

LEVEL: K-5	COURSE OUTLINE: THIRD GRADE	COURSE CODE: 5001040	
	COURSE DESCRIPTION: Grade 3 Art incorporates a variety of two- and three-dimensional concepts and ideas in art and digital media and processes. Materials are correctly and safely applied to convey personal interests and self-expression. Observation skills, prior knowledge, and art criticism skills are employed to reflect on and interpret works of art. Students use accurate art vocabulary, terms, and procedures with resources and time-management skills during the creative process.		
UNITS:	DRAWING	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork that is manually drawn on a two dimensional surface.	Expand previous drawing techniques to include positive/negative space, depth, and drawing from observation.	Create 2 or more drawings.
	PAINTING	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork created by applying paint to a two-dimensional surface.	Mix primary and secondary colors to create intermediate colors, explore various paints, tools, and surfaces.	Create 2 or more paintings.
	SCULPTURE	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork that is three-dimensional.	Explore low-relief through repousse, pendants, and/or tiles, etc.	Create 1 or more sculptures.
	CERAMICS	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork made from clay.	Expand previous clay building techniques to create complex forms and introduce glazing techniques.	Create 1 or more ceramic artworks.
	PRINTMAKING	LEARNING GOAL	RECOMMENDED # OF ARTWORKS
	Artwork made by transferring paint/ink from one surface to another.	Explore collographs and/or incised styrofoam while printing on various papers.	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 previous processes/materials to create a completed artwork, and/or develop simple 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	Depth, symmetry, two-dimensional, positive space, negative space, intermediate colors, low relief, glaze, printing plate, multiple images, brayer, apps (digital visual art application), copyright laws		

Art – Grade 3 Intermediate 1 (#5001040)

Grade three* art incorporates a variety of two- and three-dimensional concepts and ideas in art and digital media and processes. Materials are correctly and safely applied to convey personal interests and self-expression. Observation skills, prior knowledge, and art criticism skills are employed to reflect on and interpret works of art. Students use accurate art vocabulary, terms, and procedures with resources and time-management skills during the creative process

Benchmark	Critical Thinking and Reflection Description
VA.3.C.1.1:	Use the art-making process to develop ideas for self-expression.
VA.3.C.1.2:	Reflect on and interpret works of art, using observation skills, prior knowledge, and experience.
VA.3.C.2.1:	Assess personal artworks for completeness and success in meeting intended objectives.
VA.3.C.2.2:	Compare techniques used by peers and established artists as a basis for improving one's own work.
VA.3.C.2.3:	Use constructive criticism to improve artwork.
VA.3.C.3.1:	Critique one's own and others' artworks, and identify the use of structural elements of art and organizational principles of design.
VA.3.C.3.2:	Describe the connections between visual art and other contexts through observation and art criticism.
VA.3.C.3.3:	Explain the similarities and differences between artworks and utilitarian objects.
Benchmark	Skill, Technique and Processes Description
VA.3.S.1.1:	Manipulate tools and media to enhance communication in personal artworks.
VA.3.S.1.2:	Use diverse resources to inspire artistic expression and achieve varied results. e.g., media center, technology, print materials
VA.3.S.1.3:	Incorporate ideas from art exemplars for specified time periods and cultures. e.g., concepts, technique, media, subject matter
VA.3.S.1.4:	Choose accurate art vocabulary to describe works of art and art processes.
VA.3.S.2.1:	Integrate the structural elements of art and organizational principles of design with sequential procedures and techniques to achieve an artistic goal.
VA.3.S.2.2:	Follow procedures, focusing on the art-making process.
VA.3.S.3.1:	Use materials, tools, and processes to achieve an intended result in two- and/or three-dimensional artworks.
VA.3.S.3.2:	Develop craftsmanship skills through repeated practice.
VA.3.S.3.3:	Work within safety guidelines while using tools, media, techniques, and processes.
VA.3.S.3.4:	Demonstrate awareness of copyright laws to show respect for the ideas of others when creating art.
Benchmark	Organizational Structure Description
VA.3.O.1.1:	Demonstrate how the organizational principles of design are used to arrange the structural elements of art in personal work.
VA.3.O.2.1:	Use creative and innovative ideas to complete personal artworks.
VA.3.O.3.1:	Use symbols, visual language, and/or written language to document self or others.

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Benchmark	Historical and Global Connections Description
VA.3.H.1.1:	Describe cultural similarities and differences in works of art.
VA.3.H.1.2:	Describe the importance of displaying suitable behavior as part of an art audience.
VA.3.H.1.3:	Identify and be respectful of ideas important to individuals, groups, or cultures that are reflected in their artworks.
VA.3.H.2.1:	Compare differences or similarities in artworks across time and culture.
VA.3.H.2.2:	Examine artworks and utilitarian objects, and describe their significance in the school and/or community.
VA.3.H.2.3:	Describe various venues in which artwork is on display for public viewing. e.g., museums, galleries, restaurants, virtual tours
VA.3.H.3.1:	Discuss how knowledge gained in the visual art classroom can serve as prior knowledge in other classrooms.
Benchmark	Innovation, Technology and the Future Description
VA.3.F.1.1:	Manipulate art media and incorporate a variety of subject matter to create imaginative artwork.
VA.3.F.1.2:	Explore the effects and merits of different solutions to solve an artistic problem.
VA.3.F.2.1:	Identify places where artists or designers have made an impact on the community.
VA.3.F.3.1:	Create artwork that communicates an awareness of events within the community.
VA.3.F.3.2:	Collaborate to complete a task in art. e.g., mural, mosaic
VA.3.F.3.3:	Demonstrate the skills needed to complete artwork in a timely manner, demonstrating perseverance and development of 21st-century skills.