

K	1	2	3	4	5	6th Art	7th Art	8th Art	8th Multi-Media	Art I	Art II	Drawing	2D Mixed Media	Ceramics	Graphic Design	Textiles	Sculpture	Photography	Jewelry	Painting	Advanced Workshop
Standard 1: Understands and applies media, techniques, and processes incorporating the Elements of Art and the Principles of Design.																					
Benchmark A: Uses media, techniques, tools, and processes.																					
Uses control in handling tools and materials.	Uses control in handling tools and materials.	Uses control in handling 2D tools and materials.	Uses control in handling tools and materials.	Uses control in handling tools and materials.	Uses control in handling tools and materials.	Uses 2D tools and materials in a controlled, knowledgeable manner.	Uses 2D tools and materials in a controlled, knowledgeable manner.	Uses 2D tools and materials in a controlled, knowledgeable manner.	Uses 2D tools and materials in a controlled, knowledgeable manner.	Uses tools and materials in a controlled, knowledgeable, and responsible manner.	Uses tools and materials in a controlled, knowledgeable, and responsible manner.	Uses 2D tools, materials and techniques in a controlled, knowledgeable, responsible manner.	Uses tools, materials and techniques in a controlled, knowledgeable, responsible manner.	Uses 3D tools, materials and techniques in a controlled, knowledgeable, responsible manner.	Applies graphic design software to create original graphic design projects.	Uses tools, materials and techniques in a controlled, knowledgeable, and responsible manner.	Uses 3D tools, materials and techniques in a controlled, knowledgeable, and responsible manner.	Uses the 35 mm camera correctly on manual and automatic settings.	Uses 3D tools, materials and techniques in a controlled, knowledgeable, and responsible manner.	Uses tools, materials and techniques in a controlled, knowledgeable, and responsible manner.	Uses tools, materials and techniques in a controlled, knowledgeable, and responsible manner.
Applies drawing, painting, printmaking, modeling and construction processes.	Applies drawing, painting, printmaking, modeling and construction processes.	Applies drawing, painting, printmaking, modeling and construction processes.	Applies drawing, painting, printmaking, modeling and construction processes.	Applies drawing, painting, printmaking, modeling and construction processes.	Applies drawing, painting, printmaking, modeling and construction processes.	Applies drawing, painting, printmaking, and 2D construction techniques.	Applies drawing, painting, printmaking, and 2D construction techniques.	Applies drawing, painting, printmaking, and 2D construction techniques.	Applies drawing, painting, printmaking, and mixed media techniques.	Demonstrates drawing process in a reproduction.	Demonstrates drawing process in an original composition.	Demonstrates various drawing techniques in two-dimensional media.	Uses various printing techniques.	Uses preliminary drawings to develop ideas to create 3D artwork.	Demonstrates knowledge of tools and techniques with graphic design software.	Creates artwork using the batik method.	Applies additive and subtractive techniques to sculpture.	Demonstrates the ability to manipulate photographs using various computer programs.	Uses preliminary drawings to develop ideas to create 3D artwork.	Uses various painting techniques and processes to create a finished painting.	Applies drawing, painting, and construction techniques to complete works of art.
						Uses 3D tools and materials in a controlled, knowledgeable manner.	Uses 3D tools and materials in a controlled, knowledgeable manner.	Uses 3D tools and materials in a controlled, knowledgeable manner.	Uses 3D tools and materials in a controlled, knowledgeable manner.	Creates works of art using various painting techniques and processes.	Creates works of art using various painting techniques and processes.	Applies the proper drawing process.	Creates two dimensional works of art reflecting competency and craftsmanship.	Demonstrates handbuilt techniques of pinch, coil, and slab for construction.	Demonstrates knowledge of graphic design process.	Creates designs on fabric using various medias and methods.	Creates different sculptures using a variety of mediums.		Explains and uses jewelry terminology.	Creates two dimensional works of art reflecting competency and craftsmanship.	Uses a sequential step process to problem solve and complete ideas successfully.
						Applies slab handbuilding, texture, and scoring / slipping techniques.	Applies coil handbuilding and scoring / slipping techniques.	Applies additive and subtractive handbuilding and scoring / slipping techniques.	Applies pottery wheel throwing techniques.	Applies additive and subtractive techniques to clay.	Applies slab building techniques with additives and subtractives.	Creates two dimensional works of art reflecting competency and craftsmanship.		Applies clay throwing techniques on the wheel.		Creates textile works reflecting competency and craftsmanship.			Uses sequential step process to problem solve and complete ideas successfully in jewelry.		Creates art reflecting competency, personal reflection, purpose and craftsmanship.
								Experiments with a variety of tools and technologies to employ multiple approaches to solve problems.	Experiments with a variety of tools and technologies to employ multiple approaches to solve problems.		Applies proper techniques and processes to create a paper sculpture.	Design and create original compositions.									Creates a portfolio of artwork.
Benchmark B: Understands and applies elements of art and principles of design.																					
Uses line, shape, color and texture.	Uses line, shape, color, texture, and form.	Uses line, shape, color, texture, and form.	Uses line, shape, color, texture, form and space.	Uses line, shape, color, texture, form, space and value.	Uses line, shape, color, texture, form, space and value.	Applies knowledge of elements of art and principles of design to solve visual problems.	Applies knowledge of elements of art and principles of design to solve visual problems.	Applies knowledge of elements of art and principles of design to solve visual problems.	Applies knowledge of elements of art and principles of design to solve visual problems.	Applies balance, contrast, and proportion to artwork.	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).	Applies principles of design to artwork (balance, contrast emphasis, rhythm, unity, movement, pattern).
Demonstrates the use of pattern.	Demonstrates the use of pattern.	Demonstrates the use of pattern.	Develops vocabulary based on principles of design and demonstrates the use of pattern.	Develops vocabulary based on principles of design and demonstrates the use of pattern.	Develops vocabulary based on principles of design and demonstrates the use of pattern.	Discusses the use of the elements of art and principles of design to derive meaning.	Evaluate the use of the elements of art and principles of design to communicate ideas and feelings in art.	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).	Select, employ, and evaluate the elements of art and principles of design to communicate ideas and feelings.	Applies line, color, texture, shape, form, space, and value to artwork.	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).	Explains ceramics terminology and the five stages of clay.	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).		Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).	Uses various methods and techniques in the construction of jewelry.	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).	Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).
													Design and create original compositions.	Applies finishing techniques using various mediums.					Applies the elements of art to artwork (line, color, texture, shape, form and space).		
														Applies the elements of art to artwork (line, color, texture, shape, form, space, and value).							
Standard 2: Understands that subject matter used to create works of art can come from personal experience, observation, and creative thought.																					
Benchmark A: Identifies personal experience, observation, and creative thought in artwork.																					
							Discusses personal experience, observation, and creative thought in personal artwork and the work of others.	Evaluates the implementation of personal experience, observation, or creative thought in personal artwork, and the work of others.	Evaluates and analyzes the implementation of personal experience, observation, or creative thought in personal artwork, and the work of others.	Identifies personal experience, observation, and creative thought in artwork.	Identifies personal experience, observation, and creative thought in artwork.		Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	Communicates personal experience, observation, and creative thought in their artwork, and the work of others verbally or in written form.	
Benchmark B: Creates works of art based on personal experience, observation, and creative thought.																					
Uses original ideas from personal experience, observation and/or imagination to create authentic art.	Uses original ideas from personal experience, observation and/or imagination to create authentic art.	Uses original ideas from personal experience, observation and/or imagination to create authentic art.	Uses original ideas from personal experience, observation and/or creative thought to create authentic art.	Uses original ideas from personal experience, observation and/or creative thought to create authentic art.	Uses original ideas from personal experience, observation and/or creative thought to create authentic art.	Transforms original ideas from personal experience, observation and/or creative thought into visual art product.	Transforms original ideas from personal experience, observation and/or creative thought into visual art product.	Transforms original ideas from personal experience, observation and/or creative thought into visual art product.	Transforms original ideas from personal experience, observation and/or creative thought into visual art product.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.	Uses personal experience, observation and/or creative thought to create works of art.
		Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.	Demonstrates that works of art can be rendered realistically, symbolically, or abstractly.
						Generate and revise multiple solutions to create visual art products.	Generate and revise multiple solutions to create visual art products.	Generate and revise multiple solutions to create visual art products.	Generate and revise multiple solutions to create visual art products.												
Standard 3: Understands the visual arts in relation to history and cultures.																					
Benchmark A: Explores works of art and artists throughout history and cultures.																					
Examine universal themes representing various cultures, historical periods and artists.	Examine universal themes representing various cultures, historical periods and artists.	Examine universal themes representing various cultures, historical periods and artists.	Examine universal themes representing various cultures, historical periods and artists.	Examine universal themes representing various cultures, historical periods and artists.	Examine universal themes representing various cultures, historical periods and artists.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.	Discuss works of art and/or artist throughout history and cultures.
						Interprets and applies idea and purpose of work representing various cultures and historical periods.															
Benchmark B: Interprets and applies art history and cultures to personal artworks.																					

