

Standards-Based Mastery Outcomes

Visual Art – 3rd/4th Grade

Standard 1

Methods Materials and Techniques: Students will demonstrate knowledge of the methods, materials, and techniques unique to the visual arts

Methods

1.2.D.	Consider basic proportions(size relationships)
1.3.D.	Consider horizon line, foreground, middle ground and background
1.4.D.	Consider shape relationships of positive and negative space
1.5.D.	Use measuring tools when necessary to define space, to create patterns, and draw precise geometric shapes
1.1.P.	Uses a variety of brushes and creates a variety of brushstrokes
1.2.P.	Uses paint and found objects to create basic printmaking skills
1.3.P.	Start basic color mixing
1.4.P.	Able to differentiate between watercolor and tempera paint techniques
1.5.P.	Able to apply paint mixing techniques
1.1.S.	Creates various 3D forms using such techniques as pinching, coiling, slab, modeling, scoring, and slip
1.2.S.	Uses a variety of materials to create an assemblage(wire, wood, found objects, paper)

Materials

1.6.D.	Uses a variety of drawing materials (i.e. crayons, markers, oil pastels, pencils)
1.6.P.	Uses a variety of painting materials
1.3.S.	Uses a variety of sculpture materials (i.e. clay, paper, cardboard, paper mache)

Techniques

1.7.D.	Proper scissors holding techniques
1.8.D.	Control with glue
1.9.D.	How to care for and clean art materials
1.10.D.	Correct pencil/utensil grip
1.7.P.	How to care and clean brushes
1.8.P.	Proper brush use
1.4.S.	Proper hand building techniques
1.5.S.	Understanding of the characteristics and various mediums.

Standard 2

Elements and Principles of Design: Students will demonstrate knowledge of the elements and principles of design.

2.1.D.a.	Line-Uses a variety of lines
2.1.D.b.	Line-Uses line to express emotion
2.1.P.	Line- Uses a variety of brushstrokes to create a variety of lines
2.2.	Shape-Able to name and create 2-D and 3-D Geometric and Free-Form shapes
2.2.S.	Shape-Creation of 3D Shapes
2.3.D.	Texture-Able to describe and be able to create different visual textures
2.3.P.	Texture-Use a variety of painting techniques to create surface texture
2.4.	Color-Ability to identify color families(warm, cool, primary, secondary)
2.5.	Space and Form-Use line to create shapes and divide space into foreground middle ground and background
2.6.	Pattern/Repetition-Ability to create simple and complex patterns
2.7.P.	Movement-created through compositional techniques and through quality of brushstrokes
2.2.S.	Space and Form-Creation of 3D piece of art work with consideration to both the positive and negative space
2.3.S.	Balance-Creation of 3D forms that are able to stand without external support

Standard 3

Observation, Abstraction, Invention, and Expression: Students will demonstrate their powers of observation, abstraction, invention, and expression in a variety of media, materials, and techniques.

3.1.	Create an artwork from direct observation
3.2.	Create an artwork that is expressive and explores abstraction
3.3.	Create an artwork from memory or imagination
3.4.	Create an artwork that explores different emotions

Standard 4

Drafting, Revising, and Exhibiting: Students will demonstrate knowledge of the process of creating and exhibiting their own artwork: drafts, critique, self assessment, refinement, and exhibit preparation.

4.1.	Students are aware of the process of creating and exhibiting their artwork
4.2.	Students will develop and use criteria for informal classroom discussion about art

Standard 5

Critical Response: Students will describe and analyze their own work and the work of others using appropriate visual arts vocabulary.

5.1.	Students will be able to classify artworks into general categories(i.e. drawing, painting, sculpture)
5.2.	Students will be able to describe similarities and differences between works of art
5.3.	Students will begin to be able to analyze and generate personal responses to own artwork.

Codes:

D=Drawing

P=Painting

S=Sculpture