

Art IV

Fine Arts Curriculum Framework

Revised 2008

Course Title: Art IV
 Course/Unit Credit: 1
 Course Number: 450050
 Teacher Licensure: Please refer to the Course Code Management System (<https://adedata.arkansas.gov/ccms/>) for the most current licensure codes.
 Grades: 9-12
 Prerequisite: Art I, II, & III

Art IV

Art IV is a two-semester course designed for students who have successfully completed Art III. Art IV students will create a body of meaningful artwork that demonstrates mastery of the elements of art and principles of design through the research, production, and criticism of visual art. Students are expected to use a broad variety of media, techniques, processes, and tools to create original, complex compositions. Student compositions will reflect complex problem-solving skills, higher order thinking, risk taking, and innovation throughout the creative process. Student work will be more independent and self-directed, with the teacher primarily serving as facilitator. Artwork will reflect a personal visual voice and will encompass a breadth of composition. Students will critique artwork to a degree that an understanding of the interdependence between art and society is demonstrated. Students will exhibit artwork and assemble portfolios that reflect personal growth across a breadth of media and subject matter, demonstrating successful completion of Art IV student learning expectations. Art III is a prerequisite for this course. Art IV does not require Arkansas Department of Education approval.

Strand	Content Standard
Creative Process	
	1. Students shall create original works of art that contain evidence of complex problem-solving skills, <i>expressive</i> content, and risk taking, using a variety of media, techniques, processes, and tools.
Reflections/Responses	
	2. Students shall reflect, evaluate, and respond to works of art during the creative process.

Strand: Creative Process

Content Standard 1: Students shall create original works of art that contain evidence of complex problem-solving skills, *expressive* content, and risk taking, using a variety of media, techniques, processes, and tools.

CP.1.AIV.1	Demonstrate safety, proper technique, and conservation in the use of tools, materials, and equipment in the creation of works of art
CP.1.AIV.2	Utilize sketchbook <ul style="list-style-type: none">• to show development of ideas toward a final product• to collect and develop observations, thoughts, examples, and knowledge through written notations and drawn renderings• to show multiple solutions to art problems
CP.1.AIV.3	Create a body of meaningful artwork that exhibits <ul style="list-style-type: none">• an underlying visual idea, content, or theme• evidence of thinking, problem solving, and focus on a concept or idea• complex compositions• artistic maturation• <i>innovation</i> and risk-taking• personal <i>visual voice</i>• personal influences, <i>environments</i>, and experiences, and/or influences of <i>visual cultures</i>• research (e.g., historical and biographical studies, on-site documentations, interviews, artistic styles, literary sources)• extension and exploration of media experiences

Strand: Reflections/Responses

Content Standard 2: Students shall reflect, evaluate, and respond to works of art during the creative process.

RR.2.AIV.1	Evaluate the content and manner in which subject matter, influences, symbols, and images are used in the student's own work and works of others
RR.2.AIV.2	Reflect upon the personal, social, and global impact of art (e.g., self, gender, family, community, historical, cultural, <i>environments, visual cultures</i>)
RR.2.AIV.3	<i>Exhibit</i> personal artwork (e.g., plan, select, prepare, promote, install, attend)
RR.2.AIV.4	Assemble a <i>portfolio</i> as a reflection of personal growth that exhibits a breadth of media and subject matter (e.g., self-assessment, peer critiques, interviews, digital)
RR.2.AIV.5	Reflect upon ways in which art concepts can be projected into lifelong learning experiences in various disciplines

Glossary for Art IV

Elements of art	The basic visual tools artists use to create a work of art: line, shape, form, texture, color, value, and space
Environments	Natural or man-made surroundings
Exhibit	To show or display artwork
Expressive	Qualities that communicate feelings, moods, and ideas to the viewer through a work of art; <i>Expressive</i> lines seem to reflect the artist's emotions or feelings.
Innovation	Introduction of a new idea, method, technique, media, process, or combination
Portfolio	A purposeful collection of an artist's own work
Principles of design	Include pattern, rhythm/movement, proportion/scale, balance, emphasis, contrast, unity/harmony, and variety; guidelines artists use to organize the <i>elements of art</i>
Visual cultures	The imagery in all kinds of media that encompasses the visual as well as the ideas, beliefs, and other conceptual realms that function in the immediate <i>environment</i> and globally, including all or nearly all of what people experience visually (e.g., fashion, advertising, comic books, video games, signage, politics, music)
Visual voice	A personal statement or expression of a work of art that evokes mood or emotion from the viewer