in terms of history, aesthetics, and culture.

Standard 5: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Indicators The student…	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Combines knowledge of software applications to create quality images for print.	Evaluation Synthesis Analysis Application Understanding Knowledge	Print Applications	R/M/S	30
☐ Creates vector drawings for diverse uses	Evaluation Synthesis Analysis Application Understanding Knowledge	Vector Applications	R/M/S	6
☐ Selects images for inclusion in a body of work	Evaluation Synthesis Analysis Application Understanding Knowledge	Combination Applications	R/M/S	4

Grade: 12 **Course:** IP Graphic Design

District Adopted Materials:

Standard 1: Understanding and Applying Media Techniques and Processes
- Benchmark 1: The student applies different software, techniques, and processes with skill, confidence, and sensitivity in creating art works.
- Benchmark 2: The student makes informed choices when using software

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student analyzes and interprets art works based on the use of the elements and principles.
- Benchmark 2: The student integrates selected elements and principles to communicate through art.

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Standard 3: Creating Art Works Through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student researches the meaning and values of images in art.
- Benchmark 2: The student selects, organizes, and employs images, subjects, and ideas in works of art to express meaning.
- Benchmark 3: The student explores a variety of ways to solve a visual problem and chooses and applies the most effective solution.

Standard 4: Understanding the Visual Arts in Relation to History and Cultures
- Benchmark 1: The student analyzes the purpose or function of art works in terms of history, aesthetics, and culture.

Standard 5: Reflecting Upon and Assessing the Characteristics and Merits of Art
- Benchmark 1: The student establishes and evaluates criteria for interpreting art.
- Benchmark 2: The student implements criteria for assessing art.
- Benchmark 3: The student analyzes aesthetic issues.

Indicators The student...	Blooms	Strand	Sequence	Teaching Time
☐ Combines knowledge of software applications to create quality images for print.	Evaluation Synthesis Analysis Application Understanding Knowledge	Print Applications	R/M/S	30
☐ Creates vector drawings for diverse uses	Evaluation Synthesis Analysis Application Understanding Knowledge	Vector Applications	R/M/S	6
☐ Selects images for inclusion in a body of work	Evaluation Synthesis Analysis	Combination Applications	R/M/S	4

	Application Understanding Knowledge			

Grade: 11-12 **Course:** Digital Photography

District Adopted Materials:

Standard 1: Understanding and Applying Media, Techniques, and Processes
- Benchmark 1: The student explores a variety of art media, techniques, and processes.
- Benchmark 2: The student describes different visual effects produced by a variety of materials, techniques, and processes in works of art.
- Benchmark 3: The student experiments with various media, techniques, and processes to develop manipulative skills.

Standard 2: Using Knowledge of the Elements of Art and the Principles of Design
- Benchmark 1: The student applies key elements* and key principles* in creating works of art.

Standard 3: Creating Art Works through Choice of Subjects, Symbols, and Ideas
- Benchmark 1: The student examines the problem solving-process and how it relates to creating art.

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
applies a variety of processes, such as taking varied photos using camera menu options, ☐ manipulating photoshop and the combination of media	Application	Skill	I/R/M/S	Everyday
☐ develops vocabulary and uses it to describe a photograph	Application	Knowledge	I/R/M/S	Everyday
examines and explains how media, techniques, and processes ☐ can be combined to produce various visual effects	Application	Knowledge	I/R/M/S	Everyday
creates works of art that incorporate key elements and key ☐ principles	Application	Knowledge	I/R/M/S	Everyday
defends choices made in using different media, techniques, ☐ and processes	Application	Skill	I/R/M/S	Everyday
☐ designs multiple solutions to visual problems	Application	Knowledge	I/R/M/S	Everyday

Teacher Notes:
* Determination of the key elements and key principles is a local decision.

Grade: 10-12 **Course:** Retro Arts

District Adopted Materials:

Standard 1: Understanding and applying media techniques and processes
- Benchmark 1: Apply media and technique with sufficient skill
- Benchmark 2: Create art that demonstrates an understanding of communication

Standard 2: Using knowledge of structures and functions
- Benchmark 1: Create art that uses principles and elements to solve specific visual art problems
- Benchmark 2: Evaluate the effectiveness or artworks in terms of organizational structures and functions
- Benchmark 3: Demonstrate the ability to form and defend judgments about how and why art is created

Standard 3: Choosing and evaluating a range of subject matter, symbols and ideas
- Benchmark 1: Identify intentions of artist; explain artistic expression in art

Standard 4: Understand arts in relation to history and cultures
- Benchmark 1: Interpret art within times and places
- Benchmark 2: Judge art reflecting history and culture

Standard 5: Understand history and cultures of art
- Benchmark 1: Explain similarities and differences of art and interpret art across time and culture

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Become familiar with events of the 60's that influenced the art of the decade	Comprehension	Knowledge	I/R/M/S	10
☐ Create functional leather art incorporating pattern, line, texture, and contrast	Application	Skill	I/R/M/S	5
☐ Apply color theory and texture using textiles as a medium	Application	Skill	I/R/M/S	5
☐ Use every day items to create functional art while incorporating the principles and elements of design	Application	Skill	I/R/M/S	15
☐ Treat fabric with different mediums to create expressive "storytelling" art	Application	Skill	I/R/M/S	10

Grade: 10-12 **Course:** Sculpture

District Adopted Materials:

Standard 1: Understanding and applying media techniques and processes
- Benchmark 1: Apply media and technique with sufficient skill
- Benchmark 2: Create art that demonstrates an understanding of communication

Standard 2: Using knowledge of structures and functions
- Benchmark 1: Create art that uses principles and elements to solve specific visual art problems
- Benchmark 2: Evaluate the effectiveness or artworks in terms of organizational structures and functions
- Benchmark 3: Demonstrate the ability to form and defend judgments about how and why art is created

Standard 3: Choosing and evaluating a range of subject matter, symbols and ideas
- Benchmark 1: Identify intentions of artist; explain artistic expression in art

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Learn to use tools and machines in a safe manner	Application	Knowledge	I/R/M/S	1
☐ Create sculpture with wire, wood, and paper	Application	Skill	I/R/M/S	15
☐ Create sculpture with found objects	Application	Skill	I/R/M/S	15
☐ Create sculpture with clay	Application	Skill	I/R/M/S	15
☐ Write a research paper about a living artist	Comprehension	Knowledge	I/R/M/S	1

Grade: 11-12 **Course:** IP Retro Arts

District Adopted Materials:

Standard 1: Understanding and applying media techniques and processes
- Benchmark 1: Apply media and technique with sufficient skill
- Benchmark 2: Create art that demonstrates an understanding of communication

Standard 2: Using knowledge of structures and functions
- Benchmark 1: Create art that uses principles and elements to solve specific visual art problems
- Benchmark 2: Evaluate the effectiveness or artworks in terms of organizational structures and functions
- Benchmark 3: Demonstrate the ability to form and defend judgments about how and why art is created

Standard 3: Choosing and evaluating a range of subject matter, symbols and ideas
- Benchmark 1: Identify intentions of artist; explain artistic expression in art

Standard 4: Understand arts in relation to history and cultures
- Benchmark 1: Interpret art within times and places
- Benchmark 2: Judge art reflecting history and culture

Standard 5: Understand history and cultures of art
- Benchmark 1: Explain similarities and differences of art and interpret art across time and culture

Indicators The student...	**Blooms**	**Strand**	**Sequence**	**Teaching Time**
☐ Become familiar with events of the 60's that influenced the art of the decade	Knowledge	Knowledge	I/R/M/S	4
☐ Use every day items to create functional art while incorporating the principles and elements of design	Knowledge	Skill	I/R/M/S	40
☐ Write a research paper over the influences of the 60's on art	Knowledge	Knowledg	I/R/M/S	1