On-Going Standards
Big Ideas/Key Concepts: Students will use a variety of tools a media in a safe and responsible manner. Students will engage in reflection of their own work and the work of others incorporating vocabulary appropriate to the style and media. Students will use art as a tool for communication.

VAII3D.1.2.2 Demonstrate the use of media and tools in a safe and responsible manner.

VAII3D.2.2.2 Discuss, with the steps of critique, the use of structures and functions in a work of art.

VAII3D.3.1.2 Choose and apply subject matter to communicate and idea.

VAII3D.5.1.2 Interpret the characteristics and merits of their work and the work of others.

VAII3D.WCE.1 Engage in critique with peers, then reflect on, revise and refine works of art.

VAII3D.WCE.2 Employ the use of a sketchbook before creating a final piece of artwork.

Big Ideas/ Key Concepts: (Historic & Cultural Awareness) – Students will develop an awareness of the personal, cultural, and historical relationships that enhance artistic communication. Emphasis will be placed on art as a universal language.

Essential Question: How have people used art to document and express experiences and ideas throughout time and across cultures?

<table>
<thead>
<tr>
<th>Student Performance Indicators</th>
<th>Student Friendly “I Can” Statements</th>
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<tbody>
<tr>
<td>1.0 Media, Techniques and Processes</td>
<td>I can compare and contrast the use of 2 different 3-dimensional media.</td>
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<tr>
<td>VAI83D.1.3.2 Identify media, techniques and processes needed to communicate a specific idea in a work of art.</td>
<td>I can explain and justify my selection of the most effective 3D media to solve a visual art problem.</td>
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<tr>
<td>VAI83D.1.4.2 Compare and contrast the application of media, techniques and processes used to solve various visual art problems.</td>
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<td>Code</td>
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<tr>
<td>VAII3D.WCE.9</td>
<td>Demonstrate a variety of casting techniques:</td>
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<tr>
<td></td>
<td>• Casting materials</td>
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<td></td>
<td>• Bronzing</td>
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<td>• Patina</td>
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<td>• Relief</td>
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2.0 Structures and Functions

VAII3D.2.4.2 Examine relationships among the visual and organizational components to solve specific visual art problems.

VAII3D.WCE.10 Develop multiple solutions to solving visual arts problems.

3.0 Evaluation

VAII3D.3.2.2 Interpret personal sources of subject matter in a work of art.

VAII3D.3.3.2 Recognize that subjects, symbols, and ideas are used to communicate meaning in a work of art.

VAII3D.3.4.2 Identify subjects, symbols, and ideas consistent within a body of artwork (e.g., Picasso’s Blue Period).

4.0 Historical and Cultural Relationships

VAII3D.WCE.3D.11 Understand that personal, social, historical and cultural perspectives and identities affect the creation of artworks.

I can describe and demonstrate a variety of casting techniques.

I can combine the elements of art and the principles of design to cohesively organize a sculptural work.

I can create artwork that simultaneously contrasts three elements and/or principles.

I can find solutions to a problem through exploration, creativity, and inventiveness.

I can create an artwork that focuses on a personal matter that has influenced me.

I can understand and apply expressive features of visual arts.

I can compare characteristics of works of art, and show understandings of their use of the subjects, symbols and ideas.

I can identify subjects, symbols and ideas consistent with the body of artwork of George Segal.

I can use historical or cultural subject matter and symbols as inspiration to produce a 3-dimension work of art.
5.0 Reflecting and Assessing
**VAII3D.WCE.12** Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.

| I can develop a critique of a piece of art based on the context or purpose for which it was created. |

6.0 Interdisciplinary Connections
**VAII3D.6.1.2** Compare the use of technologies, media and processes of visual art with those of other disciplines.

| I can explain the use of proportion and ratio for creating armatures. |

**Vocabulary:** Casting, functional, aesthetic, line, form, texture, space, proportion, focal point, additive, subtractive, base, armature, environment, plaster, plaster-wrap, papier-mâché

**ELEMENTS:** line, value, shape, form, space, texture. **PRINCIPLES:** balance, pattern, emphasis. **CRITIQUE:** describe, analyze, and interpret, judge, critique,

**Possible Media:** papier-mâché, plaster, plaster-wrap, packing tape, clay, resin