

# VISUAL ARTS

## GRADE ONE

### STANDARDS

---

#### ***Nevada Grades K-12 Content Standards***

- 1.0 Students know and apply visual arts media, techniques, and processes.
- 2.0 Students use knowledge of visual characteristics, purposes, and functions.
- 3.0 Students choose, apply, and evaluate a range of subject matter, symbols, and ideas.
- 4.0 Students understand the visual arts in relation to history and cultures.
- 5.0 Students analyze and assess characteristics, merits, and meanings in their own artwork and the work of others.
- 6.0 Students demonstrate relationships among visual arts, the other arts, and disciplines outside the arts.

### ESSENTIAL CONCEPTS, SKILLS, AND EXPERIENCES

---

#### **ART CRITICISM**

*It is expected that students will:*

- (1)1.1 describe works of art, using appropriate vocabulary, e.g., list or name subject matter, identify visual characteristics [NS 2.3.1]
- (1)1.2 analyze works of art, e.g., name elements and principles of design; discuss media, techniques, etc. [NS 2.3.1]
- (1)1.3 interpret works of art, e.g., describe possible meanings [NS 5.3.3]
- (1)1.4 judge works of art
  - a. share opinions to evaluate the presentation of subject matter, symbols, and ideas
  - b. share opinions to assess observed characteristics, merits, and meanings
  - c. support opinions and points of view by citing artwork
- (1)1.5 share/assess/evaluate own artwork for:
  - a. presentation of subject matter, symbols, and ideas
  - b. characteristics, merits, and meanings

#### **ART HISTORY**

*It is expected that students will:*

- (1)2.1 examine historical/cultural context, e.g., observe works of art as belonging to particular cultures, times, or places [NS 4.3.2]
- (1)2.2 discuss materials, processes, purposes, and functions, e.g., learn how artist's choices are influenced by time and place [NS 4.3.2]
- (1)2.3 discuss artistic styles, e.g., find characteristics in works of art that identify individual artists, groups of artists, or cultures [NS 4.3.2]

## VISUAL ARTS GRADE ONE (continued)

---

### AESTHETICS

*It is expected that students will:*

- (1)3.1 engage in aesthetic inquiry through various aesthetic issues/topics
  - a. artist's intent and viewer's interpretation
  - b. purposes for works of art
- (1)3.2 discover aesthetic positions/stances
  - a. realism (art that is true to life)
  - b. expressionism (art that shows feelings)
  - c. functionalism (art with a practical purpose)

### ART PRODUCTION

*It is expected that students will:*

- (1)4.1 demonstrate elements of art as observed in artworks and in nature: line, shape, color, texture [NS 2.3.4]
- (1)4.2 demonstrate design concepts & principles as observed in artworks and in nature: repetition, pattern, symmetry, geometric shape, color theory (mix secondary colors from primary hues) [NS 2.3.4]
- (1)4.3 demonstrate choice of subject matter and symbols to communicate an intended meaning [NS 3.3.2]
- (1)4.4 draw; using varied media, techniques, and processes [NS 1.3.3]
- (1)4.5 paint; using varied media, techniques, and processes [NS 1.3.3]
- (1)4.6 create a minimum of one three-dimensional art form using varied media, techniques, and processes
  - a. sculpture (fully three-dimensional) [NS 1.3.3] **or**
  - b. relief (raised elements on a background) [NS 1.3.3](Media may be chosen from paper, papier maché, found objects, plaster, modeling clay, etc.)
- (1)4.7 create a ceramic object using media, techniques, and processes
  - a. clay modeling (manipulating in three-dimensions) e.g., forming human figures, animals, etc. [NS 1.3.3] **or**
  - b. pottery (functional vessels)e.g., pinch pots, coiled cups, slab bowls, or boxes, etc. [NS 1.3.3]
- (1)4.8 make prints; using media, techniques, and processes for:
  - a. stamp prints [NS 1.3.3]
  - b. mono prints [NS 1.3.3]
- (1)4.9 weave using varied media, techniques, and processes [NS 1.3.3]
- (1)4.10 represent architecture; using two-dimensional or three-dimensional media, techniques, and processes [NS 1.3.3]
- (1)4.11 work in at least one mixed medium; using varied techniques and processes, e.g., collage, wearable art (garments, head pieces, etc.), puppetry, book-making, jewelry, animation, combined media, etc. [NS 1.3.3]
- (1)4.12 create a work of art that shows the influence of a particular historical period or culture [NS 4.3.3]