Art 2D Design Standards & Benchmarks

Creating Art - Use the creative processes and the language of art to communicate through a variety of media and techniques.

1.1 Students will use the creative processes to plan, organize, and problem solve.

*by the end of 2D Design*
1. Reflect upon and revise various plans to organize ideas and materials and apply deliberate approaches in creating art.

1.2 Students will understand and apply the elements of art and principles of design

*by the end of 2D Design*
1. Purposefully apply the elements of art and principles of design to express an intended idea.

1.3 Students will apply visual awareness to the creative process

*by the end of 2D Design*
1. Use personal interpretations of observation to create art.
2. Use a variety of media, innovative combinations, and subjects.

1.4 Students will develop skills and craftsmanship with a variety of materials, tools and techniques

*by the end of 2D Design*
1. Create works of art that reflect refinement of technique and confidence in execution within a variety of media.

HISTORICAL AND CULTURAL CONTEXT: Understand how art has shaped and preserved history and culture

2.1 Understand how history and culture have influenced art

*by the end of 2D Design*
1. Identify artists and artistic movements within a specific time period.
2. Compare and contrast artworks from cultures and historical periods.

2.2 Students will understand how art has influenced and defined history and culture

*by the end of 2D Design*
1. Identify influences of art and artists on cultural and historical events.
2. Identify examples and discuss how visual art is used to shape people’s ideas and opinions.

PERCEPTION AND EVALUATION: Using the language of art, students critically analyze, derive meaning from, and evaluate artwork.

3.1 Students will describe and analyze art works using the language of art

*by the end of 2D Design*
1. Use the vocabulary of art to describe, explain, and classify information in works of art.

3.2 Students will interpret art works using the language of art.
by the end of 2D Design
1. Ask relevant questions about works of art.
2. Interpret selected artworks and support a point of view by using art vocabulary and information about the artworks.

3.3 Students will judge and evaluate art works using the language of art
by the end of 2D Design
1. Critique selected works of art using a range of art terms and concepts.
2. Generate and apply criteria to evaluate the merit and significance of works of art.

CONNECTIONS: Make connections between art, personal experience, and the world.

4.1 Make connections to other curricular areas
by the end of 2D Design
1. Explain how the arts can increase understanding in other curricular areas and how other curricular areas can increase capacity in visual art.

4.2 Make connections between visual art and the performing arts
by the end of 2D Design
1. Explain the ways in which multidisciplinary works of art (e.g., musical theater, film, MTV) can be more than the sum of their parts.
2. Compare the media, materials and processes (e.g., perceiving, responding, creating and communicating) used in visual art with those used in other arts disciplines.

4.3 Make personal connections with visual art
by the end of 2D Design
1. Describe how art contributes to self-expression.
2. Explain how and why knowledge of the arts is fundamental to our appreciation of our world and who we are.
3. Explain how art is a universal language for expression and can transcend cultural barriers.

4.4 Make connections between the study of art and art careers.
by the end of 2D Design
1. Describe the contributions that artists make and the importance of these contributions to society.