

# Visual Arts: Middle School 2

## Observe and Learn to Comprehend 7.1

- 1 Analyze works of art and visual culture, and apply the language of visual art and design, to infer meaning. 7.1.1**
  - a Apply the language of visual art and design to describe the aesthetic value of works of art. 7.1.1.A
  - b Evaluate the emotional significance generated by the language of visual art and design. 7.1.1.B
  - c Differentiate and implement the language of visual art and design when observing works of art. 7.1.1.C

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- 2 Recognize and interpret works of art through the lens of time, place and culture. 7.1.2**
  - a Examine and articulate works of art that communicate significant cultural beliefs or sets of values. 7.1.2.A
  - b Investigate and discuss how exposure to various cultures and styles influences feelings and emotions toward art forms. 7.1.2.B
  - c Interpret and demonstrate how works of art synthesize historical and cultural meaning. 7.1.2.C

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- 3 Employ concepts, issues and themes from other disciplines to solve visual arts problems. 7.1.3**
  - a Incorporate key concepts, issues and themes from other disciplines into works of art. 7.1.3.A
  - b Explain and discuss how concepts, ideas and themes from other disciplines can be used in the visual arts. 7.1.3.B
  - c Explain how skills, themes and key concepts from other disciplines help artists improve their work. 7.1.3.C

## Envision and Critique to Reflect 7.2

- 1 Determine meaning from works of art and design using visual literacy skills such as interpretation, negotiation, appreciation and selection. 7.2.1**
  - a Explain and justify the visual elements artists use to express ideas in specific works of art. 7.2.1.A
  - b Discuss, debate and negotiate possible alternative interpretations of works of art. 7.2.1.B
  - c Utilize visual literacy skills in verbal or written discourse to construct meaning from works of art considering multiple points of view. 7.2.1.C

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**2 Utilize appropriate vocabulary in the critical analysis of works of art.** 7.2.2

- a Explain the purpose of a variety of visual and conceptual elements in works of art. 7.2.2.A
  - b Decode the meaning in works of art using visual evidence. 7.2.2.B
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**Invent and Discover to Create** 7.3

**1 Plan, anticipate outcomes and use feedback to grow as an artist.** 7.3.1

- a Plan, revise and refine an idea. 7.3.1.A
  - b Generate works of art based on selected themes or anticipated goals. 7.3.1.B
  - c Identify or demonstrate changes in personal style or skill level in works of art over time. 7.3.1.C
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**2 Demonstrate technical skills and processes to achieve desired results.** 7.3.2

- a Create works of art from observation, photographs and stored mental images adding personal interpretations. 7.3.2.A
  - b Demonstrate and apply perceptual skills to create works of art. 7.3.2.B
  - c Research and communicate personal ideas and interests in works of art. 7.3.2.C
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**3 Utilize current and available technology as a primary medium to create original works of art.** 7.3.3

- a Explore ways to manipulate works of art through technology. 7.3.3.A
  - b Utilize current and available technologies to create new forms of 2-D and 3-D art. 7.3.3.B
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**Relate and Connect to Transfer** 7.4

**1 Investigate how artists, designers, and scholars narrate their social context.** 7.4.1

- a Design and create works of art using images, words and symbols that illustrate personal community or culture. 7.4.1.A
  - b Analyze and explain how artists and cultures have used art to communicate ideas and identity throughout history. 7.4.1.B
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**2 Identify where the visual arts and artistic thinking are present in the real world.** 7.4.2

- a Discuss and explain how the visual arts are an integral part of popular culture. 7.4.2.A
- b Recognize and articulate how artists and designers use critical thinking skills in the community. 7.4.2.B
- c Explore and evaluate ways that artistic thinking is used to solve problems in various careers. 7.4.2.C

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**3 Communicate messages about societal problems through the creative process.** 7.4.3

- a Recognize and articulate how social issues influence the creation of contemporary works of art such as but not limited to the work of Mark Bradford, Pedro Reyes, Fred Wilson or street artists such as Swoon. 7.4.3.A
- b Create and display a work of art based on a selected social issue. 7.4.3.B