

Visual Arts

GRADE 6 (36 Weeks)

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

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

- ___ Compare the use of art elements and principles in artworks.
- ___ Understand how artists use elements and principles to communicate ideas, moods and feelings in their artworks.
- ___ Distinguish between two- and three-dimensional art forms.
- ___ Understand that 3-D artworks have height, width and depth.
- ___ Identify tonal drawing and shading.
- ___ Understand uses of calligraphy as expressive line.
- ___ Understand the difference between one- and two-point perspective.
- ___ Recognize both symmetrical and asymmetrical balance (e.g., 2-D, sculpture, architecture).
- ___ Understand how artists create balance in their artworks.
- ___ Identify common color schemes (e.g., warm, cool, neutral, monochromatic, analogous, split complement, triad).
- ___ Learn about the use of color intensity and how it differs from creating shades.

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

- ___ Identify and understand ways other arts are connected to and informed by the visual arts.
- ___ Analyze how the artistic components (i.e., elements, principles, expressive ideas; tools, processes, technologies; creative processes) are combined within a work of art.

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.**

- ___ Demonstrate how tools, processes, and materials combine to create specific effects to communicate an idea.
- ___ Demonstrate a variety of processes using art making tools and materials to create a 2-D and 3-D artwork (e.g., drawing, weaving, printmaking).
- ___ Identify methods to create the illusion of depth on a 2-D surface.
- ___ Distinguish among the processes of film, animation, and video.
- ___ Explain the process of creating tints and shades.
- ___ Explain the advantages of contour and gesture drawing techniques.
- ___ Identify hatching, stippling, blending and smudging techniques in drawings.
- ___ Describe or demonstrate the process of mixing color intensities.
- ___ Describe and/or demonstrate how the same idea is executed in 2-D and 3-D media.

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

- ___ 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 or comic strip.
- ___ Create the illusion of depth in a 2-D artwork (e.g., overlap, size change, placement).
- ___ Create an artwork based on a plan incorporating research and problem solving.
- ___ Make a collage.
- ___ Make a sculpture.
- ___ Draw figures by using contour- and gesture-drawing techniques.
- ___ Use calligraphy to letter a poem, quote, or message in an artwork.
- ___ Create a painting.
- ___ Create a pastel/chalk artwork with blended color.
- ___ Use watercolors to paint transparencies in an artwork.
- ___ Create a pattern of symbols and lines.
- ___ Create a relief print.

- ___ Practice perspective drawing.
- ___ Use measuring in an artwork (e.g., architectural, floor plan, scale drawing).
- ___ Make 3-D geometric forms.
- ___ Create a fiber artwork.
- ___ Create 3-D forms using a variety of materials (e.g., clay, metal, fiber).

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.

- ___ Explain how people can communicate without words.
- ___ Understand ways by which people record the events of daily life.
- ___ Understand that art is created for practical, cultural, and personal functions.
- ___ 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).
- ___ Identify types of artists with their art and art related products (e.g., designers create packages, architects design buildings, painters to murals).
- ___ Learn to look at and comment respectfully on artworks by peers.
- ___ Consider questions about the meaning of art.
- ___ Explain why artists are sometimes considered inventors.

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 and contrast the contribution of individual artists on movements, trends or periods.
- ___ Understand and identify the differences between realism, abstraction and fantasy art styles.
- ___ Explain how symbols are used in artworks from around the world (e.g., Aborigine, Native American).
- ___ Give examples of how today's artists have been influenced by artists of the past.