

# AASD Art Standards for Grades K-12 Students

FINE ARTS



Creating what cannot be put into words  
APPLETON AREA SCHOOL DISTRICT

## Content Strand

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| <p>I. <b>Stretch and Explore</b><br/>Learning to reach beyond one's capacity, to explore without a preconceived plan and to embrace the opportunity to learn from mistakes and accidents.</p>                                      | <p>A. Learn <b>critical thinking</b> skills by analyzing physical and conceptual problems presented in artistic endeavors</p> <p>B. Develop multiple solutions to challenges involved in the creative process through the use of <b>problem-solving</b> and <b>adaptability</b> skills</p> <p>C. Explore <b>creativity</b> skills by searching for effective, artistic visual expression that is uniquely individual to the student</p> |
| <p>II. <b>Envision</b><br/>Learning to picture mentally what cannot be directly observed and imagine possible next steps in making a piece.</p>  | <p>A. Use <b>problem solving</b> skills to visualize outcomes during all phases of the creative process</p> <p>B. Cultivate <b>creativity</b> and <b>innovation</b> skills by conceiving ideas prior to taking action</p> <p>C. Generate unique solutions to visual problems through <b>self-direction</b> and <b>personal initiative</b></p>   |
| <p>III. <b>Engage and Persist</b><br/>Learning to embrace problems of relevance within the art world and/or of personal importance to develop focus and other mental states conducive to working and persevering at art tasks.</p> | <p>A. Develop and assemble a collection of work that reflects <b>personal productivity</b> and <b>work ethic</b></p> <p>B. Discover through <b>personal initiative</b> that the best solutions to visual problems are often found after working through struggles and frustrations</p> <p>C. Promote <b>adaptability</b> by developing multiple solutions to problems involved in the creative process</p>                              |
| <p>IV. <b>Express</b><br/>Learning to create works that</p>  | <p>A. Build skills that use <b>imagination</b> and artwork to communicate ideas and feelings (<b>innovation</b> and <b>creativity</b> skills)</p>   |

convey an idea, a feeling, or personal meaning

V. **Observe**

Learning to attend to visual contexts more closely than ordinary “looking” requires, and thereby to see things that otherwise might not be seen.

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VI. **Reflect**

Question and explain: learning to think and talk with others about an aspect of one’s work or working process.

Evaluate: learning to judge one’s own work and working process, and the work of others in relation to standards of the field.

VII. **Develop Craft**

Learning to use tools, materials, and artistic conventions to produce images and objects using varied media, techniques, and processes.

VIII. **Understand the Art World**

Learning about art history and current practice and to interact as an artist with other artists and

- B. Develop an awareness of a larger global community (***global awareness***)
- C. Value the positive ***health and wellness*** benefits derived from creative expression

- A. Sharpen ability to identify details through ***contextual learning***
- B. Investigate the visual world more closely by incorporating ***information*** and ***media*** skills
- C. Be ***self directed*** to see beyond the ordinary

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- A. ***Adapt*** to new challenges by creating solutions to problems (***problem solving***)
- B. Develop ***collaboration*** and ***communication*** skills necessary to express and articulate opinions about their own artwork and the artwork of others
- C. Practice ***social responsibility*** in speaking to peers about their artwork

- A. Recognize the importance of ***personal responsibility*** when learning to care for tools, material and space
- B. Apply a positive ***work ethic*** and ***self direction*** as they focus their ability to cultivate projects
- C. Imagine and invent unique images and objects using varied media, technique and processes (***creativity*** and ***innovation*** skills)
- D. Understand and implement the elements of art and principles of design to complete unique works of art

- A. Connect their knowledge and skills in art to careers in humanities, sciences, and technology
- B. Identify and use art as a basic way of thinking and ***communicating*** about the world
- C. Draw inspiration from art of their own and other cultures past and present (***global awareness***)
- D. Use ***information*** and ***media*** skills to explore the art world within the broader society.