**Area of Learning: ARTS EDUCATION — Visual Arts: Studio Arts 2D Grade 10**

**BIG IDEAS**

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| An artist's intention transforms **materials** into art. |  | Traditions, perspectives, worldviews, and stories can be shared through **aesthetic experiences**. |  | Growth as an artist requires time, patience, and reflection. |  | The creation of artistic works relies on the interplay of body and mind. |  | Visual arts offer unique ways of exploring our identity and sense of belonging. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*Explore and create* Create two-dimensional (2D) artistic works using **sensory inspiration**, imagination, and inquiry
* **Design, create, and refine** 2D artistic works
* Create 2D artistic works with an audiencein mind
* Explore artistic possibilities and take **creative** **risks**
* Express meaning, intent, and emotion through 2D artistic works
* Develop and refine artistic skills and techniques in a range of **styles** and **movements**
* Demonstrate safe and **responsible** **use of materials**, tools, and work space

Reason and reflect* Identify ways to resolve creative challenges
* Describe and analyze how artists use materials, technologies, processes, and **environments** in art making
* Recognize and evaluate design choices in artistic works
* Develop personal answers to **aesthetic questions**
* Reflect on the influences of a **variety of contexts** on artistic works
 | *Students are expected to know the following:** **elements** of visual art
* **principles of design**
* **image development strategies**
* **materials, technologies**, and **processes**
* **creative processes**
* use of symbols and metaphors to represent ideas and perspectives
* role of the artist and audience
* influence of **visual culture** on self-perception and identity
* traditional and contemporary First Peoples worldviews, stories, and practices, as expressed through 2D artistic works
* role of 2D artistic works in social justice issues
* contributions of traditional, innovative, and inter-cultural artists
* ethics of **cultural appropriation** and plagiarism
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Communicate and document* **Document**, share, and appreciate 2D artistic works in a variety of contexts
* Demonstrate respect for self, others, and **place**
* Communicate and **respond** to **social and environmental issues** through artistic works

Connect and expand* Create artistic works that demonstrate personal, cultural, and historical contexts
* Explore First Peoples perspectives and knowledge, other **ways of knowing**, and local cultural knowledge through 2D artistic works
* Explore the relationships between 2D artistic works, culture, and society
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