

ART CONTENT STANDARDS FOR VISUAL ARTS

Grades 6-8

Note: Each standard requires the application of the elements of art and principles of design.

Strand: Visual Arts

Standard 1: Learn and develop skills and meet technical demands unique to dance, music, theatre/drama and visual arts.

6-8 Benchmark 1A: Produce art that demonstrates the elements of art and principles of design in a variety of media.

1. Produce art that demonstrates understanding and knowledgeable application of the use of the elements of art (color, form, line, shape, space, texture and value) and principles of design (balance, contrast, emphasis, movement, pattern, proportion, repetition, rhythm, unity and variety).
2. Experiment with the elements of art and principles of design in a variety of media, in unique and new situations.

6-8 Benchmark 1B: Explore and understand the use of art materials and techniques.

1. Apply and analyze a variety of materials, tools and techniques for producing art.

6-8 Benchmark 1C: Recognize that there are multiple points of view about organizational principles of design and elements of art.

1. Compare the use of principles of design and elements of art in different works of art.
2. Engage in problem-solving activities that demonstrate unique and selective application of the principles of design and elements of art.

6-8 Benchmark 1D: Know appropriate health and safety issues and use materials safely and responsibly.

1. Analyze potential hazards of art materials and tools.
2. Apply information about proper use of art materials.

Standard 2: Use dance, music, theatre/drama and visual arts to express ideas.

6-8 Benchmark 2A: Apply art concepts to communicate ideas about self, communities, cultures and the world.

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| 1. Apply art concepts to communicate ideas about self, communities, cultures and the world. |
| 6-8 Benchmark 2B: Use subjects, themes and symbols when expressing ideas in art works. |
| 1. Explore a variety of ideas, images, themes, symbols and events through art making. 2. Infer connotations about the artist's emotions based on the use and placement of design principles and elements of art in one's own work and the work of others. |

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| Standard 3: Integrate understanding of visual and performing arts by seeking connections and parallels among arts disciplines as well as other content areas. |
| 6-8 Benchmark 3A: Explore the characteristics of works in two or more arts disciplines that share similar subject matter, historical periods or cultural contexts. |
| 1. Identify similarities and differences among ideas, images, themes, symbols and events in specific works of visual art and works in other arts disciplines. 2. Analyze and apply concepts used across arts disciplines, such as texture, repetition, contrast, balance, symmetry and pattern. |
| 6-8 Benchmark 3B: Show ways in which principles and subject matter of other disciplines are interrelated with visual arts. |
| 1. Identify and explain similarities and differences of concepts common to the visual arts and to other content areas. 2. Analyze art concepts, such as texture, repetition, contrast, balance, symmetry and pattern within other content areas. |

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| Standard 4: Demonstrate an understanding of the dynamics of the creative process. |
| 6-8 Benchmark 4A: Demonstrate understanding of how the qualities and characteristics of various art media, techniques and processes influence the creative process to communicate experiences and ideas. |
| 1. Apply idea-gathering processes, art elements and design principles in conjunction with subject, theme and content to express personal experiences and create meaning. 2. Analyze personal reaction to art in different media. 3. Demonstrate how the use of media can convey meaning (e.g., the softness of pastels and watercolors, the texture of collage, the sparseness of wire, etc). |
| 6-8 Benchmark 4B: Explore how the influence of introspection, reflection, personal experience, imagination and the dynamics of culture have influenced artists to produce works of art. |

1. Examine specific instances in which culture influences art.
2. Explore personal experience, imagination and culture to create art with personal meanings.
3. Analyze the emotional connotations suggested by the use and placement of design principles and art elements in a particular piece of art.

Standard 5: Observe, discuss, analyze and make critical judgments about artistic works.

6-8 Benchmark 5A: Understand and distinguish multiple purposes and motivations for creating works of art.

1. Select and arrange the elements of art to express moods and feelings in one's own art and the art of others.
2. Explain relationships between different elements found in a work of art.

6-8 Benchmark 5B: Understand personal, contemporary and historic meaning in specific art works through cultural and aesthetic inquiry.

1. Analyze how history, context and culture can influence artists when making art, and can influence viewers when studying works of art.
2. Use historic, cultural and visual art concepts and information to explain the meaning of a piece of art.

Standard 6: Show increased awareness of diverse peoples and cultures through visual and performing arts

6-8 Benchmark 6A: Compare and describe art work of various eras and cultures to understand culturally-based meanings.

1. Compare and contrast art works and artifacts from two dissimilar world cultures.
2. Experiment with creating art that reflects one's own cultural and historical influences.

6-8 Benchmark 6B: Recognize historical and cultural themes, trends and styles in various works of art.

1. Sort and classify a variety of art objects within an identified historical or cultural context.
2. Demonstrate art creation or selection that is inspired by cultural or historical influences.

Standard 7: Demonstrate knowledge about how technology and invention have historically influenced artists and

offered new possibilities for expression.

6-8 Benchmark 7A: Analyze the role of specific inventions and their influence on art.

1. Explain the impact of invention on a variety of arts-related careers.
2. Select various technologies to create works of art.

6-8 Benchmark 7B: Use, review and evaluate computers and other electronic media as tools for design and communication of ideas.

1. Select the appropriate type of technology to achieve a desired outcome.
2. Incorporate the use of at least one means of electronic technology in creating an original work of art.

Standard 8: Contribute to communities by sharing expertise in dance, music, theatre/drama and visual arts and by participating in the activities of cultural institutions.

6-8 Benchmark 8A: Examine art in various community settings.

1. Examine art in different contexts including museums, galleries and other public settings, etc.
2. Analyze at least two examples of local public art.

6-8 Benchmark 8B: Create an exhibit incorporating a variety of original art using different media. Grades 6-8 performance standards:

1. Participate in at least two art exhibits by providing original art.
2. Arrange, as part of a team, an art exhibit (e.g., assist with arrangements, display or decision-making).