**Area of Learning: ARTS EDUCATION — Visual Arts: Studio Arts 3D Grade 12**

**BIG IDEAS**

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| An artist’s intention transforms **materials** into three-dimensional art. |  | Visual arts are an essential element of culture and personal identity. |  | Refining artistic expression requires perseverance, resilience, and risk taking. |  | Purposeful artistic choices enhance the depth and impact of artistic works. |  | **Aesthetic experiences** have the power to transform our perspective. |

**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 * **Take creative** **risks** to demonstrate artistic possibilities, and cross-cultural perspectives * Intentionally select and combine materials, processes, and technologies  to convey ideas, and justify choices * 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** * Examine contributions of traditional, innovative, and intercultural visual artists from a variety of **movements**, periods, and contexts   Reason and reflect   * Recognize and engage in the reciprocal process of a **critique** * Interpret and evaluate, using discipline-specific language, how artists use materials, technologies, processes, and **environments** in 3D art making * Reflect on 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**  for 3D artistic works * **creative processes** * **physical properties** and **impacts** of various materials * First Peoples relationship with the land and natural resources as revealed through 3D artistic works * symbols and metaphors * roles and relationships of artist and audience in a variety  of contexts * 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, contexts, 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 respect for self, others, and **place** * Express ideas and perspectives through 3D artistic works * Communicate cross-cultural perspectives through 3D artistic works * Investigate 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 * Examine the reciprocal relationships between 3D artistic works, culture,  and society * Evaluate personal, educational, and professional opportunities  in visual arts and related fields * Connect with others on a local, national, or global scale through  3D artistic works * Demonstrate safe and **responsible use of materials**, tools, and work space |  |