

Anchor Standard 1:

- **Generate and conceptualize artistic ideas and work.**

Enduring Understanding:

- **Creativity and innovative thinking are essential life skills that can be developed.**
- **Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative art-making goals.**

Essential Questions:

- **What conditions, attitudes, and behaviors support creativity and innovative thinking?**
- **What factors prevent or encourage people to take creative risks?**
- **How does collaboration expand the creative process?**
- **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?**

4K

VA:Cr 1.1.4K Engage in self-directed play with materials.

VA:Cr1.2.4K Engage in self-directed, creative making.

5K

VA:Cr1.1.5K Engage in exploration and imaginative play with materials.

VA:Cr1.2.5K Engage collaboratively in creative art-making in response to an artistic problem.

First Grade

VA:Cr1.1.1 Engage collaboratively in exploration and imaginative play with materials.

VA:Cr1.2.1 Use observation and investigation in preparation for making a work of art.

Second Grade

VA:Cr1.1.2 Brainstorm collaboratively multiple approaches to an art or design problem.

VA:Cr1.2.2 Make art or design with various materials and tools to explore personal interests, questions, and curiosity.

Third Grade

VA:Cr1.1.3 Elaborate on an imaginative idea

VA:Cr1.2.3 Apply knowledge of available resources, tools, and technologies to investigate personal ideas through the art-making process.

Fourth Grade

VA:Cr1.1.4 Brainstorm multiple approaches to a creative art or design problem.

VA:Cr1.2.4 Collaboratively set goals and create artwork that is meaningful and has purpose to the makers.

Fifth Grade

VA:Cr1.1.5 Combine ideas to generate an innovative idea for art-making.

VA:Cr1.2.5 Identify and demonstrate diverse methods of artistic investigation from a strategy bank of ideas to choose an approach for beginning a work of art.

Middle School Proficient (Grade 6)

- VA:Cr1.1.6 Combine concepts collaboratively to generate innovative ideas for creating art.
- VA:Cr1.2.6 Formulate an artistic investigation of personally relevant content for creating art.

Middle School Accomplished (Grades 7-8)

- VA:Cr1.1.7 Apply methods to overcome creative blocks.
- VA:Cr1.2.7 Develop criteria to guide making a work of art or design to meet an identified goal.

Middle School Advanced (Grades 7-8)

- VA:Cr1.1.8 Document early stages of the creative process visually and/or verbally in traditional or new media.
- VA:Cr1.2.8 Collaboratively shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
- MA:Cr1.18 Conceive of original artistic goals for media artworks using a variety of creative methods, such as brainstorming and modeling.

High School Proficient

- VA:Cr1.1.I Use multiple approaches to begin creative endeavors.
- VA:Cr1.2.I Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art or design.
- MA:Cr1.1.I Envision original ideas and innovations for media artworks using personal experiences and/or the work of others

High School Accomplished

- VA:Cr1.1.II Individually or collaboratively formulate new creative problems based on student's existing artwork.
- VA:Cr1.2.II Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
- MA:Cr1.2.II Formulate variations of goals and solutions for media artworks by practicing chosen creative processes, such as sketching, improvising, and brainstorming.

High School Advanced

- VA:Cr1.1.III Visualize and hypothesize to generate plans for ideas and directions for creating art and design that can affect social change.
- VA:Cr1.2.III 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.
- MA:Cr1.1.III Produce a variety of ideas and solutions for media artworks through application of chosen inventive processes, such as concept modeling and prototyping.

Anchor Standard 2:

- **Organize and develop artistic ideas and work.**

Enduring Understanding:

- **Artists and designers experiment with forms, structures, materials, concepts, media, and artmaking approaches.**

Essential Questions:

- **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?**

4 K

VA:Cr2.1.4K Use a variety of art-making tools

5K

VA:Cr2.1.5K Through experimentation, build skills in various media and approaches to art-making.

First

VA:Cr2.1.1 Explore uses of materials and tools to create works of art or design.

Second

VA:Cr2.1.2 Experiment with various materials and tools to explore personal interests in a work of art or design.

Third

VA:Cr2.1.3 Create personally satisfying artwork using a variety of artistic processes and materials.

Fourth

VA:Cr2.1.4 Explore and invent art-making techniques and approaches.

Fifth

VA:Cr2.1.5 Experiment and develop skills in multiple art-making techniques and approaches through practice.

Middle School Proficient (Grade 6)

VA:Cr2.1.6 Demonstrate openness in trying new ideas, materials, methods, and approaches in making works of art and design.

Middle School Accomplished (Grades 7-8)

VA:Cr2.1.7 Demonstrate persistence in developing skills with various materials, methods, and approaches in creating works of art or design.

Middle School Advanced (Grades 7-8)

VA:Cr2.1.8 Demonstrate willingness to experiment, innovate, and take risks to pursue ideas, forms, and meanings that emerge in the process of art-making or designing.

MA:Cr2.1.8 Organize, propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts production considering purposeful intent.

High School Proficient

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

MA:Cr2.1I Design, propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering expressive intent and resources.

High School Accomplished

VA:Cr2.1.II Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.

MA:Cr2.1II Structure and critique ideas, plans, prototypes, and production processes for media arts productions, considering intent, resources, and the presentation context.

High School Advanced

VA:Cr2.1.III Experiment, plan, and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.

MA:Cr2.1III Apply aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media arts production, considering original inspirations, goals, and presentation context.

Anchor Standard 3:

- **Develop, refine and complete artistic techniques and work.**

Enduring Understanding:

- **Artists and designers develop excellence through practice and constructive critique, reflecting on, revising, and refining work over time.**

Essential Questions:

- **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?**

4K

VA:Cr3.1.4K Share and talk about personal artwork.

5K

VA:Cr3.1.5K Explain the process of making art while creating.

First

VA:Cr3.1.1 Use art vocabulary to describe choices while creating art.

Second

VA:Cr3.1.2 Discuss and reflect with peers about choices made in creating artwork

Third

VA:Cr3.1.3 Elaborate visual information by adding details in an artwork to enhance emerging meaning.

Fourth

VA:Cr3.1.4 Revise artwork in progress on the basis of insights gained through peer discussion.

Fifth

VA:Cr3.1.5 Create artist statements using art vocabulary to describe personal choices in art-making.

Middle School Proficient (Grade 6)

VA:Cr3.1.6 Reflect on whether personal artwork conveys the intended meaning and revise accordingly.

Middle School Accomplished (Grades 7-8)

VA:Cr.3.1.7 Reflect on and explain important information about personal artwork in an artist statement or another format

Middle School Advanced (Grades 7-8)

VA:Cr3.1.8 Apply relevant criteria to examine, reflect on, and plan revisions for a work of art or design in progress.

MA:Cr3.1.8 Describe and demonstrate basic creative skills within media arts productions, such as varying techniques.

MA:Cr3.2.8 Determine how elements and components can be altered for clear communication and intentional effects, and refine media artworks to improve clarity and purpose.

High School Proficient

VA:Cr3.1.I Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on, and plan revisions for works of art and design in progress.

- MA:Cr3.1.I Demonstrate use of experimentation skills, such as playful practice, and trial and error, within and through media arts productions.
- MA:Cr3.2.I Use identified skills, such as manipulating tools, making choices, and sharing in creating media artworks.
- MA:Cr3.3.I Improve and refine media artworks by intentionally emphasizing particular expressive elements to reflect an understanding of purpose, audience, or place.

High School Accomplished

- VA:Cr3.1.II Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
- MA:Cr3.1.II Exhibit basic creative skills to invent new content and solutions within and through media arts productions.
- MA:Cr3.2.II Practice foundational innovative abilities, such as design thinking, in addressing problems within and through media arts productions.
- MA:Cr3.3.II Identify and demonstrate basic skills, such as handling tools, making choices, and cooperating in creating media artworks.
- MA:Cr3.4.II Refine and modify media artworks, improving technical quality and intentionally accentuating selected expressive and stylistic elements, to reflect an understanding of purpose, audience, and place.

High School Advanced

- VA:Cr3.1.III Reflect on, re-engage, revise, and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
- MA:Cr3.1.III Practice fundamental creative and innovative abilities, such as expanding conventions, in addressing problems within and through media arts productions.
- MA:Cr3.2.III Describe and demonstrate various artistic skills and roles, such as technical steps, planning, and collaborating in media arts productions.
- MA:Cr3.3.III Refine and modify media artworks, honing aesthetic quality and intentionally accentuating stylistic elements, to reflect an understanding of personal goals and preferences.

Anchor Standard 4:

- **Select, analyze, and interpret artistic work for presentation.**

Enduring Understanding:

- **Artists and other presenters consider various techniques, methods, venues, and criteria when analyzing, selecting, and curating objects, artifacts, and artworks for preservation and presentation.**

Essential Questions:

- **How are pieces of art cared for and by whom?**
- **What criteria, methods, and processes are used to select work for preservation or presentation?**
- **Why do people value objects, artifacts, and artwork, and select them for presentation?**

4K

VA:Pr.4.1.4K Identify reasons for saving and displaying objects, artifacts, and artwork.

5K

VA:Pr.4.1Ka Select art objects for personal portfolio and display, explaining why they were chosen.

First

VA:Pr.4.1.1 Identify the roles and responsibilities of people who work in and visit museums and other art venues.

VA:Pr.4.2.1 Identify where art is displayed both inside and outside of school.

Second

VA:Pr.4.1.2 Explain what an art museum is and distinguish how an art museum is different from other buildings.

VA:Pr.4.2.2 Analyze how art exhibited inside and outside of schools such as in museums, galleries, virtual spaces, and other venues contributes to communities.

Third

VA:Pr.4.1.3 Identify exhibit space and prepare works of art including artists' statements, for presentation.

Fourth

VA:Pr.4.1.4 Identify and explain how and where different cultures record and illustrate stories and history of life through art.

Fifth

VA:Pr.4.1.5 Analyze the various considerations for presenting and protecting art in various locations, indoor or outdoor settings, in temporary or permanent forms, and in physical or digital formats (Jpeg images).

Middle School Proficient (Grade 6)

VA:Pr.4.1.6 Individually or collaboratively, develop a visual plan for displaying works of art, analyzing exhibit space, the needs of the viewer, and the layout of the exhibit.

Middle School Accomplished (Grades 7-8)

VA:Pr.4.1.7 Compare and contrast how artwork has been preserved, presented, and experienced within time periods and different cultures/communities.

Middle School Advanced (Grades 7-8)

VA:Pr.4.1.8 Collaboratively prepare and present selected theme-based artwork for display, and formulate exhibition narratives for the viewer.

High School Proficient

VA:Pr.4.1.I Analyze and evaluate the reasons and ways an exhibition is presented.

High School Accomplished

VA:Pr.4.1.II Evaluate, select, and apply methods or processes appropriate to display artwork in a specific place.

MA:Pr.4.1.II With guidance, combine different forms and content, such as image and sound, to form media artworks.

MA:Pr.4.2.II With guidance, combine arts forms and media content, such as dance and video, to form media artworks.

High School Advanced

VA:Pr.4.1.III Investigate, compare, and contrast methods for preserving and protecting art.

MA:Pr.4.1.III Combine varied academic, arts, and media content in media artworks, such as an illustrated story.

MA:Pr.4.2.III Practice combining varied academic, arts, and media content into unified media artworks, such as a narrated science animation.

Anchor Standard 5:

- **Perceive and analyze artistic work**

Enduring Understanding:

- **Individual aesthetic and empathetic awareness developed through engagement with art can lead to understanding and appreciation of self, others, the natural world, and constructed environments.**

Essential Questions:

- **How do life experiences influence the way you relate to art?**
- **How does learning about art impact how we perceive the world?**
- **What can we learn from our responses to art?**

4K

VA:Re.5.1.4K Recognize art in one's environment.

5K

VA: Re.5.1.5K Identify uses of art within one's personal environment.

First

VA:Re.5.1.1 Compare images that represent the same subject.

Second

VA:Re.5.1.2 Categorize images based on expressive properties.

Third

Va:Re.5.1.3 Determine messages communicated by an imaged.

Fourth

VA:Re.5.1.4 Analyze components in visual imagery that convey messages.

Fifth

VA:Re.5.1.5 Compare one's own interpretation of a work of art with the interpretation of others.

Middle School Proficient (Grade 6)

VA:Re:5.1.6 Identify and interpret works of art or design that reveal how people live around the world and what they value.

Middle School Accomplished (Grades 7-8)

VA:Re.5.1.7 Analyze multiple ways that images influence specific audiences.

Middle School Advanced (Grades 7-8)

VA:Re.5.1.8 Explain how a person's aesthetic choices are influenced by culture and environment and impact the visual images that one conveys to others.

MA:Re.5.1.8 Identify, describe, and explain how messages are created by components in media artworks.

High School Proficient

VA:Re.5.1.I Analyze how one's understanding of the world is affected by experiencing visual imagery.

MA:Re.5.1.I Identify, describe, and differentiate how message and meaning are created by components in media artworks.

High School Accomplished

VA:Re.5.1.II Evaluate the effectiveness of an image or images to influence ideas, feelings, and behaviors of specific audiences.

MA:Re.5.1.II Identify, describe, and analyze how message and meaning are created by components in media artworks.

High School Advanced

VA:Re.5.1.III Analyze how responses to art develop over time based on knowledge of and experience with art and life.

MA:Re.5.1.III Describe, compare, and analyze the qualities of and relationships between the components in media artworks.

Anchor Standard 6:

- **Applying criteria to interpret intent and meaning in artistic work.**

Enduring Understanding:

- **People gain insights into meanings of artworks by engaging in the process of art criticism.**
- **People evaluate art based on various criteria**

Essential Questions:

- **What is the value of engaging in the process of art criticism?**
- **How can the viewer read a work of art as text?**
- **How does knowing and using visual art vocabularies help us understand and interpret works of art.**
- **How does one determine criteria to evaluate a work of art?**
- **How and why might criteria vary?**
- **How is a personal preference different from an evaluation?**

5K

VA.Pr.6.1.Ka Explain what an art museum is and distinguish how an art museum is different from other buildings.

First

VA:Re.6.1.1 Interpret art by identifying and describing subject matter.

Second

VA:Re.6.1.2 Interpret art by identifying subject matter and describing relevant details.

Third

VA:Re.6.1.3 Interpret art by categorizing subject matter and identifying the characteristics of form.

Fourth

VA:Re.6.1.4 Interpret art by identifying the mood suggested by a work of art and describing relevant subject matter and characteristics of form.

Fifth

VA:Re6.1.5 Interpret art by analyzing use of media to create subject matter, characteristics of form, and mood.

Middle School Proficient (Grade 6)

VA:Re.6.1.6 Interpret art by referring to contextual information and analyzing relevant subject matter, characteristics of form, and use of media.

Middle School Accomplished (Grades 7-8)

VA:Re.6.1.7 Recognize differences in criteria used to evaluate works of art depending on styles, genres, and media as well as historical and cultural contexts.

Middle School Advanced (Grades 7-8)

VA:Re.6.1.8 Develop and apply relevant criteria to evaluate a work of art.

High School Proficient

VA:Re6.1.I Compare and explain the difference between an evaluation of an artwork based on personal criteria and an evaluation of an artwork based on a set of established criteria.

MA:Re6.1.I Identify basic criteria for and evaluate media artworks, considering possible improvements and context.

High School Accomplished

VA:Re.6.1.II Create a convincing and logical argument to support an evaluation of art using a set of established criteria.

MA:Re.6.1.II Determine and compare personal and group interpretations of a variety of media artworks, considering their intention and context using criteria for evaluating media artworks and production processes.

High School Advanced

VA:Re.6.1.III Establish relevant criteria in order to evaluate a work of art or a collection of works.

MA:Re.6.1.III Analyze the intent of a variety of media artworks, using specific criteria to evaluate various media artworks and production processes.

MA:Re.6.2.III Analyze the intent and meaning of a variety of media artworks, using self-developed criteria to evaluate various media artworks and production processes.

Anchor Standard 7:

- **Synthesize and relate knowledge, artistic ideas, and personal experiences to make art.**

Enduring Understandings:

- **Through art-making, people make meaning by investigating and developing awareness of perceptions, knowledge, and experiences.**

Essential Questions:

- **How does engaging in creating art enrich people’s lives?**
- **How does making art attune people to their surroundings?**
- **How do people contribute to awareness and understanding of their lives and the lives in their community through art making?**
- **How is art used to impact the views of a society?**
- **How does art preserve aspects of society?**

5K

VA:Re.7.1.Ka Identify uses of art within one’s personal environment.

First

VA:Cn.7.1.1 Recognize that people make art.

Second

VA:Cn.7.1.2 Identify a purpose of an artwork.

Third

VA:Cn.7.1.3 Explore the world using descriptive and expressive words and art-making.

Fourth

VA:Cn.7.1.4 Create art that tells a story about a life experience.

Fifth

VA:Cn.7.1.5 Create works of art about events in home, school, or community life.

Middle School Proficient (Grade 6)

VA:Cn.7.1.6 Develop a work of art based on observations of surroundings.

Middle School Accomplished (Grades 7-8)

VA:Cn.7.1.7 Create works of art that reflect community cultural traditions.

Middle School Advanced (Grades 7-8)

VA:Cn.7.1.8 Analyze how art reflects changing times, traditions, resources, and cultural uses.

High School Proficient

VA:Cn.7.1.I Analyze how response to art is influenced by understanding the time and place in which it was created, the available resources, and cultural uses.

High School Accomplished

VA:Cn.7.1.II Distinguish different ways art is used to represent, establish, reinforce, and reflect group identity.

MA:Cn7.1.II Discuss how media artworks and ideas relate to everyday and cultural life, such as media messages and media environments.

MA:Cn7.2.II Examine, discuss and interact appropriately with media arts tools and environments, considering ethics, rules, and media literacy.

MA:Cn.7.3.II Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright, ethics, and media literacy.

High School Advanced

- VA:Cn.7.1.III Describe how knowledge of culture, traditions, and history may influence personal responses to art.
- MA:Cn7.1.III Research and show how media artworks and ideas relate to personal, social and community life, such as exploring commercial and information purposes, history, and ethics.
- MA:Cn.7.2.III Research and show how media artworks and ideas relate to personal life, and social, community, and cultural situations, such as personal identity, history, and entertainment.
- MA:Cn.7.3.III Analyze and responsibly interact with media arts tools and environments, considering copyright, ethics, media literacy, and social media.