LEVEL: K-5	COURSE OUTI	INE:FOURTH GRADE	COURSE CODE: 5001050
	COURSE DESCRIPTION: Grade 4 Art incorporates a variety of two- and three-dimensional concepts and ideas in art and digital media and processes to convey meaning and relevance. Materials are correctly, safely, and responsibly applied to achieve diverse effects and meet established criteria. Observation skills, prior knowledge, and art-criticism skills are employed to reflect on and revise works of art. During the creative process, students use accurate art vocabulary, terms, and procedures, as well as time-management and collaborative skills.		
	DRAWING	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork that is manually drawn on a two dimensional surface.	Expand on previous drawing techniques to include a range of value, expressive movement and lines.	Create 2 or more drawings.
	PAINTING	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork created by applying paint to a two-dimensional surface.	Apply previous painting techniques; use monochromatic and complementary colors; and explore visual textures.	Create 2 or more paintings.
	SCULPTURE	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork that is three- dimensional.	Construct three-dimensional forms by combining materials such as found objects and/or mixed media.	Create 1 or more sculptures.
	CERAMICS	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
UNITS:	Artwork made from clay.	Use prior knowledge of clay building techniques and surface decoration to create, revise and reflect on works with personal meaning.	Create 1 or more ceramic artworks.
	PRINTMAKING	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork made by transferring paint/ink from one surface to another.	Expand knowledge of printmaking techniques; develop prints through cutting, collage and/or hand-coloring.	Create 1 or more prints.
	MIXED MEDIA/FIBER	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork made from more than one medium, usually with a three-dimensional element.	Expand multiple processes/materials to create an artwork and/or refine fiber techniques.	Create 2 or more mixed media/fiber artworks.
	DIGITAL MEDIA	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Computer/iPad generated artwork.	Incorporate digital media into an organized composition.	Create or explore 1 or more digital artworks.
VOCAB	Shading, gesture, contour, value, expressive movement, complementary colors, monochromatic colors, contrast, tints, shades, assemblage, three-dimensional, reflect, revise, personal meaning, modified/altered, fiber techniques		

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Benchmark	Critical Thinking and Reflection Description	
<u>VA.4.C.1.1:</u>	Integrate ideas during the art-making process to convey meaning in personal works of art.	
<u>VA.4.C.1.2:</u>	Describe observations and apply prior knowledge to interpret visual information and reflect on works of art.	
<u>VA.4.C.2.1:</u>	Revise artworks to meet established criteria. e.g., criteria set by teacher, student, or both	
VA.4.C.2.2:	Use various resources to generate ideas for growth in personal works.	
VA.4.C.2.3:	Develop and support ideas from various resources to create unique artworks.	
VA.4.C.3.1:	Use accurate art vocabulary when analyzing works of art.	
VA.4.C.3.2:	Compare purposes for the structural elements of art and organizational principles of design in artworks and utilitarian objects.	
<u>VA.4.C.3.3:</u>	Use the art-making process, analysis, and discussion to identify the connections between art and other disciplines.	
Benchmark	Skill, Technique and Processes Description	
<u>VA.4.S.1.1:</u>	Manipulate tools and materials to achieve diverse effects in personal works of art. e.g., charcoal, colored pencil, block printing: reduction, stencil	
VA.4.S.1.2:	Explore and use media, technology, and other art resources to express ideas visually.	
VA.4.S.1.3:	Create artworks that integrate ideas from culture or history.	
VA.4.S.1.4:	Use accurate art vocabulary to discuss works of art and the creative process.	
VA.4.S.2.1:	Organize the structural elements of art to achieve an artistic objective.	
<u>VA.4.S.2.2:</u>	Demonstrate the ability to recall art procedures and focus on art processes through to the end of production.	
<u>VA.4.S.3.1:</u>	Experiment with various materials, tools, techniques, and processes to achieve a variety of results in two- and/or three-dimensional artworks.	
VA.4.S.3.2:	Plan and produce art through ongoing practice of skills and techniques.	
VA.4.S.3.3:	Follow procedures for using tools, media, techniques, and processes safely and responsibly.	
<u>VA.4.S.3.4:</u>	Discuss the importance of copyright law in regard to the creation and production of art. e.g., plagiarism, appropriation from the Internet and other sources	
Benchmark	Organizational Structure Description	
<u>VA.4.0.1.1:</u>	Use the structural elements of art and organizational principles of design to understand the art-making process.	
VA.4.0.1.2:	Identify the structural elements of art used to unite an artistic composition.	
<u>VA.4.0.2.1:</u>	Use a variety of resources and art skills to overcome visual challenges in personal artworks.	
<u>VA.4.0.3.1:</u>	Apply meaning and relevance to document self or others visually in artwork. e.g., personal ideas, observations	

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Benchmark	Historical and Global Connections Description	
<u>VA.4.H.1.1:</u>	Identify historical and cultural influences that have inspired artists to produce works of art.	
<u>VA.4.H.1.2:</u>	Identify suitable behavior for various art venues and events.	
<u>VA.4.H.1.3:</u>	Describe artworks that honor and are reflective of particular individuals, groups, events, and/or cultures.	
<u>VA.4.H.1.4:</u>	Identify and practice ways of showing respect for one's own and others' personal works of art.	
<u>VA.4.H.2.1:</u>	Explore works of art, created over time, to identify the use of the structural elements of art in an historical event or art style.	
VA.4.H.2.2:	Identify differences between artworks and utilitarian objects.	
<u>VA.4.H.2.3:</u>	Identify reasons to display artwork in public places. e.g., reasons: aesthetics, memory, record historical events or accomplishments; public places: museums, galleries, open air	
<u>VA.4.H.3.1:</u>	Discuss how analytical skills and thinking strategies are applied to both art production and problem-solving in other content areas. e.g., identify facts, ideas, solutions	
Benchmark	Innovation, Technology and the Future Description	
<u>VA.4.F.1.1:</u>	Combine art media with innovative ideas and techniques to create two- and/or three-dimensional works of art.	
VA.4.F.1.2:	Examine and apply creative solutions to solve an artistic problem.	
VA.4.F.2.1:	Discuss how artists and designers have made an impact on the community.	
VA.4.F.2.2:	Identify the work of local artists to become familiar with art-making careers.	
<u>VA.4.F.3.1:</u>	Create art to promote awareness of school and/or community concerns. e.g., poster, billboard	
VA.4.F.3.2:	Collaborate with peers in the art room to achieve a common art goal.	
<u>VA.4.F.3.3:</u>	Work purposefully to complete personal works of art in a timely manner, demonstrating development of 21st-century skills.	
LAFS.4.W.1.2d	Use precise language and domain-specific vocabulary to inform about or explain the topic. Provide a concluding statement or section related to the information or explanation presented.	