

SCOPE & SEQUENCE -- K-12 VISUAL ART STANDARDS

Florida Department of Education, adopted 2010

NEXT GENERATION SUNSHINE STATE STANDARDS (NGSSS)

Grade Specific Course Descriptions (K-12)

Big Ideas (Strands); Enduring Understandings (Standards); Grade Specific Standards (Benchmarks)

Through participation in the ANNUAL REPURPOSED DOODAD SCULPTURE CONTEST, students will demonstrate mastery and proficiency of the highlighted Grade Specific Standards (Benchmarks).

All instruction related to Visual Art standards should be framed by the Big Ideas and Enduring Understandings. Non-Visual Art standards listed in art courses are also required and should be fully integrated in support of arts instruction. All courses incorporate hands-on activities and consumption of art materials.

GRADE SPECIFIC COURSE DESCRIPTIONS

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
5001010	5001020	5001030	5001040	5001050	5001060		

BIG IDEA - C (Strand)

Critical Thinking and Reflection: Critical and creative thinking, self-expression, and communication with others are central to the arts.

ENDURING UNDERSTANDING 1 (Standard)

Cognition and reflection are required to appreciate, interpret, and create with artistic intent.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.C.1.1	VA.1.C.1.1	VA.2.C.1.1	VA.3.C.1.1	VA.4.C.1.1	VA.5.C.1.1	VA.68.C.1.1	VA.912.C.1.1
Create and share personal works of art with others.	Create and discuss works of art that convey personal interests.	Use the art-making process to communicate personal interests and self-expression.	Use the art-making process to develop ideas for self-expression.	Integrate ideas during the art-making process to convey meaning in personal works of art.	Develop a range of interests in the art-making process to influence personal decision-making.	Apply a range of interests and contextual connections to influence the art-making and self-reflection processes.	Integrate curiosity, range of interests, attentiveness, complexity, and artistic intention in the art-making process to demonstrate self-expression.
	VA.1.C.1.2	VA.2.C.1.2	VA.3.C.1.2	VA.4.C.1.2	VA.5.C.1.2	VA.68.C.1.2	VA.912.C.1.2
	Gather clues to help interpret and reflect on works of art.	Reflect on and discuss various possible meanings in works of art.	Reflect on and interpret works of art, using observation skills, prior knowledge, and experience.	Describe observations and apply prior knowledge to interpret visual information and reflect on works of art.	Use prior knowledge and observation skills to reflect on, analyze, and interpret exemplary works of art.	Use visual evidence and prior knowledge to reflect on multiple interpretations of works of art.	Use critical-thinking skills for various contexts to develop, refine, and reflect on an artistic theme.
					VA.5.C.1.3	VA.68.C.1.3	VA.912.C.1.3
					Examine and discuss exemplary works of art to distinguish which qualities may be used to evaluate personal works.	Identify qualities of exemplary artworks that are evident and transferable to the judgment of personal work. e.g., personal, cultural, historical	Evaluate the technical skill, aesthetic appeal, and/or social implication of artistic exemplars to formulate criteria for assessing personal work.
							VA.912.C.1.4
							Apply art knowledge and contextual information to analyze how content and ideas are used in works of art. e.g., symbolism, spatial relationships
							VA.912.C.1.5
							Analyze how visual information is developed in specific media to create a recorded visual image. e.g., four-dimensional media, motion or multi-media

							VA.912.C.1.6
							Identify rationale for aesthetic choices in recording visual media. e.g., two-, three-, and four-dimensional media, motion or multi-media
							VA.912.C.1.7
							Analyze challenges and identify solutions for three-dimensional structural problems.
							VA.912.C.1.8
							Explain the development of meaning and procedural choices throughout the creative process to defend artistic intention.

BIG IDEA - C (Strand)

Critical Thinking and Reflection: Critical and creative thinking, self-expression, and communication with others are central to the arts.

ENDURING UNDERSTANDING 2 (Standard)

Assessing our own and others' artistic work, using critical-thinking, problem-solving, and decision-making skills, is central to artistic growth.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.C.2.1	VA.1.C.2.1	VA.2.C.2.1	VA.3.C.2.1	VA.4.C.2.1	VA.5.C.2.1	VA.68.C.2.1	VA.912.C.2.1
Describe personal choices made in the creation of artwork.	Describe visual imagery used to complete artwork.	Use appropriate decision-making skills to meet intended artistic objectives.	Assess personal artworks for completeness and success in meeting intended objectives.	Revise artworks to meet established criteria. e.g., criteria set by teacher, student, or both	Revise artwork as a necessary part of the creative process to achieve an artistic goal.	Assess personal artwork during production to determine areas of success and needed change for achieving self-directed or specified goals	Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective.
VA.K.C.2.2	VA.1.C.2.2	VA.2.C.2.2	VA.3.C.2.2	VA.4.C.2.2	VA.5.C.2.2	VA.68.C.2.2	VA.912.C.2.2
Identify media used by self or peers.	Use various media or techniques to learn how changes affect the completed artwork.	Identify skillful techniques used in works by peers and others. e.g., painting, drawing, clay, collage, printmaking techniques	Compare techniques used by peers and established artists as a basis for improving one's own work.	Use various resources to generate ideas for growth in personal works.	Analyze personal artworks to articulate the motivations and intentions in creating personal works of art.	Evaluate artwork objectively during group assessment to determine areas for refinement.	Assess the works of others, using established or derived criteria, to support conclusions and judgments about artistic progress.
		VA.2.C.2.3	VA.3.C.2.3	VA.4.C.2.3	VA.5.C.2.3	VA.68.C.2.3	VA.912.C.2.3
		Use suggestions from others to modify the structural elements of art.	Use constructive criticism to improve artwork.	Develop and support ideas from various resources to create unique artworks.	Apply established criteria to the art-making process to measure artistic growth. e.g., criteria set by teacher, student, or both	Examine artworks to form ideas and criteria by which to judge/assess and inspire personal works and artistic growth.	Process and apply constructive criticism as formative assessment for continued growth in art-making skills.
					VA.5.C.2.4	VA.68.C.2.4	VA.912.C.2.4
					Identify examples of constructive criticism and use them to improve artworks and enhance artistic growth.	Use constructive criticism as a purposeful tool for artistic growth.	Classify artworks, using accurate art vocabulary and knowledge of art history to identify and categorize movements, styles, techniques, and materials.
							VA.912.C.2.5
							Develop and use criteria to select works for a portfolio and defend one's artistic choices with a written, oral, and/or recorded analysis.

							VA.912.C.2.6
							Investigate the process of developing a coherent, focused concept in a body of work comprised of multiple artworks.
							VA.912.C.2.7
							Assess the challenges and outcomes associated with the media used in a variety of one's own works.
							VA.912.C.2.8
							Compare artwork, architecture, designs, and/or models to understand how technical and utilitarian components impact aesthetic qualities.

BIG IDEA - C (Strand)

Critical Thinking and Reflection: Critical and creative thinking, self-expression, and communication with others are central to the arts.

ENDURING UNDERSTANDING 3 (Standard)

The processes of critiquing works of art lead to development of critical-thinking skills transferable to other contexts.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
	VA.1.C.3.1	VA.2.C.3.1	VA.3.C.3.1	VA.4.C.3.1	VA.5.C.3.1	VA.68.C.3.1	VA.912.C.3.1
	Identify vocabulary that is used in both visual art and other contexts. e.g., pattern: art, math, science; texture: art, science; main idea: art, music, language arts; shape: art, math, science	Use accurate art vocabulary to identify connections among visual art and other contexts.	Critique one's own and others' artworks, and identify the use of structural elements of art and organizational principles of design.	Use accurate art vocabulary when analyzing works of art.	Use the structural elements of art and organizational principles of design when engaged in art criticism.	Incorporate accurate art vocabulary during the analysis process to describe the structural elements of art and organizational principles of design.	Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork. e.g., four-step method of art criticism, visual-thinking skills, aesthetic
	VA.1.C.3.2	VA.2.C.3.2	VA.3.C.3.2	VA.4.C.3.2	VA.5.C.3.2	VA.68.C.3.2	VA.912.C.3.2
	Distinguish between artwork, utilitarian objects, and objects from nature.	Compare artworks with utilitarian objects and use accurate art vocabulary to describe how they are the same and how they are different.	Describe the connections between visual art and other contexts through observation and art criticism.	Compare purposes for the structural elements of art and organizational principles of design in artworks and utilitarian objects.	Use art-criticism processes to form a hypothesis about an artist's or designer's intent when creating artworks and/or utilitarian objects. e.g., inference from color, line, shape, form	Examine and compare the qualities of artworks and utilitarian objects to determine their aesthetic significance. e.g., comparison, classification, cause and effect, reasoning, hypothesizing, critiquing	Develop and apply criteria to determine how aesthetic works are aligned with a personal definition of "art."
			VA.3.C.3.3	VA.4.C.3.3	VA.5.C.3.3	VA.68.C.3.3	VA.912.C.3.3
			Explain the similarities and differences between artworks and utilitarian objects.	Use the art-making process, analysis, and discussion to identify the connections between art and other disciplines.	Critique works of art to understand the content and make connections with other content areas. e.g., themes: language arts; media: science - color, math - shapes; styles: history - event; techniques: technology	Use analytical skills to understand meaning and explain connections with other contexts.	Examine relationships among social, historical, literary, and/or other references to explain how they are assimilated into artworks.
						VA.68.C.3.4	VA.912.C.3.4
						Compare the uses for artwork and utilitarian objects to determine their significance in society.	Use analytical skills to examine issues in non-visual art contexts. e.g., review objective facts; suspend judgment; see the parts, visualize the finished product.

							VA.912.C.3.5
							Make connections between timelines in other content areas and timelines in the visual arts.
							VA.912.C.3.6
							Discuss how the aesthetics of artwork and utilitarian objects have changed over time. e.g., Native American blanket or Roman helmet and breastplate crafted for functionality, now exhibited as art

BIG IDEA - S (Strand)

Skills, Techniques, and Processes: Through dance, music, theatre, and visual art, students learn that beginnings, amateurs, and professionals benefit from working to improve and maintain skills over time.

ENDURING UNDERSTANDING 1 (Standard)

The arts are inherently experiential and actively engage learners in the processes of creating, interpreting, and responding to art.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.S.1.1	VA.1.S.1.1	VA.2.S.1.1	VA.3.S.1.1	VA.4.S.1.1	VA.5.S.1.1	VA.68.S.1.1	VA.912.S.1.1
Explore art processes and media to produce artworks. e.g., stamp, glue, form, tear, cut, fold; chalk, crayon, marker, pencil, watercolor, tempera, fingerpaint	Experiment with art processes and media to express ideas. e.g., brush: type, pressure; monoprint; stitch; weave; oil pastel; sculpture: additive, subtractive	Experiment with tools and techniques as part of art-making processes. e.g., brush for details, fiber, series of prints, mixed media, clay	Manipulate tools and media to enhance communication in personal artworks.	Manipulate tools and materials to achieve diverse effects in personal works of art. e.g., charcoal, colored pencil, block printing: reduction, stencil	Use various art tools, media, and techniques to discover how different choices change the effect on the meaning of an artwork. e.g., clay: relief, pinch, coil, slab construction; three-color reduction print; silkscreen; basketry; bas relief; soft sculpture	Manipulate content, media, techniques, and processes to achieve communication with artistic intent.	Use innovative means and perceptual understanding to communicate through varied content, media, and art techniques.
VA.K.S.1.2	VA.1.S.1.2	VA.2.S.1.2	VA.3.S.1.2	VA.4.S.1.2	VA.5.S.1.2	VA.68.S.1.2	VA.912.S.1.2
Produce artwork influenced by personal decisions and ideas.	Use varied processes to develop artistic skills when expressing personal thoughts, feelings, and experiences. e.g., media-specific techniques	Use diverse resources to inspire expression of personal ideas and experiences in works of art. e.g., media, new technology	Use diverse resources to inspire artistic expression and achieve varied results. e.g., media center, technology, print materials	Explore and use media, technology, and other art resources to express ideas visually.	Use media, technology, and other resources to inspire personal art-making decisions. e.g., books, magazines, Internet, cameras, art visuals	Use media, technology, and other resources to derive ideas for personal art-making.	Investigate the use of technology and other resources to inspire art-making decisions.
	VA.1.S.1.3	VA.2.S.1.3	VA.3.S.1.3	VA.4.S.1.3	VA.5.S.1.3	VA.68.S.1.3	VA.912.S.1.3
	Create works of art to tell a personal story.	Explore art from different time periods and cultures as sources for inspiration.	Incorporate ideas from art exemplars for specified time periods and cultures. e.g., concepts, technique, media, subject matter	Create artworks that integrate ideas from culture or history.	Create artworks to depict personal, cultural, and/or historical themes. e.g., woven mats, clay dolls, quilts	Use ideas from cultural, historical, and artistic references to create personal responses in personal artwork. e.g., texts, visual media, Internet, museums, Florida history, Holocaust, African American history	Interpret and reflect on cultural and historical events to create art. e.g., texts, visual media, Internet, museums, Florida history, Holocaust, African American history
	VA.1.S.1.4	VA.2.S.1.4	VA.3.S.1.4	VA.4.S.1.4	VA.5.S.1.4	VA.68.S.1.4	VA.912.S.1.4
	Use accurate art vocabulary to communicate ideas about art.	Use accurate art vocabulary to discuss art.	Choose accurate art vocabulary to describe works of art and art processes.	Use accurate art vocabulary to discuss works of art and the creative process.	Use accurate art vocabulary to communicate about works of art and artistic and creative processes.	Use accurate art vocabulary to explain the creative and art-making processes.	Demonstrate effective and accurate use of art vocabulary throughout the art-making process.

						VA.68.S.1.5	VA.912.S.1.5
						Explore various subject matter, themes, and historical or cultural events to develop an image that communicates artistic intent.	Compare the aesthetic impact of images created with different media to evaluate advantages or disadvantages within the art process. e.g., snapshot vs. photograph, drawing vs. digital mark-
							VA.912.S.1.6
							Describe processes and techniques used to record visual imagery. e.g., drawing, sculpting, digital multi-media
							VA.912.S.1.7
							Manipulate lighting effects, using various media to create desired results. e.g., portrait photography, painting reflection, digital rendering, aperture vs. shutter speed
							VA.912.S.1.8
							Use technology to simulate art-making processes and techniques. e.g., drawing subtleties, watercolor painting techniques
							VA.912.S.1.9
							Use diverse media and techniques to create paintings that represent various genres and schools of painting. e.g., wet media, technology

BIG IDEA - S (Strand)

Skills, Techniques, and Processes: Through dance, music, theatre, and visual art, students learn that beginnings, amateurs, and professionals benefit from working to improve and maintain skills over time.

ENDURING UNDERSTANDING 2 (Standard)

Development of skills, techniques, and processes in the arts strengthens our ability to remember, focus on, process, and sequence information.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
	VA.1.S.2.1	VA.2.S.2.1	VA.3.S.2.1	VA.4.S.2.1	VA.5.S.2.1	VA.68.S.2.1	VA.912.S.2.1
	Practice correct use of tools with various art media, techniques, and processes.	Develop artistic skills through repeated experiences with art media, techniques, processes, and tools.	Integrate the structural elements of art and organizational principles of design with sequential procedures and techniques to achieve an artistic goal.	Organize the structural elements of art to achieve an artistic objective.	Organize the structural elements of art to support planning, strengthen focus, and implement artistic vision.	Organize the structural elements of art to achieve artistic goals when producing personal works of art.	Demonstrate organizational skills to influence the sequential process when creating artwork.
	VA.1.S.2.2	VA.2.S.2.2	VA.3.S.2.2	VA.4.S.2.2	VA.5.S.2.2	VA.68.S.2.2	VA.912.S.2.2
	Describe the steps used in art production.	Follow sequential procedures focused on art production.	Follow procedures, focusing on the art-making process.	Demonstrate the ability to recall art procedures and focus on art processes through to the end of production.	Identify sequential procedures to engage in art production. e.g., safety procedures, media processes, organizational procedures	Create artwork requiring sequentially ordered procedures and specified media to achieve intended results.	Focus on visual information and processes to complete the artistic concept.
					VA.5.S.2.3	VA.68.S.2.3	VA.912.S.2.3
					Visualize the end product to justify artistic choices of tools, techniques, and processes.	Use visual-thinking and problem-solving skills in a sketchbook or journal to identify, practice, develop ideas, and resolve challenges in the creative process.	Demonstrate visual-thinking skills to process the challenges and execution of a creative endeavor.
							VA.912.S.2.4
							Use information resources to develop concepts representing diversity and effectiveness for using selected media and techniques in a sketchbook or journal.

							VA.912.S.2.5
							Demonstrate use of perceptual, observational, and compositional skills to produce representational, figurative, or abstract imagery.
							VA.912.S.2.6
							Incorporate skills, concepts, and media to create images from ideation to resolution. e.g., structural elements of art, organizational principles of design, breadth

BIG IDEA - S (Strand)

Skills, Techniques, and Processes: Through dance, music, theatre, and visual art, students learn that beginnings, amateurs, and professionals benefit from working to improve and maintain skills over time.

ENDURING UNDERSTANDING 3 (Standard)

Through purposeful practice, artists learn to manage, master, and refine simple, then complex, skills and techniques.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.S.3.1	VA.1.S.3.1	VA.2.S.3.1	VA.3.S.3.1	VA.4.S.3.1	VA.5.S.3.1	VA.68.S.3.1	VA.912.S.3.1
Develop artistic skills through the repeated use of tools, processes, and media. e.g., media-specific techniques, eye-hand coordination, fine-motor skills	Practice skills and techniques to create with two- and/or three-dimensional media. e.g., eye-hand coordination, fine-motor skills	Manipulate art materials and refine techniques to create two- and/or three-dimensional personal works. e.g., eye-hand coordination, fine-motor skills	Use materials, tools, and processes to achieve an intended result in two- and/or three-dimensional artworks.	Experiment with various materials, tools, techniques, and processes to achieve a variety of results in two- and/or three-dimensional artworks.	Use materials, tools, techniques, and processes to achieve expected results in two- and/or three-dimensional artworks.	Use two-dimensional or three-dimensional art materials and tools to understand the potential and limitations of each.	Manipulate materials, techniques, and processes through practice and perseverance to create a desired result in two- and/or three-dimensional artworks.
VA.K.S.3.2	VA.1.S.3.2	VA.2.S.3.2	VA.3.S.3.2	VA.4.S.3.2	VA.5.S.3.2	VA.68.S.3.2	VA.912.S.3.2
Practice skills to develop craftsmanship.	Discuss the qualities of good craftsmanship.	Demonstrate growth in craftsmanship through purposeful practice.	Develop craftsmanship skills through repeated practice.	Plan and produce art through ongoing practice of skills and techniques.	Use craftsmanship and technical ability in personal works to show refinement of skills over time.	Develop spontaneity and visual unity in artwork through repeated practice and refined craftsmanship.	Demonstrate a balance between spontaneity and purpose to produce complex works of art with conviction and disciplined craftsmanship.
VA.K.S.3.3	VA.1.S.3.3	VA.2.S.3.3	VA.3.S.3.3	VA.4.S.3.3	VA.5.S.3.3	VA.68.S.3.3	VA.912.S.3.3
Handle art tools and media safely in the art room.	Demonstrate safety procedures for using art tools and materials.	Follow directions for safety procedures and explain their importance in the art room.	Work within safety guidelines while using tools, media, techniques, and processes.	Follow procedures for using tools, media, techniques, and processes safely and responsibly.	Use tools, media, techniques, and processes in a safe and responsible manner.	Demonstrate understanding of safety protocols for media, tools, processes, and techniques.	Review, discuss, and demonstrate the proper applications and safety procedures for hazardous chemicals and equipment during the art-making process. e.g., electric drill, carving and cutting tools, paper cutter, kiln, Material Safety Data Sheets (MSDS) labels: glazes, chemicals, etching solutions

	VA.1.S.3.4	VA.2.S.3.4	VA.3.S.3.4	VA.4.S.3.4	VA.5.S.3.4	VA.68.S.3.4	VA.912.S.3.4
	Identify and be respectful of artwork that belongs to others and represents their ideas. e.g., positive comments, proper handling of others' work and materials, encouragement, courtesy	Describe the differences between using one's own ideas, using someone else's ideas as one's own, and drawing inspiration from the works of others. e.g., plagiarism, appropriation from the Internet and other sources	Demonstrate awareness of copyright laws to show respect for the ideas of others when creating art. e.g., plagiarism, appropriation from the Internet and other sources	Discuss the importance of copyright law in regard to the creation and production of art. e.g., plagiarism, appropriation from the Internet and other sources	Use ethical standards, including copyright laws, when producing works of art. e.g., ethics, plagiarism, appropriation from the Internet and other sources	Demonstrate respect for copyright laws and intellectual property ownership when creating and producing works of art. e.g., ethics, plagiarism, appropriation from the Internet and other sources	Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art. e.g., plagiarism, appropriation from the Internet and other sources
						VA.68.S.3.5	VA.912.S.3.5
						Apply two-dimensional techniques and media to create or enhance three-dimensional artwork.	Create multiple works that demonstrate thorough exploration of subject matter and themes.
							VA.912.S.3.6
							Develop works with prominent personal vision revealed through mastery of art tasks and tools.
							VA.912.S.3.7
							Use and maintain tools and equipment to facilitate the creative process. e.g., sewing machine, pottery wheel, kiln, technology, printing press, hand tools
							VA.912.S.3.8
							Develop color-mixing skills and techniques through application of the principles of heat properties and color and light theory. e.g., media: ceramics, glass, wet, dry, digital
							VA.912.S.3.9
							Manipulate and embellish malleable or rigid materials to construct representational or abstract forms. e.g., enameling, fiber or metal construction, ceramics

							VA.912.S.3.10
							Develop skill in sketching and mark-making to plan, execute, and construct two-dimensional images or three-dimensional models. e.g., drawing: complex composition; architectural rendering: plans and models;
							VA.912.S.3.11
							Store and maintain equipment, materials, and artworks properly in the art studio to prevent damage and/or cross-contamination.
							VA.912.S.3.12
							Develop competence and dexterity, through practice, in the use of processes, tools, and techniques for various media. e.g., printmaking: relief print; ceramics: wheel-throwing; drawing: charcoal; painting: watercolor; technology: layering images
							VA.912.S.3.13
							Create three-dimensional modeled and rendered objects in figurative and nonfigurative digital applications.

BIG IDEA - O (Strand)

Organizational Structure: Works in dance, music, theatre, and visual art are organized by elements and principles that guide creators, interpreters, and responders.

ENDURING UNDERSTANDING 1 (Standard)

Understand the organizational structure of an art form provides a foundation for appreciation of artistic works and respect for the creative process.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.O.1.1	VA.1.O.1.1	VA.2.O.1.1	VA.3.O.1.1	VA.4.O.1.1	VA.5.O.1.1	VA.68.O.1.1	VA.912.O.1.1
Explore the placement of the structural elements of art in personal works of art.	Identify and use the structural elements of art and organizational principles of design to support artistic development.	Employ structural elements of art and organizational principles of design in personal work to develop awareness of the creative process.	Demonstrate how the organizational principles of design are used to arrange the structural elements of art in personal work.	Use the structural elements of art and organizational principles of design to understand the art-making process.	Use structural elements of art and organizational principles of design to develop content in artwork.	Make connections between the structural elements of art and the organizational principles of design to understand how artwork is unified.	Use the structural elements of art and the organizational principles of design in works of art to establish an interpretive and technical foundation for visual coherence.
				VA.4.O.1.2	VA.5.O.1.2	VA.68.O.1.2	VA.912.O.1.2
				Identify the structural elements of art used to unite an artistic composition.	Organize the structural elements of art to achieve visual unity.	Identify the function of structural elements of art and organizational principles of design to create and reflect on artwork.	Use and defend the choice of creative and technical skills to produce artworks.
					VA.5.O.1.3	VA.68.O.1.3	VA.912.O.1.3
					Explain how creative and technical ability is used to produce a work of art.	Combine creative and technical knowledge to produce visually strong works of art.	Research and use the techniques and processes of various artists to create personal works.
						VA.68.O.1.4	VA.912.O.1.4
						Create artworks that demonstrate skilled use of media to convey personal vision.	Compare and analyze traditional and digital media to learn how technology has altered opportunities for innovative responses and results.
							VA.912.O.1.5
							Investigate the use of space, scale, and environmental features of a structure to create three-dimensional form or the illusion of depth and form.

BIG IDEA - O (Strand)

Organizational Structure: Works in dance, music, theatre, and visual art are organized by elements and principles that guide creators, interpreters, and responders.

ENDURING UNDERSTANDING 2 (Standard)

The structural rules and conventions of an art form serve as both a foundation and departure point for creativity.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.O.2.1	VA.1.O.2.1	VA.2.O.2.1	VA.3.O.2.1	VA.4.O.2.1	VA.5.O.2.1	VA.68.O.2.1	VA.912.O.2.1
Generate ideas and images for artworks based on memory, imagination, and experiences.	Create imagery and symbols to express thoughts and feelings.	Use personal experience to convey meaning or purpose in creating artworks.	Use creative and innovative ideas to complete personal artworks.	Use a variety of resources and art skills to overcome visual challenges in personal artworks.	Analyze works of art that document people and events from a variety of places and times to synthesize ideas for creating artwork. e.g., knowledge, empathy, technique, artistic choices, symbolic choices	Create new meaning in artworks through shared language, expressive content, and ideation.	Construct new meaning through shared language, ideation, expressive content, and unity in the creative process.
					VA.5.O.2.2	VA.68.O.2.2	VA.912.O.2.2
					Use a variety of sources for ideas to resolve challenges in creating original works.	Investigate the problem-solving qualities of divergent thinking as a source for new visual symbols and images.	Solve aesthetic problems, through convergent and divergent thinking, to gain new perspectives.
						VA.68.O.2.3	VA.912.O.2.3
						Create a work of personal art using various media to solve an open-ended artistic problem.	Investigate an idea in a coherent and focused manner to provide context in the visual arts.
						VA.68.O.2.4	VA.912.O.2.4
						Select various media and techniques to communicate personal symbols and ideas through the organization of the structural elements of art.	Concentrate on a particular style, theme, concept, or personal opinion to develop artwork for a portfolio, display, or exhibition.

BIG IDEA - O (Strand)

Organizational Structure: Works in dance, music, theatre, and visual art are organized by elements and principles that guide creators, interpreters, and responders.

ENDURING UNDERSTANDING 3 (Standard)

Every art form uses its own unique language, verbal and non-verbal, to document and communicate with the world.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.O.3.1	VA.1.O.3.1	VA.2.O.3.1	VA.3.O.3.1	VA.4.O.3.1	VA.5.O.3.1	VA.68.O.3.1	VA.912.O.3.1
Create works of art to document experiences of self and community.	Use personal symbols in artwork to document surroundings and community.	Create personally meaningful works of art to document and explain ideas about local and global communities.	Use symbols, visual language, and/or written language to document self or others.	Apply meaning and relevance to document self or others visually in artwork. e.g., personal ideas, observations	Create meaningful and unique works of art to effectively communicate and document a personal voice.	Select and use the structural elements of art and organizational principles of design to document images in various formats for public audiences. e.g., digital, presentation, artworks, video/motion	Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience.
						VA.68.O.3.2	VA.912.O.3.2
						Discuss the communicative differences between specific two- and three-dimensional works of art.	Create a series of artworks to inform viewers about personal opinions and/or current issues.

BIG IDEA - H (Strand)

Historical and Global Connections: Experiences in the arts foster understanding, acceptance, and enrichment among individuals, groups, and cultures from around the world and across time.

ENDURING UNDERSTANDING 1 (Standard)

Through study in the arts, we learn about and honor others and the worlds in which they live(d).

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.H.1.1	VA.1.H.1.1	VA.2.H.1.1	VA.3.H.1.1	VA.4.H.1.1	VA.5.H.1.1	VA.68.H.1.1	VA.912.H.1.1
Describe art from selected cultures and places.	Discuss how different works of art communicate information about a particular culture.	Identify examples in which artists have created works based on cultural and life experiences.	Describe cultural similarities and differences in works of art.	Identify historical and cultural influences that have inspired artists to produce works of art.	Examine historical and cultural influences that inspire artists and their work.	Describe social, ecological, economic, religious, and/or political conditions reflected in works of art.	Analyze the impact of social, ecological, economic, religious, and/or political issues on the function or meaning of the artwork.
VA.K.H.1.2	VA.1.H.1.2	VA.2.H.1.2	VA.3.H.1.2	VA.4.H.1.2	VA.5.H.1.2	VA.68.H.1.2	VA.912.H.1.2
Follow directions for suitable behavior in an art audience.	Discuss suitable behavior expected of audience members. e.g., museum visits, artist presentations, school programs, assemblies	Distinguish between appropriate and inappropriate audience behavior.	Describe the importance of displaying suitable behavior as part of an art audience.	Identify suitable behavior for various art venues and events.	Use suitable behavior as a member of an art audience.	Identify suitable audience behavior needed to view or experience artworks found in school, art exhibits, museums, and/or community cultural venues.	Analyze the various functions of audience etiquette to formulate guidelines for conduct in different art venues.
VA.K.H.1.3	VA.1.H.1.3		VA.3.H.1.3	VA.4.H.1.3	VA.5.H.1.3	VA.68.H.1.3	VA.912.H.1.3
Explain how art-making can help people express ideas and feelings.	Describe ways in which artists use their work to share knowledge and life experiences.		Identify and be respectful of ideas important to individuals, groups, or cultures that are reflected in their artworks.	Describe artworks that honor and are reflective of particular individuals, groups, events, and/or cultures.	Identify and describe the importance a selected group or culture places on specific works of art.	Analyze and describe the significance of artwork from a selected group or culture to explain its importance to the population.	Examine the significance placed on art forms over time by various groups or cultures compared to current views on aesthetics.
				VA.4.H.1.4	VA.5.H.1.4	VA.68.H.1.4	VA.912.H.1.4
				Identify and practice ways of showing respect for one's own and others' personal works of art.	Explain the importance of artwork to show why respect is or should be given to the work of peer or specified professional artists.	Explain the significance of personal artwork, noting the connections between the creative process, the artist, and the artist's own history.	Apply background knowledge and personal interpretation to discuss cross-cultural connections among various artworks and the individuals, groups, cultures, events, and/or traditions they reflect.

							VA.912.H.1.5
							Investigate the use of technology and media design to reflect creative trends in visual culture.
							VA.912.H.1.6
							Create a timeline for the development of artists' materials to show multiple influences on the use of art media. e.g., economic, political, cultural, religious
							VA.912.H.1.7
							Research and report technological developments to identify influences on society. e.g., Camera Obscura, digital media
							VA.912.H.1.8
							Analyze and compare works in context, considering economic, social, cultural, and political issues, to define the significance and purpose of art. e.g., patronage, authority, iconography, gender, semiotics, deconstruction

							VA.912.H.1.9
							Describe the significance of major artists, architects, or masterworks to understand their historical influences.
							VA.912.H.1.10
							Describe and analyze the characteristics of a culture and its people to create personal art reflecting daily life and/or the specified environment. e.g., belief system, ecology, environment, current visual culture, economy

BIG IDEA - H (Strand)

Historical and Global Connections: Experiences in the arts foster understanding, acceptance, and enrichment among individuals, groups, and cultures from around the world and across time.

ENDURING UNDERSTANDING 2 (Standard)

The arts reflect and document cultural trends and historical events, and help explain how new directions in the arts have emerged.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.H.2.1	VA.1.H.2.1	VA.2.H.2.1	VA.3.H.2.1	VA.4.H.2.1	VA.5.H.2.1	VA.68.H.2.1	VA.912.H.2.1
Compare selected artworks from various cultures to find differences and similarities.	Compare artworks from different cultures, created over time, to identify differences in style and media.	Identify differences or similarities in artworks across time and culture.	Compare differences or similarities in artworks across time and culture.	Explore works of art, created over time, to identify the use of the structural elements of art in an historical event or art style.	Compare works of art on the basis of style, culture, or artist across time to identify visual differences.	Describe how previous cultural trends have led to the development of new art styles.	Identify transitions in art media, technique, and focus to explain how technology has changed art throughout history.
VA.K.H.2.2	VA.1.H.2.2	VA.2.H.2.2	VA.3.H.2.2	VA.4.H.2.2	VA.5.H.2.2	VA.68.H.2.2	VA.912.H.2.2
Explore everyday objects that have been designed and created by artists. e.g., artwork, utilitarian objects	Identify objects of art that are used every day for utilitarian purposes. e.g., plates, clothing, teapots	Identify objects from everyday life that have been designed and created using artistic skills. e.g., birthday cards, perfume bottles, personal electronic devices, cars, cereal box designs, buildings	Examine artworks and utilitarian objects, and describe their significance in the school and/or community.	Identify differences between artworks and utilitarian objects.	Describe the ways in which artworks and utilitarian objects impact everyday life.	Explain the impact artwork and utilitarian objects have on the human experience.	Analyze the capacity of the visual arts to fulfill aesthetic needs through artwork and utilitarian objects.
VA.K.H.2.3	VA.1.H.2.3	VA.2.H.2.3	VA.3.H.2.3	VA.4.H.2.3	VA.5.H.2.3	VA.68.H.2.3	VA.912.H.2.3
Describe where artwork is displayed in school or other places.	Identify places in which artworks may be viewed by others. e.g., museums, schools, businesses	Identify the physical features or characteristics of artworks displayed in the community.	Describe various venues in which artwork is on display for public viewing. e.g., museums, galleries, restaurants, virtual tours	Identify reasons to display artwork in public places. e.g., reasons: aesthetics, memory, record historical events or accomplishments; public places: museums, galleries, open air	Discuss artworks found in public venues to identify the significance of the work within the community.	Describe the rationale for creating, collecting, exhibiting, and owning works of art. e.g., private, public, and personal art collections	Analyze historical or cultural references in commemorative works of art to identify the significance of the event or person portrayed. e.g., statuary
						VA.68.H.2.4	VA.912.H.2.4
						Explain the purpose of public art in the community.	Research the history of art in public places to examine the significance of the artwork and its legacy for the future. e.g., patron, corporate collections

							VA.912.H.2.5
							Analyze artwork from a variety of cultures and times to compare the function, significance, and connection to other cultures or times.
							VA.912.H.2.6
							Analyze artistic trends to explain the rationale for creating personal adornment, visual culture, and/or design. e.g., historical periods, cultures

BIG IDEA - H (Strand)

Historical and Global Connections: Experiences in the arts foster understanding, acceptance, and enrichment among individuals, groups, and cultures from around the world and across time.

ENDURING UNDERSTANDING 3 (Standard)

Connections among the arts and other disciplines strengthen learning and the ability to transfer knowledge and skills to and from other fields.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.H.3.1	VA.1.H.3.1	VA.2.H.3.1	VA.3.H.3.1	VA.4.H.3.1	VA.5.H.3.1	VA.68.H.3.1	VA.912.H.3.1
Express ideas related to non-art content areas through personal artworks. e.g., based on classroom learning activities: a story, thematic unit, important people, geometric shapes, animal characteristics	Identify connections between visual art and other content areas. e.g., illustrations in storybooks, art in music class materials, art created by people of other cultures in social studies	Describe connections made between creating with art ideas and creating with information from other content areas. e.g., shapes and math, color mixing and science	Discuss how knowledge gained in the visual art classroom can serve as prior knowledge in other classrooms.	Discuss how analytical skills and thinking strategies are applied to both art production and problem-solving in other content areas. e.g., identify facts, ideas, solutions	Discuss how skills learned through the analysis and art-making process are used to solve problems in non-art areas. e.g., identify facts, ideas, solutions	Discuss how knowledge and skills learned through the art-making and analysis processes are used to solve problems in non-art contexts.	Synthesize knowledge and skills learned from non-art content areas to support the processes of creation, interpretation, and analysis.
						VA.68.H.3.2	VA.912.H.3.2
						Discuss the use of background knowledge and critical-thinking skills, learned in the visual arts, to understand varying concepts, viewpoints, and solutions. e.g., identify facts, ideas, problem-solving skills	Apply the critical-thinking and problem-solving skills used in art to develop creative solutions for real-life issues. e.g., facts, ideas, solutions, brainstorming, field testing
						VA.68.H.3.3	VA.912.H.3.3
						Create imaginative works to include background knowledge or information from other subjects. e.g., from history, environment, literary works	Use materials, ideas, and/or equipment related to other content areas to generate ideas and processes for the creation of works of art. e.g., microscope, skeleton, Fibonacci sequence, Golden Mean, measurement: pica, inches, points

BIG IDEA - F (Strand)

Innovation, Technology, and the Future: Curiosity, creativity, and the challenges of artistic problems drive innovation and adaptation of new and emerging technologies.

ENDURING UNDERSTANDING 1 (Standard)

Creating, interpreting, and responding in the arts stimulate the imagination and encourage innovation and creative risk-taking.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.F.1.1	VA.1.F.1.1	VA.2.F.1.1	VA.3.F.1.1	VA.4.F.1.1	VA.5.F.1.1	VA.68.F.1.1	VA.912.F.1.1
Experiment with art media for personal satisfaction and perceptual awareness.	Use various art media and real or imaginary choices to create artwork.	Use imagination to create unique artwork incorporating personal ideas and selected media.	Manipulate art media and incorporate a variety of subject matter to create imaginative artwork.	Combine art media with innovative ideas and techniques to create two- and/or three-dimensional works of art.	Examine and experiment with traditional or non-traditional uses of media to apply imaginative techniques in two- and/or three-dimensional artworks.	Use non-traditional thinking and various techniques to create two-, three-, and/or four-dimensional artworks. e.g., potential to transfer and incorporate technological applications	Use divergent thinking, abstract reasoning, and various processes to demonstrate imaginative or innovative solutions for art problems.
VA.K.F.1.2	VA.1.F.1.2	VA.2.F.1.2	VA.3.F.1.2	VA.4.F.1.2	VA.5.F.1.2	VA.68.F.1.2	VA.912.F.1.2
Identify real and imaginary subject matter in works of art.	Identify how classmates solve artistic problems.	Explore the advantages of having multiple solutions to solve an artistic problem.	Explore the effects and merits of different solutions to solve an artistic problem.	Examine and apply creative solutions to solve an artistic problem.	Develop multiple solutions to solve artistic problems and justify personal artistic or aesthetic choices.	Use creative risk-taking strategies learned from artists' works to incorporate artistic solutions in the creation of new personal artworks.	Manipulate or synthesize established techniques as a foundation for individual style initiatives in two-, three-, and/or four-dimensional applications.
						VA.68.F.1.3	VA.912.F.1.3
						Investigate and describe how technology inspires and affects new applications and adaptations in art.	Demonstrate flexibility and adaptability throughout the innovation process to focus and re-focus on an idea, deliberately delaying closure to promote creative risk-taking.
						VA.68.F.1.4	VA.912.F.1.4
						Use technology skills to create an imaginative and unique work of art. e.g., convey depth, scale	Use technological tools to create art with varying effects and outcomes.

							VA.912.F.1.5
							Create a digital or time-based presentation to analyze and compare artists, artworks, and concepts in historical context.

BIG IDEA - F (Strand)

Innovation, Technology, and the Future: Curiosity, creativity, and the challenges of artistic problems drive innovation and adaptation of new and emerging technologies.

ENDURING UNDERSTANDING 2 (Standard)

Careers in and related to the arts significantly and positively impact local and global economies.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.F.2.1	VA.1.F.2.1	VA.2.F.2.1	VA.3.F.2.1	VA.4.F.2.1	VA.5.F.2.1	VA.68.F.2.1	VA.912.F.2.1
Describe where art ideas or products can be found in stores.	Explain how artists impact the appearance of items for sale in stores.	Identify work created by artists and designers. e.g., identified via description, sketching, painting, taking a picture; works: photographs, portraiture, landscaping, cartoon characters	Identify places where artists or designers have made an impact on the community.	Discuss how artists and designers have made an impact on the community.	Describe the knowledge and skills necessary for art-making and art-related careers.	Investigate career opportunities available in the visual arts to determine requisite skills and qualifications for each field.	Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.
			VA.4.F.2.2	VA.5.F.2.2	VA.68.F.2.2	VA.912.F.2.2	
				Identify the work of local artists to become familiar with art-making careers.	Explore careers in which artworks and utilitarian designs are created.	Identify careers in support industries related to the art-making process, industrial design, digital media, and/or graphic design. e.g., exhibition, sale of art products, technology, entertainment	Examine a broad spectrum of art-related careers to identify potential employment opportunities that involve construction, management, and/or sale of aesthetic or utilitarian objects. e.g., exhibition, sale of art products, manufacture of art equipment, catering for museum events, industrial design (toys, cars), architectural and interior design
				VA.5.F.2.3	VA.68.F.2.3	VA.912.F.2.3	
				Discuss contributions that artists make to society.	Identify art careers that have a financial impact on local communities.	Analyze the potential economic impact of arts entities to revitalize a community or region.	

						VA.68.F.2.4	VA.912.F.2.4
						Present research on the works of local artists and designers to understand the significance of art in the community.	Research ideas to plan, develop, and market art-related goods, artworks, or services that influence consumer beliefs and behaviors.
						VA.68.F.2.5	VA.912.F.2.5
						Create an artist statement to reflect on personal artwork for a portfolio or exhibition.	Develop a personal artist statement, résumé, presentation, or digital portfolio to interview for an art-related position or exhibition.
							VA.912.F.2.6
							Research and discuss the potential of the visual arts to improve aesthetic living.
							VA.912.F.2.7
							Evaluate the effects of creating works of art for sale or donation to support local organizations for social or economic causes.
							VA.912.F.2.8
							Describe community resources to preserve, restore, exhibit, and view works of art.

BIG IDEA - F (Strand)

Innovation, Technology, and the Future: Curiosity, creativity, and the challenges of artistic problems drive innovation and adaptation of new and emerging technologies.

ENDURING UNDERSTANDING 3 (Standard)

The 21st-century skills necessary for success as citizens, workers, and leaders in a global economy are embedded in the study of the arts.

GRADE SPECIFIC STANDARDS (Benchmarks)

Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grades 6-8	Grades 9-12
VA.K.F.3.1	VA.1.F.3.1	VA.2.F.3.1	VA.3.F.3.1	VA.4.F.3.1	VA.5.F.3.1	VA.68.F.3.1	VA.912.F.3.1
Create artwork that communicates an awareness of self as part of the community.	Describe the use of art to share community information.	Describe the use of art to promote events within the school or community.	Create artwork that communicates an awareness of events within the community.	Create art to promote awareness of school and/or community concerns. e.g., poster, billboard	Create artwork to promote public awareness of community and/or global concerns.	Use technology applications through the art-making process to express community or global concerns.	Use technology applications and art skills to promote social and cultural awareness regarding community initiatives and/or concerns.
	VA.1.F.3.2	VA.2.F.3.2	VA.3.F.3.2	VA.4.F.3.2	VA.5.F.3.2	VA.68.F.3.2	VA.912.F.3.2
	Follow directions for completing classroom tasks in a specified timeframe to show early development of 21st-century skills. e.g., set-up, clean-up, use of materials	Work with peers to complete a task in art.	Collaborate to complete a task in art. e.g., mural, mosaic	Collaborate with peers in the art room to achieve a common art goal.	Create artwork that shows procedural and analytical thinking to communicate ideas.	Analyze the procedural and divergent thinking skills developed in visual art to identify a purpose for the communication of art ideas.	Examine the rationale for using procedural, analytical, and divergent thinking to achieve visual literacy. e.g., information literacy; media
		VA.2.F.3.3	VA.3.F.3.3	VA.4.F.3.3	VA.5.F.3.3	VA.68.F.3.3	VA.912.F.3.3
		Use time effectively while focused on art production to show early development of 21st-century skills.	Demonstrate the skills needed to complete artwork in a timely manner, demonstrating perseverance and development of 21st-century skills.	Work purposefully to complete personal works of art in a timely manner, demonstrating development of 21st-century skills.	Work collaboratively with others to complete a task in art and show leadership skills.	Collaborate with peers to complete an art task and develop leadership skills. e.g., task: voluntary, assigned; time: long-term group project	Discuss how the arts help students develop self-reliance and promote collaboration to strengthen leadership capabilities as priorities change.
					VA.5.F.3.4	VA.68.F.3.4	VA.912.F.3.4
					Follow directions and complete artwork in the timeframe allotted to show development of 21st-century skills. e.g., reasonable timeframe established by teacher, adjusted as needed	Follow directions and complete art tasks in a timely manner to show development of 21st-century skills.	Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills. e.g., punctuality, reliability, diligence, positive work ethic

							VA.912.F.3.5
							Use appropriately cited sources to document research and present information on visual culture. e.g., visual, digital, and textual information
							VA.912.F.3.6
							Identify ethical ways to use appropriation in personal works of art.
							VA.912.F.3.7
							Create a body of collaborative work to show artistic cohesiveness, team-building, respectful compromise, and time-management skills.
							VA.912.F.3.8
							Combine art and design skills with entrepreneurship to provide community service and leverage strengths in accomplishing a common objective. e.g., response to natural or man-made disasters; helping at senior centers, hospitals, and community centers
							VA.912.F.3.9
							Identify and apply collaborative procedures to coordinate a student or community art event.

							VA.912.F.3.10
							Apply rules of convention to create purposeful design. e.g., exhibition guidelines, environmental concerns, required information, digital application
							VA.912.F.3.11
							Demonstrate proficiency in creating individual and sequential images, animation, or media in motion with sound to solve visual problems.
							VA.912.F.3.12
							Use digital equipment and peripheral devices to record, create, present, and/or share accurate visual images with others.