

Grade Six

The standards for grade six emphasize exploration. Using the elements of art and the principles of design as a framework, students will investigate a variety of experiences and concepts. Students will explore various two-dimensional and three-dimensional art media, using a variety of expressive and technical approaches. Students will understand the factors that distinguish artistic styles and that clarify the role of art in American culture. Through critical examination, students will determine how artists convey meaning through the use of forms, media, and symbols. Students will test and develop their own ideas regarding the nature of art and will encounter philosophical and ethical questions. Upon the successful completion of the visual arts standards for grade six, students will possess the skills that will allow them to evaluate the effects of various influences on the discipline of the visual arts.

Visual Communication and Production

- 6.1 The student will solve design problems, using color relationships selected from the color wheel.
- 6.2 The student will use the principles of design, including proportion, rhythm, balance, emphasis, variety, and unity, to express ideas and create images.
- 6.3 The student will use one-point perspective to create the illusion of depth in a two-dimensional drawing.
- 6.4 The student will depict the proportional relationships among the parts of the human body or among other objects.
- 6.5 The student will use visual memory skills to produce a work of art.
- 6.6 The student will use appropriate art media and techniques to create both visual and tactile textures in works of art.
- 6.7 The student will use chiaroscuro to create the illusion of form in a work of art.
- 6.8 The student will produce a kinetic work of art.
- 6.9 The student will utilize fantasy as a means of expression in works of art.
- 6.10 The student will use computer graphics and computer-generated text to create original works of art.

Cultural Context and Art History

- 6.11 The student will describe and discuss various types of collaborative art careers (e.g., architect, motion picture producer, animator, Web page designer, interior designer).
- 6.12 The student will identify the components of an artist's style, including materials, design, technique, and subject matter.
- 6.13 The student will identify major art movements in American culture from 1877 to the present, with emphasis on relating these movements to changes in science and technology.

6.14 The student will identify how artists contribute to society.

Judgment and Criticism

6.15 The student will discuss the ways that art can be persuasive.

6.16 The student will explain how the elements of art, the principles of design, art techniques, and art media influence meaning in works of two-dimensional and three-dimensional art.

6.17 The student will demonstrate inquiry skills and appropriate art vocabulary for

1. describing works of art;
2. responding to works of art;
3. interpreting works of art; and
4. evaluating works of art.

6.18 The student will interpret the ideas and emotions expressed in works of art, using appropriate art vocabulary.

6.19 The student will identify the relationship between art processes and final solutions.

6.20 The student will identify and examine ethical standards in the use of

1. print and digital images;
2. materials protected by copyright; and
3. information technology.

Aesthetics

6.21 The student will respond to works of art and analyze those responses in terms of cultural and visual meaning.

6.22 The student will generate philosophical questions regarding meanings in works of art.

6.23 The student will describe the manner in which the belief systems of a viewer may influence contemplation of works of art.

6.24 The student will explain orally and in writing the means by which visual art evokes sensory and emotional responses.