

VISUAL ARTS

GRADE FOUR

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:

- (4)1.1 describe works of art, using appropriate vocabulary, e.g., identify subject matter, symbols and/or ideas; distinguish media, techniques or processes; examine visual characteristics [NS 1.5.1, NS 2.5.1]
- (4)1.2 analyze works of art, e.g., distinguish the application of elements and principles of design, etc. [NS 5.5.1]
- (4)1.3 interpret works of art, e.g., describe possible meanings [NS 5.5.3]
- (4)1.4 judge works of art, based on observed merits
 - a. share opinions [NS 5.5.4]
 - b. support opinions, points of view by citing artwork [NS 5.5.1]
- (4)1.5 evaluate/share own artwork [NS 3.5.3, NS 5.5.3]

ART HISTORY

It is expected that students will:

- (4)2.1 examine historical/cultural context, e.g., categorize works of art according to culture, time or place [NS 4.5.2]
- (4)2.2 discuss materials, processes, purposes, e.g., learn how artist's choices are influenced by time and place [NS 4.5.2]
- (4)2.3 discuss artistic styles, e.g., describe characteristics in works of art that identify individual artists, groups of artists, or cultures [NS 4.5.2]

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- (4)2.4 examine inventions and technology in art, e.g., observe how changes in tools and methods affect the appearance of art [NS 4.5.2]
- (4)2.5 discuss social impact of art on culture, e.g., learn how art can influence people's ideas, feelings, or actions [NS 4.5.2]
- (4)2.6 engage in art historical research/inquiry, e.g., find answers to questions about an art object's time, place or people by examining images, reading, listening, etc. [NS 4.5.2]

AESTHETICS

It is expected that students will:

- (4)3.1 engage in aesthetic inquiry through various aesthetic issues/topics
 - a. artist's intent and viewer's interpretation [NS 3.5.1]
 - b. purposes for works of art [NS 2.5.2]
 - c. beauty and ugliness [NS 2.5.3]
 - d. defining art [NS 2.5.3]
 - e. creativity, the creative process, originality [NS 1.5.2]
- (4)3.2 discuss aesthetic positions/stances
 - a. realism (art that is true to life) [NS 2.5.1]
 - b. expressionism (art that shows feelings) [NS 2.5.2]
 - c. functionalism (art with a practical purpose) [NS 2.5.2]
 - d. hedonism (art that is beautiful and pleasant) [NS 2.5.3]
 - e. formalism (art that emphasizes design) [NS 2.5.1]

ART PRODUCTION

It is expected that students will:

- (4)4.1 demonstrate elements of art: line, shape, color, texture, value, form, space [NS 2.5.4]
- (4)4.2 demonstrate design concepts and principles: repetition, pattern, symmetry, geometric shape, color theory (mix complementary colors and tones/hues), scale, contrast, overlapping, contours, emphasis, composition, organic shape, unity/harmony, negative shape/space, balance [NS 2.5.4]
- (4)4.3 create works of art that communicate ideas through subject matter and symbols [NS 3.5.2]
- (4)4.4 draw; using varied media, techniques, and processes [NS 1.5.3]
- (4)4.5 paint; using varied media, techniques, and processes [NS 1.5.3]
- (4)4.6 create a minimum of one three-dimensional art form using varied media, techniques, and processes
 - a. sculpture (fully three-dimensional) [NS 1.5.3] **or**
 - b. relief (raised elements on a background) [NS 1.5.3](Media may be chosen from paper, papier maché, found objects, plaster, modeling clay, etc.)
- (4)4.7 create a ceramic object using varied media, techniques, and processes
 - a. clay modeling (manipulating in three-dimensions) e.g., forming human figures, animals, etc. [NS 1.5.3] **or**
 - b. pottery (functional vessels) e.g., pinch pots, coiled cups, slab bowls or boxes, etc. [NS 1.5.3]

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- (4)4.8 make prints; using media, techniques, and processes for multiple edition print [NS 1.5.3]
- (4)4.9 weave; using varied media such as using paper, yarn, other fibers, etc., and applying the techniques and processes of weaving [NS 1.5.3]
- (4)4.10 represent architecture; using two-dimensional or three-dimensional media, techniques, and processes [NS 1.5.3]
- (4)4.11 work in at least one mixed medium; using varied media, techniques, and processes, e.g., collage, wearable art (garments, head pieces, etc.), mask-making, puppetry, book-making, jewelry, animation, combined media, etc. [NS 1.5.3]
- (4)4.12 create a work of art that shows the influence of a particular historical period or culture [NS 4.5.3]
- (4)4.13 use technology to create works of art, e.g., computer art [NS 1.5.3]