**Area of Learning: ARTS EDUCATION — Visual Arts: Studio Arts 3D Grade 11**

**BIG IDEAS**

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| An artist’s intention transforms  **materials** into  three-dimensional art. |  | Visual artsreflect the interconnectedness of the individual, community, history, and society. |  | Growth as an artist  is dependent  on perseverance, resilience, and reflection. |  | Artistic expression is an artist’s physical, emotional, and cognitive articulation of our **humanity**. |  | Three-dimensional artistic works provide unique **aesthetic experiences** in a variety of contexts. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*  Explore and create   * Create three-dimensional (3D) artistic works using **sensory inspiration**,  imagination, and inquiry * **Explore** artistic possibilities and **take creative** **risks** * Intentionally select and combine materials, processes, and technologies  to convey ideas * Create 3D artistic works for a specific audience * Express meaning, intent, and emotions through 3D artistic works * Refine artistic skills and techniques from a variety of **styles** * Demonstrate active engagement in creating artistic works and resolving  creative challenges * Explore contributions of traditional and innovative artists from a variety  of **movements** and contexts   Reason and reflect   * Understand the purpose of a **critique** and choose when to apply suggestions * Describe and analyze, using discipline-specific language, how artists use materials, technologies, processes, and **environments** in 3D art making * Analyze design choices in 3D artistic works * Develop personal answers to **aesthetic questions** * Examine the influences of a **variety of contexts** on 3D artistic works | *Students are expected to know the following:*   * **elements of visual art** * **principles of design** * **image development strategies** * **materials**, **technologies**, and **processes**  for 3D artistic works * **creative processes** * **physical properties** and **impacts**  of various materials * symbols and metaphors * roles of artist and audience * influences of **visual culture** in social and other media * traditional and contemporary First Peoples worldviews, stories, and practices, as expressed through 3D artistic works * contributions of traditional, innovative, and intercultural artists from a variety of movements,  and periods * **moral rights**, and the ethics of **cultural appropriation** and plagiarism * health and safety protocols and procedures |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Communicate and document   * **Document**, share, and appreciate 3D artistic works in a variety of contexts * Demonstrate awareness of self, others, and **place** through 3D artistic works * Communicate about and **respond** to **social and environmental issues** through  3D artistic works   Connect and expand   * Create artistic works to reflect **personal voice**, story, and values * Create artistic works that reflect personal, cultural, and historical contexts * Explore First Peoples perspectives, knowledge, and protocols; other **ways of knowing**,  and local cultural knowledge through 3D artistic works * Explore First Peoples relationship with the land and natural resources as revealed through 3D artistic works * Explore personal, educational, and professional opportunities related to visual arts  and related fields * Connect with others on a local, regional, or national scale through 3D artistic works * Demonstrate safe and **responsible use of materials**, tools, and work space |  |