

# Visual Arts

G R A D E 5

As a result of their art education, students will be able to...

\*denotes art once a week

**GOAL 25*****Know the language of the arts.*****STANDARD A****Understand the sensory elements, organizational principles, and expressive qualities of the arts.****LINE/SHAPE/VALUE**

- \_\_\_ Recognize kinds of lines (e.g., vertical, horizontal, diagonal, zigzag, curved).\*
- \_\_\_ Identify complex geometric shapes and freeform shapes.\*
- \_\_\_ Distinguish between figure and ground in a still life composition.
- \_\_\_ Practice showing with value, line, and contrast and how they transform shapes to 3-D forms.\*

**COLOR/RHYTHM/MOVEMENT**

- \_\_\_ Recognize color schemes (e.g., monochromatic\*, analogous, complementary, warm/cool\*) in a work of art.
- \_\_\_ Identify different types of rhythm (e.g., regular\*, alternate, random\*, progressive, flowing) and movement in artworks.
- \_\_\_ Select and describe expressive qualities that contribute to subject a matter in an artwork.

**SPACE/FORM/TEXTURE**

- \_\_\_ Identify the use of positive and negative spaces by artists.\*
- \_\_\_ Identify how artists use reverse positive and negative spaces (e.g., tessellations).
- \_\_\_ Recognize how artists use textures in a variety of ways (tactile and visual).\*
- \_\_\_ Differentiate between positive and negative spaces in a sculpture.
- \_\_\_ Recognize variations in proportion\*, scale, exaggeration, and distortion\* to express an idea.
- \_\_\_ Identify the use of formal balance and symmetry, informal balance, and radial balance, in works of art.
- \_\_\_ Practice using perspective techniques used by artists (e.g., overlapping, size, location, detail, lines, color).\*
- \_\_\_ Identify linear perspective techniques used by artists.
- \_\_\_ Identify point of view and direct observation in works of art.
- \_\_\_ Identify the use of emphasis (e.g., color, shape, size, contrast) to draw attention to a specific area (e.g., focal point) in a work of art.
- \_\_\_ Identify the use of variety to add interest in artwork.
- \_\_\_ Identify the use of unity as bringing together objects or elements in a work of art so that everything fits together.\*

**STANDARD B****Understand the similarities, distinctions in and among the arts.**

- \_\_\_ Analyze how the artistic components (i.e., elements, principles, expressive ideas; tools, processes, technologies; creative processes) are combined within a work of art.\*
- \_\_\_ Compare movement and rhythm in the arts.

**GOAL 26*****Through creating and performing, understand how works of art are produced.*****STANDARD A****Understand processes, traditional tools, and modern technologies used in the arts.**

- \_\_\_ Recognize similar characteristics among a range of 2-D or 3-D media (e.g., watercolor/tempera, plasticine clay/fire clay, crayon/chalk).\*
- \_\_\_ Explain how tools, processes, and materials combine to create specific effects in a 2-D artwork (e.g., foam or bristle brushes, q-tips or sticks to apply paint).\*
- \_\_\_ Select specific tools, materials, and processes to communicate an idea in a 2-D and 3-D artwork.\*
- \_\_\_ Demonstrate a variety of processes using art making tools and materials to create a 2-D or 3-D artwork (e.g., drawing, weaving, printing).\*
- \_\_\_ Distinguish among the processes of film, animation, and video.

**STANDARD B****Apply skills and knowledge necessary to create and perform in one or more of the arts.**

- \_\_\_ Use basic shapes to create complex geometric shapes.\*
- \_\_\_ Create functional objects from a variety of materials (e.g., clay, metal, fiber).
- \_\_\_ Create a realistic 2-D artwork.
- \_\_\_ Create an artwork using a color scheme (e.g., complimentary, monochromatic, analogous).\*
- \_\_\_ Create a value study.\*
- \_\_\_ Create a time artwork (e.g., flip book, mobile-kinetic sculpture, animation, video, film).
- \_\_\_ Develop a series of pictures for a storyboard.
- \_\_\_ Create the illusion of depth in a 2-D artwork (e.g., overlap, size change, placement).\*
- \_\_\_ Create a drawing from direct observation.\*
- \_\_\_ Sketch and build a sculpture from a 2-D drawing.\*
- \_\_\_ Create an artwork based on a plan incorporating research and problem solving.

**GOAL 27*****Understand the role of the arts in civilizations, past and present.*****STANDARD A****Analyze how the arts function in history, society, and everyday life.**

- \_\_\_ Demonstrate good gallery/critique behavior and evaluate the behavior of self and others.
- \_\_\_ Give examples in which various arts are used to persuade and promote ideas.
- \_\_\_ List technology used in the arts (e.g., cameras, computers, printing press).
- \_\_\_ Categorize types of artists with their art and art related products (e.g., designers create packages, architects design buildings).

**STANDARD B****Understand how the arts shape and reflect history, society and everyday life.**

- \_\_\_ Investigate how the arts reflect different cultures, times, and places.
- \_\_\_ Compare how different art forms express aspects of the same culture, time, or place.
- \_\_\_ Compare and contrast the contribution of individual artist on movements, trends, or periods.