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| Quarter 1 or Quarter 3 | **Standards** | **Major Concepts / Topics** | **Possible Resources** |
| [VA.68.O.1.1](http://www.cpalms.org/Public/PreviewStandard/Preview/4766) Make connections between the structural elements of art and the organizational principles of design to understand how artwork is unified | How Elements and Principles are used in artwork | Elements (line, shape, color, form, texture, value, space)Principles (balance, emphasis, rhythm, movement, pattern, proportion, harmony/unity, variety) |
| [VA.68.C.3.1](http://www.cpalms.org/Public/PreviewStandard/Preview/4749) Incorporate accurate art vocabulary during the analysis process to describe the structural elements of art and organizational principles of design. | Analyzing art work with correct vocabulary |  |
| [VA.68.S.3.4](http://www.cpalms.org/Public/PreviewStandard/Preview/4764) Demonstrate respect for copyright laws and intellectual property ownership when creating and producing works of art. | What is copyright? Following copyright laws in art | <https://www.commonsensemedia.org/videos/copyright-and-fair-use-animation> |
| [VA.68.S.3.3](http://www.cpalms.org/Public/PreviewStandard/Preview/4763) Demonstrate understanding of safety protocols for media, tools, processes, and techniques. | Learn safety procedures for specific materials and tools |  |
| [VA.68.S.2.2](http://www.cpalms.org/Public/PreviewStandard/Preview/4759) Create artwork requiring sequentially ordered procedures and specified media to achieve intended results. | Why artwork is created in a specific way with certain materials |  |
| [VA.68.S.2.3](http://www.cpalms.org/Public/PreviewStandard/Preview/4760) Use visual-thinking and problem-solving skills in a sketchbook or journal to identify, practice, develop ideas, and resolve challenges in the creative process. | Creating sketches, brainstorming and revising ideas (idea, inspiration, creation, evaluation) |  |
| [VA.68.F.1.1](http://www.cpalms.org/Public/PreviewStandard/Preview/4787) Use non-traditional thinking and various techniques to create two-, three-, and/or four-dimensional artworks. | Creating art |  |
| [VA.68.F.3.4](http://www.cpalms.org/Public/PreviewStandard/Preview/4799) Follow directions and complete art tasks in a timely manner to show development of 21st-century skills. | Procedures and due dates for the room |  |
| [VA.68.H.3.3](http://www.cpalms.org/Public/PreviewStandard/Preview/4786) Create imaginative works to include background knowledge or information from other subjects. | Being creative across curriculums |  |
| Quarter 2 or Quarter 4 | **Week** | **Major Concepts / Topics** | **Possible Resources** |
| [VA.68.F.2.1](http://www.cpalms.org/Public/PreviewStandard/Preview/4791) Investigate career opportunities available in the visual arts to determine requisite skills and qualifications for each field. | Careers related to art |  |
| [VA.68.H.1.2](http://www.cpalms.org/Public/PreviewStandard/Preview/4777) Identify suitable audience behavior needed to view or experience artworks found in school, art exhibits, museums, and/or community cultural venues. | How to behave and interact with artwork and artists |  |
| [VA.68.S.1.2](http://www.cpalms.org/Public/PreviewStandard/Preview/4754) Use media, technology, and other resources to derive ideas for personal art-making. | Inspiration from outside sources |  |
| [VA.68.C.2.3](http://www.cpalms.org/Public/PreviewStandard/Preview/4747) Examine artworks to form ideas and criteria by which to judge/assess and inspire personal works and artistic growth. | Critique of art work (professional and personal) |  |
| [VA.68.C.1.1](http://www.cpalms.org/Public/PreviewStandard/Preview/4742) Apply a range of interests and contextual connections to influence the art-making and self-reflection processes. | Self-reflection  |  |
| Continuation of Quarter 1 standards |  |  |