

Power Standard: Demonstrate understanding of design structures (elements of art & principles of design) in the production and critique of artworks		
VA.O.6.2.1	Identify the characteristics of the elements of art, e.g., line, shape, color, texture, form, space, and value.	Knowledge
VA.O.6.2.4	Identify and use analogous color schemes.	
	<ul style="list-style-type: none"> Identify analogous color schemes. 	Knowledge
	<ul style="list-style-type: none"> use analogous color schemes. 	Knowledge
VA.O.6.2.9	Identify the characteristics of the principles of design, e.g., unity, rhythm, emphasis, balance, variety, repetition, proportion, harmony.	Knowledge
VA.O.6.2.16	use the elements of art and principles of design to effectively communicate ideas.(in critiques)	
	<ul style="list-style-type: none"> use the elements of art to effectively communicate ideas 	Knowledge
	<ul style="list-style-type: none"> use the principles of design to effectively communicate ideas 	Knowledge
VA.O.6.2.5	analyze and evaluate application of elements of art and principles of design as they apply to the creation of two-dimensional and three-dimensional works of art	
	<ul style="list-style-type: none"> Analyze application of elements of art as they apply to the creation of two-dimensional works of art 	Reasoning
	<ul style="list-style-type: none"> Analyze application of elements of art as they apply to the creation of three-dimensional works of art 	Reasoning
	<ul style="list-style-type: none"> Analyze application of principles of design as they apply to the creation of two-dimensional works of art 	Reasoning
	<ul style="list-style-type: none"> Analyze application of principles of design as they apply to the creation of three-dimensional works of art 	Reasoning
	<ul style="list-style-type: none"> Evaluate application of elements of art as they apply to the creation of two-dimensional works of art 	Reasoning
	<ul style="list-style-type: none"> Evaluate application of elements of art as they apply to the creation of three-dimensional works of art 	Reasoning
	<ul style="list-style-type: none"> Evaluate application of principles of design as they apply to the creation of two-dimensional works of art 	Reasoning
	<ul style="list-style-type: none"> Evaluate application of principles of design as they apply to the creation of three-dimensional works of art 	Reasoning
VA.O.6.5.6	evaluate exemplary artworks, i.e., determine the meaning, merit, and success of works from various eras and cultures.	Reasoning
VA.O.6.5.7	select, describe, and display his/her artwork(s), e.g., oral or written presentations	
	Select his/her artwork	Reasoning
	Describe his/her artwork	Reasoning
	Display his/her artwork	Reasoning
VA.O.6.1.3	explain the effectiveness of their choices of media, techniques, technologies, and processes to communicate ideas.	
	<ul style="list-style-type: none"> explain the effectiveness of their choices of media to communicate ideas. 	Reasoning
	<ul style="list-style-type: none"> explain the effectiveness of their choices of techniques to communicate ideas. 	Reasoning
	<ul style="list-style-type: none"> explain the effectiveness of their choices of technologies to communicate ideas. 	Reasoning
	<ul style="list-style-type: none"> explain the effectiveness of their choices of processes to communicate ideas. 	Reasoning
VA.O.6.2.3	create three-dimensional artworks.	Performance

VA.O.6.2.4	use analogous color schemes.	Performance
VA.O.6.2.5	use organic shapes and forms in artworks	
	<ul style="list-style-type: none"> • use organic shapes in artworks 	Performance
	<ul style="list-style-type: none"> • use organic forms in artworks 	Performance
VA.O.6.2.7	create value in a drawing by use of hatching, crosshatching, stippling, or pointillism	
	<ul style="list-style-type: none"> • create value in a drawing by use of hatching 	Performance
	<ul style="list-style-type: none"> • create value in a drawing by use of crosshatching 	Performance
	<ul style="list-style-type: none"> • create value in a drawing by use of stippling 	Performance
	<ul style="list-style-type: none"> • create value in a drawing by use of pointillism 	Performance
VA.O.6.2.8	use textures to create an artwork or collage, e.g., rubbings, simulated, invented and actual.	Performance
VA.O.6.2.11	create artwork using visual rhythm and repetition of pattern(s).	
	<ul style="list-style-type: none"> • create artwork using visual rhythm 	Performance
	<ul style="list-style-type: none"> • create artwork using repetition of pattern(s) 	Performance
VA.O.6.2.12	show dominance/emphasis in the creation of artworks.	Performance
VA.O.6.2.6	create artwork using negative and positive space, e.g., stenciling, weaving	
	<ul style="list-style-type: none"> • create artwork using negative space 	Performance
	<ul style="list-style-type: none"> • create artwork using positive space 	Performance
VA.O.6.2.16	use the elements of art and principles of design to effectively communicate ideas (in production).	
	<ul style="list-style-type: none"> • use the elements of art to effectively communicate ideas 	Performance
	<ul style="list-style-type: none"> • use the principles of design to effectively communicate ideas 	Performance
VA.O.6.1.4	demonstrate safe and effective use of materials, tools, and technology.	
	<ul style="list-style-type: none"> • Demonstrate safe use of materials 	Performance
	<ul style="list-style-type: none"> • Demonstrate safe use of tools 	Performance
	<ul style="list-style-type: none"> • Demonstrate safe use of technology 	Performance
	<ul style="list-style-type: none"> • Demonstrate effective use of materials 	Performance
	<ul style="list-style-type: none"> • Demonstrate effective use of tools 	Performance
	<ul style="list-style-type: none"> • Demonstrate effective use of technology 	Performance
VA.O.6.1.1	identify types of media, techniques, technologies, and processes used to create two-dimensional and three-dimensional works of art.	
	<ul style="list-style-type: none"> • Identify types of media used to create two-dimensional works of art 	Product
	<ul style="list-style-type: none"> • Identify types of techniques used to create two-dimensional works of art 	Product
	<ul style="list-style-type: none"> • Identify types of technologies used to create two-dimensional works of art 	Product
	<ul style="list-style-type: none"> • Identify types of processes used to create two-dimensional works of art 	Product
	<ul style="list-style-type: none"> • Identify types of media used to create three-dimensional works of art 	Product
	<ul style="list-style-type: none"> • Identify types of techniques used to create three-dimensional works of art 	Product

	<ul style="list-style-type: none"> Identify types of technologies used to create three-dimensional works of art 	Product
	<ul style="list-style-type: none"> Identify types of processes used to create three-dimensional works of art 	Product
VA.O.6.1.2	use selected media, techniques, technologies, and processes to communicate a personal experience or an idea, e.g., watercolor, tempera, ink, fabric, collected materials, montage, weaving, mosaic, and digital media.	
	<ul style="list-style-type: none"> Use selected media to communicate a personal experience 	Product
	<ul style="list-style-type: none"> Use selected techniques to communicate a personal experience 	Product
	<ul style="list-style-type: none"> Use selected technologies to communicate a personal experience 	Product
	<ul style="list-style-type: none"> Use selected processes to communicate a personal experience 	Product
	<ul style="list-style-type: none"> Use selected media to communicate a personal idea 	Product
	<ul style="list-style-type: none"> Use selected techniques to communicate a personal idea 	Product
	<ul style="list-style-type: none"> Use selected technologies to communicate a personal idea 	Product
	<ul style="list-style-type: none"> Use selected processes to communicate a personal idea 	Product