



Arts, Audio/Video Technology and Communications

Pathway: Visual Arts

Code	Topic	Course	Knowledge and Skill	Performance Element	Measurement Criteria
ARPF01.01	Visual Arts Pathway	#3: Introduction to Visual Arts and Related Careers	Research the scope of career opportunities and qualifications in the Visual Arts Pathway.	Examine the numerous career paths within visual arts to discover personal preferences.	Explore the careers of artists who create visual arts—fine art, commercial art, graphic art, public art, environmental art, etc.
					Explore careers of visual arts designers—interior designers, architects, fashion designers, textile artists, glass and ceramics artists, photo-journalists, etc.
					Explore the careers of those who manage, exhibit, and sell visual art works.
					Explore the careers of art curators, collectors, evaluators, and critics.
					Explore careers in art education—teachers, administrators, staff in museums, galleries, schools, and arts organizations; authors, illustrators, photographers, etc.
					Identify the preferred career opportunities.
				Identify required knowledge and skills, education opportunities, and lifestyles associated with different levels of employment in visual arts careers and related career fields.	
Detail job description, qualifications, and requirements for several careers of interest.					
Match interests and abilities to career preferences.					

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			(CONTINUED)	Compare the advantages and disadvantages of working independently and of working for others.	Review the knowledge and skills necessary to create, maintain, and promote a career as a visual artist.
					Research the knowledge and skills involved in owning an art-related business.
					Research the qualifications and skills necessary to entry-level, skilled level, and supervisory level jobs in arts facilities, schools, organizations, and businesses.
					Research the art market, evaluating works, formulating prices, writing contracts, purchasing and insuring works.
					Conclude which type of employment provides the best working conditions to suit personal preferences, characteristics, and values.
				Examine opportunities in visual arts careers to communicate to others in an articulate fashion the purpose of artwork, artists' intentions, and the way the process and materials help to achieve them.	Research the market to see what is being communicated in the types of work purchased by the public.
					Articulate the purposes of several pieces of artwork in different media.
					Describe how the choice of materials and medium affect communication of a message.
					Compare artworks communicating a variety of artists' intentions including aesthetic appeal, functional design, self-expression, exploration of materials, documentation, etc.

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ARPF01.02	Visual Arts Pathway	#8: History and Evolution of Visual Arts	Research the history and evolution of visual arts and their role within society.	Compare the changing purposes served by visual arts throughout history.	Identify the purposes of visual arts historically, by examining works from various time periods.
					Compare examples of artwork from various periods that serve communal, social, religious, or political functions.
					Compare examples of artwork that document events and communicate information or ideas with those that arouse emotion by expressing feelings, experiences, or values.
				Analyze the opportunities for communication through the visual arts.	Describe contemporary and historical social issues and how they are communicated through content, form, and function in the visual arts.
					Describe contemporary and historical arts issues and how they are communicated through the visual arts.
					Identify how works of visual artists communicate the ideas of their culture and religion.
					Analyze the use of symbols in the visual arts of diverse cultures.

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			(CONTINUED)	Apply critical thinking skills to evaluate works of art.	Describe various approaches for evaluating visual arts from historical, cultural, and content viewpoints.
					Examine the evaluative process in terms of ethics, aesthetics, and social context.
					Describe ways to build aesthetic awareness and appreciation of art in a specific audience.
					Define interpretation and how to develop and support ideas.
					Develop analysis of art works derived from the descriptive elements, including form, medium, style, and subject matter.
					Relate the descriptive elements and analysis to current, historical, social, and cultural contexts.
				Demonstrate the ability to present and defend written and oral evaluations of visual works of art.	Apply a critical method of evaluation to a work of art, resulting in a written report.
					Form interpretations through analysis of the structural elements, subject matter, and contextual data regarding a work of art.
					Communicate an oral or written defense for judgment of a work of art.
					Assess the value and purpose of criticism in terms of author and audience, including aesthetic, social, cultural, and historical contexts.
				Analyze the development of tools and technologies and their affect on the evolution of visual arts.	Compare current visual arts technologies with those of 50 years ago.

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ARPF01.03	Visual Arts Pathway	#3: Introduction to Visual Arts and Related Careers	Analyze elements and principles of the visual arts and what they communicate.	Analyze the elements and principles of art applied to visual art forms.	Identify art elements, including line, color, shape, and texture in various media.
					Identify use of primary, secondary, and complementary colors in various media.
					Define tint, shade, hue, and value in relation to color theory.
					Identify standard geometric shapes used in construction and design layout.
					Compare samples of work that use contrast, unity, and emphasis.
				Analyze the communicative effects of art elements.	Identify the effects communicated by various types of line, including straight, curved, horizontal, vertical, and diagonal.
					Identify messages or meanings that colors communicate in various cultures.
					Compare asymmetrical and symmetrical images communicating balance.
					Compare repetition and pattern in fabric and other applications that communicate rhythm.
					Examine use of contrasting or unusual proportion to communicate ideas in various artworks.



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ARPF01.04	Visual Arts Pathway	#4: Two-Dimensional Art #5: Three-Dimensional Art #6: Photographic Art #7: Multi-Media Applications in Arts	Analyze and create two- and three-dimensional art forms from various media in the visual arts.	Analyze art elements and principles of two-dimensional works of visual art in various media, including drawing, print making, and computer software.	<p>Apply elements of art, including line, color, shape, and texture to create art forms in various two-dimensional media.</p> <p>Demonstrate anatomical figure drawing.</p> <p>Demonstrate drawing in one-point, two point, and multi-point perspective.</p> <p>Create a work of art by applying color using pencils, markers, airbrush, dry media, water-based media, oil-based media, or computer software.</p> <p>Create work that demonstrates shape, volume, depth, and dimension.</p> <p>Demonstrate techniques that create actual and implied texture.</p> <p>Practice printmaking in various media.</p> <p>Prepare print surface and print medium.</p> <p>Demonstrate design principles in developing a project such as a brochure, logo, label, or textile design.</p>

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			(CONTINUED)	Apply art elements and principles to photographic works of visual art in both traditional and digital photographic media.	<p>Compare photographic media from traditional and digital processes.</p> <p>Produce a photograph using a camera with film, such as a 35mm SLR.</p> <p>Comprehend the processes used to develop photographic film, both color and black and white.</p> <p>Demonstrate the use of all darkroom equipment and processes.</p> <p>Identify paper characteristics in finished prints, and procedures for mounting, matting, and framing.</p> <p>Exhibit knowledge of photo imaging using a digital camera.</p> <p>Produce a variety of digital images using computer software.</p>
				Analyze multimedia applications of software/hardware for the purposes of visual communications.	<p>Examine digital animation tools, capabilities, and interface elements, such as those in Adobe After Effects.</p> <p>Create and import artwork and place on timeline to produce two-dimensional animations.</p> <p>Export animations as animated GIF files and include in a web page.</p> <p>Exhibit knowledge of graphic design and related software.</p> <p>Apply elements and principles of art to use of computer software.</p> <p>Create examples of computer graphics in commercial applications.</p>

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			(CONTINUED)	Analyze art elements and principles of three-dimensional forms of visual art in various media.	<p>Apply elements of art, including line, color, shape, and texture to create three-dimensional art forms in various media.</p> <p>Discuss the use of symmetry or asymmetry, and geometric shape in the construction of sculpture.</p> <p>Demonstrate techniques that produce various textures in clay, wax, wood, and metal.</p> <p>Assess the characteristics of textiles as a medium, including design, construction, use, maintenance, and care of textile products.</p> <p>Analyze the use of art elements and principles in architecture, interior design, and environmental art.</p> <p>Assess the purposes of public art and what it communicates.</p>