

VISUAL ARTS

GRADE THREE

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:

- (3)1.1 describe works of art, using appropriate vocabulary, e.g., list or name subject matter and/or symbols [NS 2.3.1]
- (3)1.2 analyze works of art, e.g., identify elements and principles of design; discuss media, forms, techniques, etc. [NS 2.3.1]
- (3)1.3 interpret works of art, e.g., describe possible meanings [NS 5.3.3]
- (3)1.4 judge works of art, based on observed merits
 - a. share opinions
 - b. support opinions, points of view by citing artwork
- (3)1.5 evaluate/share own artwork

ART HISTORY

It is expected that students will:

- (3)2.1 examine historical/cultural context, e.g., associate works of art with their cultures, times, or places [NS 4.3.2]
- (3)2.2 discuss materials, processes, purposes, e.g., learn how artist's choices are influenced by culture, time, and place [NS 4.3.2]
- (3)2.3 discuss artistic styles, e.g., name characteristics in works of art that identify individual artists, groups of artists, or cultures [NS 4.3.2]
- (3)2.4 examine inventions and technology in art, e.g., observe how changes in tools and methods affect the appearance of art [NS 4.3.2]

VISUAL ARTS GRADE THREE (continued)

AESTHETICS

It is expected that students will:

- (3)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
 - c. beauty and ugliness
 - d. defining art
- (3)3.2 discover/discuss aesthetic positions/stances
 - a. realism (art that is true to life)
 - b. expressionism (art that shows feelings)
 - c. functionalism (art with a practical purpose)
 - d. hedonism (art that is beautiful and pleasant)
 - e. formalism (art that emphasizes design)

ART PRODUCTION

It is expected that students will:

- (3)4.1 demonstrate elements of art: line, shape, color, texture, value, form, space [NS 2.3.4]
- (3)4.2 demonstrate design concepts & principles: repetition, pattern, symmetry, geometric shape, color theory (mix intermediate or tertiary colors), scale, contrast, overlapping, contours, emphasis, composition, organic shape [NS 2.3.4]
- (3)4.3 demonstrate choice of subject matter and/or symbols to communicate an intended meaning [NS 3.3.2]
- (3)4.4 draw using varied media, techniques, and processes [NS 1.3.3]
- (3)4.5 paint using varied media, techniques, and processes [NS 1.3.3]
- (3)4.6 create a minimum of one three-dimensional art form using varied media, techniques, and processes for either
 - a. sculpture (fully three-dimensional) [NS 1.3.3] or
 - b. relief (raised elements on a background)(Media may be chosen from paper, papier maché, found objects, plaster, modeling clay, etc.) [NS 1.3.3]
- (3)4.7 create a ceramic object using media, techniques, and processes for either
 - 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]
- (3)4.8 make prints; using media, techniques, and processes for multiple edition prints [NS 1.3.3]
- (3)4.9 weave; using varied media, techniques, and processes [NS 1.3.3]
- (3)4.10 represent architecture; using two-dimensional or three-dimensional media, techniques, and processes [NS 1.3.3]
- (3)4.11 work in at least one mixed medium, using varied techniques and processes, e.g., collage, wearable art (garments, head pieces, etc.), mask-making, puppetry, book-making, jewelry, animation, combined media, etc. [NS 1.3.3]
- (3)4.12 create a work of art that shows the influence of a particular historical period or culture [NS 4.3.3]