

Visual Arts: Grades 9, 10, 11, 12

Adopted 2010

Critical Thinking and Reflection

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

1. Integrate curiosity, range of interests, attentiveness, complexity, and artistic intention in the art-making process to demonstrate self-expression. [VA.912.C.1.1](#)
2. Use critical-thinking skills for various contexts to develop, refine, and reflect on an artistic theme. [VA.912.C.1.2](#)
3. Evaluate the technical skill, aesthetic appeal, and/or social implication of artistic exemplars to formulate criteria for assessing personal work. [VA.912.C.1.3](#)
4. Apply art knowledge and contextual information to analyze how content and ideas are used in works of art. [VA.912.C.1.4](#)
5. Analyze how visual information is developed in specific media to create a recorded visual image. [VA.912.C.1.5](#)
6. Identify rationale for aesthetic choices in recording visual media. [VA.912.C.1.6](#)
7. Analyze challenges and identify solutions for three-dimensional structural problems. [VA.912.C.1.7](#)
8. Explain the development of meaning and procedural choices throughout the creative process to defend artistic intention. [VA.912.C.1.8](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Express a range of interests and contextual connections in the art-making process. [VA.912.C.1.IN.A](#)
- b. Identify qualities of exemplary artworks that are evident and transferable to the judgment of personal work. [VA.912.C.1.IN.B](#)
- c. Use visual evidence and prior knowledge to analyze multiple interpretations of works of art. [VA.912.C.1.IN.C](#)
- d. Assess personal artwork during production to refine work and achieve artistic objective. [VA.912.C.1.IN.D](#)

Supported

- a. Integrate ideas during the art-making process to convey meaning in personal works of art. [VA.912.C.1.SU.A](#)
- b. Examine exemplary artworks to identify qualities that make the work unique or appealing. [VA.912.C.1.SU.B](#)
- c. Describe observations and apply prior knowledge to interpret visual information and analyze works of art. [VA.912.C.1.SU.C](#)
- d. Analyze and revise artworks to meet established criteria. [VA.912.C.1.SU.D](#)

Participatory

- a. Use the art-making process to communicate personal interests and self-expression. [VA.912.C.1.PA.A](#)
- b. Examine exemplary artworks to recognize qualities that make the work unique or appealing. [VA.912.C.1.PA.B](#)
- c. Use visual information or tactile sensations, prior knowledge, and experience to interpret works of art. [VA.912.C.1.PA.C](#)
- d. Use defined criteria to analyze and revise artworks. [VA.912.C.1.PA.D](#)

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

- 1. Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective. [VA.912.C.2.1](#)
- 2. Assess the works of others, using established or derived criteria, to support conclusions and judgments about artistic progress. [VA.912.C.2.2](#)
- 3. Process and apply constructive criticism as formative assessment for continued growth in art-making skills. [VA.912.C.2.3](#)
- 4. Classify artworks, using accurate art vocabulary and knowledge of art history to identify and categorize movements, styles, techniques, and materials. [VA.912.C.2.4](#)
- 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.2.5](#)

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

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Assess personal artwork during production to refine work and achieve an artistic objective. [VA.912.C.2.IN.A](#)
- b. Use defined criteria to critique the works of self and others. [VA.912.C.2.IN.B](#)
- c. Classify artworks by commonalities in methods, media, style, and periods. [VA.912.C.2.IN.C](#)
- d. Identify and use defined criteria to select works for a portfolio. [VA.912.C.2.IN.D](#)

Supported

- a. Analyze and revise artworks to meet established criteria. [VA.912.C.2.SU.A](#)
- b. Use teacher-selected criteria to critique the works of self and others. [VA.912.C.2.SU.B](#)
- c. Match artworks by methods, media, style, and periods. [VA.912.C.2.SU.C](#)
- d. Use teacher-selected criteria to select works for a portfolio. [VA.912.C.2.SU.D](#)

Participatory

- a. Use defined criteria to analyze and revise artworks. [VA.912.C.2.PA.A](#)
- b. Use a teacher-selected criterion to critique the works of self and others. [VA.912.C.2.PA.B](#)
- c. Recognize major artistic media and styles. [VA.912.C.2.PA.C](#)
- d. Use a teacher-selected criterion to select works for a portfolio. [VA.912.C.2.PA.D](#)

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

1. Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork. [VA.912.C.3.1](#)
2. Develop and apply criteria to determine how aesthetic works are aligned with a personal definition of "art." [VA.912.C.3.2](#)
3. Examine relationships among social, historical, literary, and/or other references to explain how they are assimilated into artworks. [VA.912.C.3.3](#)
4. Use analytical skills to examine issues in non-visual art contexts. [VA.912.C.3.4](#)

5. Make connections between timelines in other content areas and timelines in the visual arts. [VA.912.C.3.5](#)
6. Discuss how the aesthetics of artwork and utilitarian objects have changed over time. [VA.912.C.3.6](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Use a defined rubric to evaluate works of art. [VA.912.C.3.IN.A](#)
- b. Identify social, historical, literary, and/or other references in artworks. [VA.912.C.3.IN.B](#)
- c. Use a defined rubric to examine issues in non-visual arts contexts. [VA.912.C.3.IN.C](#)
- d. Identify significant changes in the aesthetics of artwork and utilitarian objects over time. [VA.912.C.3.IN.D](#)

Supported

- a. Use defined criteria to respond to works of art. [VA.912.C.3.SU.A](#)
- b. Recognize selected social, historical, literary, and/or other references in artworks. [VA.912.C.3.SU.B](#)
- c. Use a defined criterion to examine issues in non-visual arts contexts. [VA.912.C.3.SU.C](#)
- d. Recognize selected, significant changes in the aesthetics of artwork and utilitarian objects over time. [VA.912.C.3.SU.D](#)

Participatory

- a. Use a teacher-selected criterion to respond to a variety of works of art. [VA.912.C.3.PA.A](#)
- b. Recognize a selected social, historical, literary, or other reference in artwork. [VA.912.C.3.PA.B](#)
- c. Use teacher-selected criterion to examine issues in non-visual arts contexts. [VA.912.C.3.PA.C](#)
- d. Select preferred aesthetics of artworks and utilitarian objects. [VA.912.C.3.PA.D](#)

Skills, Techniques, and Processes

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

1. Use innovative means and perceptual understanding to communicate through varied content, media, and art techniques. [VA.912.S.1.1](#)
2. Investigate the use of technology and other resources to inspire art-making decisions. [VA.912.S.1.2](#)
3. Interpret and reflect on cultural and historical events to create art. [VA.912.S.1.3](#)
4. Demonstrate effective and accurate use of art vocabulary throughout the art-making process. [VA.912.S.1.4](#)

5. Compare the aesthetic impact of images created with different media to evaluate advantages or disadvantages within the art process. [VA.912.S.1.5](#)
6. Describe processes and techniques used to record visual imagery. [VA.912.S.1.6](#)
7. Manipulate lighting effects, using various media to create desired results. [VA.912.S.1.7](#)
8. Use technology to simulate art-making processes and techniques. [VA.912.S.1.8](#)
9. Use diverse media and techniques to create paintings that represent various genres and schools of painting. [VA.912.S.1.9](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Explore the use of art tools, processes, and media. [VA.2.S.1.IN.A](#)
- a. Manipulate content, media, techniques, and processes to achieve communication with artistic intent. [VA.912.S.1.IN.A](#)
- b. Use media, technology, and other resources to derive ideas for personal art-making decisions. [VA.912.S.1.IN.B](#)
- c. Explore various subject matter, themes, and historical or cultural events to develop an image that communicates artistic intent. [VA.912.S.1.IN.C](#)
- d. Use accurate art vocabulary to explain the art-making process. [VA.912.S.1.IN.D](#)
- e. Compare the aesthetic impact of images created with different media. [VA.912.S.1.IN.E](#)
- f. Identify processes and techniques used to record visual imagery. [VA.912.S.1.IN.F](#)
- g. Demonstrate the use of a variety of technology tools to produce works of art. [VA.912.S.1.IN.G](#)

Supported

- a. Manipulate tools and media to enhance communication in personal artworks. [VA.912.S.1.SU.A](#)
- b. Use media, technology, and other resources to inspire personal art-making decisions. [VA.912.S.1.SU.B](#)
- c. Create artworks to depict personal, cultural, and/or historical themes. [VA.912.S.1.SU.C](#)
- d. Use accurate art vocabulary to communicate about works of art and art processes. [VA.912.S.1.SU.D](#)
- e. Recognize how selected technology influences the aesthetic impact of visual art. [VA.912.S.1.SU.E](#)
- f. Recognize processes and techniques used to record visual imagery. [VA.912.S.1.SU.F](#)
- g. Individually or collaboratively demonstrate the use of selected technology tools to produce works of art. [VA.912.S.1.SU.G](#)

Participatory

- a. Experiment with art tools and media to express ideas. [VA.912.S.1.PA.A](#)
- b. Use diverse resources to inspire artistic expression and achieve varied results. [VA.912.S.1.PA.B](#)
- c. Use art exemplars for specified time periods and cultures to inspire personal artworks. [VA.912.S.1.PA.C](#)
- d. Choose accurate art vocabulary to describe works of art and art processes. [VA.912.S.1.PA.D](#)
- e. Recognize basic elements and principles to create and respond to visual art. [VA.912.S.1.PA.E](#)
- f. Recognize selected processes and techniques used to record visual imagery. [VA.912.S.1.PA.F](#)
- g. Use selected technology to produce works of art. [VA.912.S.1.PA.G](#)

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

- 1. Demonstrate organizational skills to influence the sequential process when creating artwork. [VA.912.S.2.1](#)
- 2. Focus on visual information and processes to complete the artistic concept. [VA.912.S.2.2](#)
- 3. Demonstrate visual-thinking skills to process the challenges and execution of a creative endeavor. [VA.912.S.2.3](#)
- 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.2.4](#)
- 5. Demonstrate use of perceptual, observational, and compositional skills to produce representational, figurative, or abstract imagery. [VA.912.S.2.5](#)
- 6. Incorporate skills, concepts, and media to create images from ideation to resolution. [VA.912.S.2.6](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Organize the structural elements of art to achieve artistic goals when producing personal works of art. [VA.912.S.2.IN.A](#)
- b. Create artwork requiring sequentially ordered procedures and specified media to achieve intended results. [VA.912.S.2.IN.B](#)

Supported

- a. Create or re-create organizational structures to incorporate in a new work of visual art. [VA.912.S.2.SU.A](#)
- b. Re-create sequentially ordered procedures to incorporate in a new work of visual art. [VA.912.S.2.SU.B](#)

Participatory

- a. Re-create the organization of selected structural elements of art. [VA.912.S.2.PA.A](#)
- b. Re-create visual art processes in a given medium. [VA.912.S.2.PA.B](#)

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

- 1. Manipulate materials, techniques, and processes through practice and perseverance to create a desired result in two- and/or three-dimensional artworks. [VA.912.S.3.1](#)
- 2. Demonstrate a balance between spontaneity and purpose to produce complex works of art with conviction and disciplined craftsmanship. [VA.912.S.3.2](#)
- 3. Review, discuss, and demonstrate the proper applications and safety procedures for hazardous chemicals and equipment during the art-making process. [VA.912.S.3.3](#)
- 4. Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art. [VA.912.S.3.4](#)
- 5. Create multiple works that demonstrate thorough exploration of subject matter and themes. [VA.912.S.3.5](#)
- 6. Develop works with prominent personal vision revealed through mastery of art tasks and tools. [VA.912.S.3.6](#)
- 7. Use and maintain tools and equipment to facilitate the creative process. [VA.912.S.3.7](#)
- 8. Develop color-mixing skills and techniques through application of the principles of heat properties and color and light theory. [VA.912.S.3.8](#)
- 9. Manipulate and embellish malleable or rigid materials to construct representational or abstract forms. [VA.912.S.3.9](#)
- 10. Develop skill in sketching and mark-making to plan, execute, and construct two-dimensional images or three-dimensional models. [VA.912.S.3.10](#)
- 11. Store and maintain equipment, materials, and artworks properly in the art studio to prevent damage and/or cross-contamination. [VA.912.S.3.11](#)

12. Develop competence and dexterity, through practice, in the use of processes, tools, and techniques for various media. [VA.912.S.3.12](#)
13. Create three-dimensional modeled and rendered objects in figurative and nonfigurative digital applications. [VA.912.S.3.13](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Use two-dimensional, three-dimensional, and/or four-dimensional materials, tools, techniques, and processes to achieve expected results. [VA.912.S.3.IN.A](#)
- b. Demonstrate understanding of safety and maintenance protocols for media, tools, processes, and techniques. [VA.912.S.3.IN.B](#)
- c. Demonstrate respect for copyright laws and ownership of intellectual property when creating and producing works of art. [VA.912.S.3.IN.C](#)

Supported

- a. Use two- and three-dimensional materials, tools, techniques, and processes to achieve an intended result. [VA.912.S.3.SU.A](#)
- b. Follow procedures for using tools, media, techniques, and processes safely and responsibly. [VA.912.S.3.SU.B](#)
- c. Discuss issues related to plagiarism and appropriation of other intellectual property. [VA.912.S.3.SU.C](#)

Participatory

- a. Use two- and three-dimensional materials, tools, and processes to create works of art. [VA.912.S.3.PA.A](#)
- b. Follow directions for safety procedures and tool maintenance in the art room. [VA.912.S.3.PA.B](#)
- c. Recognize property ownership of self and others when creating works of art. [VA.912.S.3.PA.C](#)

Organizational Structure

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

1. 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.912.O.1.1](#)
2. Use and defend the choice of creative and technical skills to produce artworks. [VA.912.O.1.2](#)
3. Research and use the techniques and processes of various artists to create personal works. [VA.912.O.1.3](#)
4. Compare and analyze traditional and digital media to learn how technology has altered opportunities for innovative responses and results. [VA.912.O.1.4](#)

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. [VA.912.0.1.5](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Create artworks that demonstrate skilled use of media to convey personal vision. [VA.912.0.1.IN.A](#)
- b. Describe the impact of major technological developments on visual art production and appreciation. [VA.912.0.1.IN.B](#)
- c. Explore the use of space, scale, and environmental features to create three-dimensional form or the illusion of depth and form. [VA.912.0.1.IN.C](#)

Supported

- a. Select and use structural elements of art and organizational principles of design to create artworks. [VA.912.0.1.SU.A](#)
- b. Recognize artwork produced by using a variety of traditional and contemporary technologies. [VA.912.0.1.SU.B](#)
- c. Re-create three-dimensional form or the illusion of depth and form from a model. [VA.912.0.1.SU.C](#)

Participatory

- a. Use teacher-selected structural elements of art and principles of design to create artworks. [VA.912.0.1.PA.A](#)
- b. Associate artwork with the technology used to produce it. [VA.912.0.1.PA.B](#)
- c. Explore and use a variety of visual art media to create three-dimensional form. [VA.912.0.1.PA.C](#)

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

1. Construct new meaning through shared language, ideation, expressive content, and unity in the creative process. [VA.912.0.2.1](#)
2. Solve aesthetic problems, through convergent and divergent thinking, to gain new perspectives. [VA.912.0.2.2](#)
3. Investigate an idea in a coherent and focused manner to provide context in the visual arts. [VA.912.0.2.3](#)
4. Concentrate on a particular style, theme, concept, or personal opinion to develop artwork for a portfolio, display, or exhibition. [VA.912.0.2.4](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Select various media and techniques to communicate personal symbols and ideas through the organization of the structural elements of art. [VA.912.0.2.IN.A](#)

Supported

- a. Apply basic structural elements of art and organizational principles of design to create artworks with a new meaning. [VA.912.0.2.SU.A](#)

Participatory

- a. Use basic structural elements of art to create and respond to artworks. [VA.912.0.2.PA.A](#)

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

1. Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience. [VA.912.0.3.1](#)
2. Create a series of artworks to inform viewers about personal opinions and/or current issues. [VA.912.0.3.2](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Use vocabulary, symbols, and symbolism unique to visual art to communicate and document a variety of ideas in artworks. [VA.912.0.3.IN.A](#)

Supported

- b. Use selected vocabulary, symbols, and symbolism unique to visual art to communicate and document a variety of ideas in artworks. [VA.912.0.3.SU.B](#)

Participatory

- c. Use selected vocabulary, symbols, or symbolism unique to visual art to communicate and document ideas in artworks. [VA.912.0.3.PA.C](#)

Historical and Global Connections

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

1. Analyze the impact of social, ecological, economic, religious, and/or political issues on the function or meaning of the artwork. [VA.912.H.1.1](#)
2. Analyze the various functions of audience etiquette to formulate guidelines for conduct in different art venues. [VA.912.H.1.2](#)
3. Examine the significance placed on art forms over time by various groups or cultures compared to current views on aesthetics. [VA.912.H.1.3](#)
4. 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.1.4](#)

5. Investigate the use of technology and media design to reflect creative trends in visual culture. [VA.912.H.1.5](#)
6. Create a timeline for the development of artists' materials to show multiple influences on the use of art media. [VA.912.H.1.6](#)
7. Research and report technological developments to identify influences on society. [VA.912.H.1.7](#)
8. Analyze and compare works in context, considering economic, social, cultural, and political issues, to define the significance and purpose of art. [VA.912.H.1.8](#)
9. Describe the significance of major artists, architects, or masterworks to understand their historical influences. [VA.912.H.1.9](#)
10. Describe and analyze the characteristics of a culture and its people to create personal art reflecting daily life and/or the specified environment. [VA.912.H.1.10](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Compare historical and cultural influences that have inspired artists to produce works of art. [VA.912.H.1.IN.A](#)
- b. Identify suitable audience behavior needed to view or experience artworks found in school, art exhibits, museums, and/or community venues. [VA.912.H.1.IN.B](#)
- c. Compare art forms of various cultures and times. [VA.912.H.1.IN.C](#)
- d. Describe the impact of major technological developments on visual art production and appreciation. [VA.912.H.1.IN.D](#)
- e. Compare influences of major artists, architects, or masterworks on their culture. [VA.912.H.1.IN.E](#)

Supported

- a. Recognize ideas important to people, groups, cultures, or time periods that are reflected in their artworks. [VA.912.H.1.SU.A](#)
- c. Recognize similarities and differences between art forms across cultures and times. [VA.912.H.1.SU.C](#)
- d. Recognize artwork produced by a variety of traditional and contemporary technologies. [VA.912.H.1.SU.D](#)
- e. Recognize how a major artist, architect, or masterwork influenced culture. [VA.912.H.1.SU.E](#)

Participatory

- a. Recognize similar themes in visual art from a variety of cultures and times. [VA.912.H.1.PA.A](#)
- b. Practice specified procedures and etiquette as part of an art audience. [VA.912.H.1.PA.B](#)
- c. Associate artwork with the technology used to produce it. [VA.912.H.1.PA.C](#)
- d. Associate selected artists, architects, or masterworks with examples of their work. [VA.912.H.1.PA.D](#)

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

- 1. Identify transitions in art media, technique, and focus to explain how technology has changed art throughout history. [VA.912.H.2.1](#)
- 2. Analyze the capacity of the visual arts to fulfill aesthetic needs through artwork and utilitarian objects. [VA.912.H.2.2](#)
- 3. Analyze historical or cultural references in commemorative works of art to identify the significance of the event or person portrayed. [VA.912.H.2.3](#)
- 4. Research the history of art in public places to examine the significance of the artwork and its legacy for the future. [VA.912.H.2.4](#)

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.2.5](#)
6. Analyze artistic trends to explain the rationale for creating personal adornment, visual culture, and/or design. [VA.912.H.2.6](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Describe how technology has led to the development of new art styles over time. [VA.912.H.2.IN.A](#)
- b. Explain the impact artwork and utilitarian objects have on the human experience. [VA.912.H.2.IN.B](#)

Supported

- a. Recognize how technology influences the creation of visual art. [VA.912.H.2.SU.A](#)
- b. Identify influences of visual art and utilitarian objects on the human experience. [VA.912.H.2.SU.B](#)

Participatory

- a. Recognize structural elements of art and organizational principles of design to create and respond to artworks. [VA.912.H.2.PA.A](#)
- b. Recognize an influence of visual art or utilitarian objects on the human experience. [VA.912.H.2.PA.B](#)

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

1. Synthesize knowledge and skills learned from non-art content areas to support the processes of creation, interpretation, and analysis. [VA.912.H.3.1](#)
2. Apply the critical-thinking and problem-solving skills used in art to develop creative solutions for real-life issues. [VA.912.H.3.2](#)
3. Use materials, ideas, and/or equipment related to other content areas to generate ideas and processes for the creation of works of art. [VA.912.H.3.3](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Apply knowledge and skills from other disciplines and curriculum to visual art. [VA.912.H.3.IN.A](#)

Supported

- a. Apply knowledge and selected skills from other disciplines and curriculum to visual art. [VA.912.H.3.SU.A](#)

Participatory

- a. Use visual art to represent information from other fields. [VA.912.H.3.PA.A](#)
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Innovation, Technology, and the Future

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

1. Use divergent thinking, abstract reasoning, and various processes to demonstrate imaginative or innovative solutions for art problems. [VA.912.F.1.1](#)
2. Manipulate or synthesize established techniques as a foundation for individual style initiatives in two-, three-, and/or four-dimensional applications. [VA.912.F.1.2](#)
3. 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.912.F.1.3](#)
4. Use technological tools to create art with varying effects and outcomes. [VA.912.F.1.4](#)
5. Create a digital or time-based presentation to analyze and compare artists, artworks, and concepts in historical context. [VA.912.F.1.5](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Select and use techniques, structural elements of art, and principles of design to create a variety of artworks in different or unusual ways. [VA.912.F.1.IN.A](#)
- b. Demonstrate the use of a variety of technology to produce, store, consume, or view art as a citizen, consumer, or worker. [VA.912.F.1.IN.B](#)
- c. Compare artists from a variety of historic periods, including elements of the lifestyles, and events taking place during that period. [VA.912.F.1.IN.C](#)

Supported

- a. Use teacher-selected techniques, structural elements of art, and organizational principles of design to create a variety of artworks in different or unusual ways. [VA.912.F.1.SU.A](#)
- b. Individually or collaboratively demonstrate the use of selected technology to produce, store, consume, or view art as a citizen, consumer, or worker. [VA.912.F.1.SU.B](#)
- c. Identify similarities and differences in works of art produced during different historical periods. [VA.912.F.1.SU.C](#)

Participatory

- a. Use a teacher-selected structural element of art or principle of design to create a variety of artworks in different or unusual ways. [VA.912.F.1.PA.A](#)
- b. Use selected technology to access visual art as a citizen, consumer, or worker. [VA.912.F.1.PA.B](#)
- c. Identify a variety of historically significant works of art. [VA.912.F.1.PA.C](#)

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

1. Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings. [VA.912.F.2.1](#)
2. 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. [VA.912.F.2.2](#)
3. Analyze the potential economic impact of arts entities to revitalize a community or region. [VA.912.F.2.3](#)
4. Research ideas to plan, develop, and market art-related goods, artworks, or services that influence consumer beliefs and behaviors. [VA.912.F.2.4](#)
5. Develop a personal artist statement, résumé, presentation, or digital portfolio to interview for an art-related position or exhibition. [VA.912.F.2.5](#)
6. Research and discuss the potential of the visual arts to improve aesthetic living. [VA.912.F.2.6](#)
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.2.7](#)
8. Describe community resources to preserve, restore, exhibit, and view works of art. [VA.912.F.2.8](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Analyze employment and leisure opportunities in or relating to visual art and pair with the necessary skills and training. [VA.912.F.2.IN.A](#)
- b. Identify the economic impact of employment opportunities in or related to visual art in individuals or communities. [VA.912.F.2.IN.B](#)
- c. Compare influences of visual art on consumer beliefs and behaviors. [VA.912.F.2.IN.C](#)
- d. Identify and use defined criteria to select works for a portfolio. [VA.912.F.2.IN.D](#)
- e. Identify community resources to preserve, restore, exhibit, and view works of art. [VA.912.F.2.IN.E](#)

Supported

- a. Connect employment and leisure opportunities in or relating to visual art with the necessary skills, training, or prerequisites. [VA.912.F.2.SU.A](#)
- b. Connect the economic impact with employment opportunities in or related to visual art in individuals or communities. [VA.912.F.2.SU.B](#)
- c. Recognize how visual art influences our buying behaviors. [VA.912.F.2.SU.C](#)
- d. Use teacher-selected criteria to select personal artwork for a portfolio. [VA.912.F.2.SU.D](#)
- e. Recognize selected community resources to preserve, restore, exhibit, and view works of art. [VA.912.F.2.SU.E](#)

Participatory

- a. Distinguish among jobs that are art-related vs. non-art-related. [VA.912.F.2.PA.A](#)
- b. Recognize that visual art influences our emotions. [VA.912.F.2.PA.B](#)
- c. Use a teacher-selected criterion to select personal artwork for a portfolio. [VA.912.F.2.PA.C](#)
- d. Recognize selected community resources to exhibit and view works of art. [VA.912.F.2.PA.D](#)

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

- 1. Use technology applications and art skills to promote social and cultural awareness regarding community initiatives and/or concerns. [VA.912.F.3.1](#)
- 2. Examine the rationale for using procedural, analytical, and divergent thinking to achieve visual literacy. [VA.912.F.3.2](#)
- 3. Discuss how the arts help students develop self-reliance and promote collaboration to strengthen leadership capabilities as priorities change. [VA.912.F.3.3](#)

4. Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills. [VA.912.F.3.4](#)
5. Use appropriately cited sources to document research and present information on visual culture. [VA.912.F.3.5](#)
6. Identify ethical ways to use appropriation in personal works of art. [VA.912.F.3.6](#)
7. Create a body of collaborative work to show artistic cohesiveness, team-building, respectful compromise, and time-management skills. [VA.912.F.3.7](#)
8. Combine art and design skills with entrepreneurialism to provide community service and leverage strengths in accomplishing a common objective. [VA.912.F.3.8](#)
9. Identify and apply collaborative procedures to coordinate a student or community art event. [VA.912.F.3.9](#)
10. Apply rules of convention to create purposeful design. [VA.912.F.3.10](#)
11. Demonstrate proficiency in creating individual and sequential images, animation, or media in motion with sound to solve visual problems. [VA.912.F.3.11](#)
12. Use digital equipment and peripheral devices to record, create, present, and/or share accurate visual images with others. [VA.912.F.3.12](#)

Access Point for Students with Significant Cognitive Disabilities

Independent

- a. Create, interpret, and respond to a variety of visual art that integrates traditional and contemporary technologies. [VA.912.F.3.IN.A](#)
- b. Demonstrate the use of a variety of technology to produce, store, consume, or view art. [VA.912.F.3.IN.B](#)
- c. Prioritize, monitor, and complete tasks related to individual and collaborative projects. [VA.912.F.3.IN.C](#)
- d. Recognize ethical, legal ways to use the art of others in personal products. [VA.912.F.3.IN.D](#)
- e. Identify rules of convention in purposeful design. [VA.912.F.3.IN.E](#)

Supported

- a. Create, interpret, or respond to a variety of visual art that integrates traditional and contemporary technologies. [VA.912.F.3.SU.A](#)
- b. Individually or collaboratively demonstrate the use of selected technology to produce, store, or view art. [VA.912.F.3.SU.B](#)
- c. Organize and complete visual art projects having three or more components. [VA.912.F.3.SU.C](#)
- d. Recognize ownership of visual art that cannot be used in part or whole without permission. [VA.912.F.3.SU.D](#)
- e. Recognize common elements in visual art genres. [VA.912.F.3.SU.E](#)

Participatory

- a. Use a variety of traditional or contemporary technologies to create, interpret, or respond to visual art. [VA.912.F.3.PA.A](#)
- b. Use selected technology to access visual art. [VA.912.F.3.PA.B](#)
- c. Sequence and complete two or more steps related to individual or collaborative visual art projects. [VA.912.F.3.PA.C](#)
- d. Recognize ownership of visual art. [VA.912.F.3.PA.D](#)
- e. Recognize selected visual art genres. [VA.912.F.3.PA.E](#)