

HIGH SCHOOL --- VISUAL ART

STUDENT LEARNING EXPECTATIONS

Advanced Level

Excellence for All

CEDAR RAPIDS
Community Schools

The student should be able to:

A. Use media, techniques and processes for making art.

1. Communicate ideas in at least one media at a high level of effectiveness.
2. Defend personal technique and processes choices relating to intent and purpose.
3. Use technological applications for creative expression and design
4. Master craftsmanship.
5. Responsibly and independently handle materials.

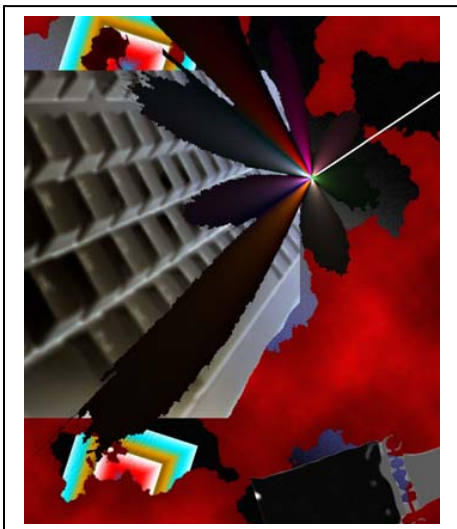
B. Use art structures and functions.

1. Create art that solves complex artistic problems.
2. Evaluate the effectiveness of artistic solutions. Defend personal evaluations.
3. Effectively use art media, including digital technology to solve various visual art problems.



C. Choose and use a variety of images and original ideas.

1. Evaluate and defend sources for content and the manner in which subject matter, symbols and images are used in art works.
2. Recognize and adjust creative processes for the unexpected. Appreciate and use serendipity.
3. Use skills gained, to solve problems of daily life.
4. Analyze personal aesthetic and discuss ideas and sources with others.



D. Explore the arts within cultures, times and places.

1. Discuss and analyze the effects that the arts on present art the possible arts of the future
2. Analyze artistic styles and genres
3. Create art works that are intended to demonstrate a sense of the student's own place, time, culture and context.

E. Reflect upon works of art.

1. Describe, analyze and interpret works of art for meaning and intent, exploring the implications of various purposes and artistic choices.
2. Describe and defend intent and merit within art works.
3. Create an ongoing portfolio, which illustrates personal growth.
4. Demonstrate respect for varied interpretations.

F. Connect art with other forms of expression and explore life skills through art.

1. Create connections between the visual arts and other areas of learning and communication.
2. Identify and discuss skills that are learned in and through the arts and used in other areas of life.
3. Use technology and other media for research and creative design in areas outside the fine arts.