

CREATE - Conceive

Conceive – Standard of Achievement (1)

The student will use a variety of sources and processes to generate original ideas for artwork.

Enduring Understanding

Ideas come from a variety of internal and external sources and are building blocks that inform the creative process.

Essential Questions

Where do ideas come from?

Why is idea generation important for the creative process?

How do different sources and processes affect the artists' final works?

COMPUTER GRAPHIC DESIGN	National Visual Arts Standards	SOL's	SEM	YEAR	LCPS 5C's
ART II A. Select, analyze and use multiple sources to generate ideas for artmaking.		All.1 (a)			Critical Thinker
1. Access and combine information from a variety of selected print, media outlet, and on-line resources to generate ideas for artmaking.			x	x	Critical Thinker
2. Discern and compile potentially relevant reference material to generate ideas for artmaking.			x	x	Critical Thinker
3. Employ current technologies to review current issues such as global awareness, economics, civics, health, and the environment to generate ideas for artmaking.				x	Critical Thinker
4. Design an investigation of present day life using contemporary art or design systems to generate ideas for artmaking.	VA:Cr.1.2.Ia		x	x	Critical Thinker
5. Expand and maintain an actual or virtual repository of reference materials to generate ideas for artmaking.			x	x	Critical Thinker
ART II B. Select and use multiple approaches to initiate the creative process.	VA:Cr.1.1.Ia				Critical Thinker
1. Analyze and critique thoughts and ideas in the creative process.			x	x	Critical Thinker Communicator
2. Use a variety of approaches to form new challenges and generate ideas for artmaking.	VA:Cr.1.1.Ia		x	x	Critical Thinker
3. Select and use a variety of graphic organizers to generate and organize ideas for artmaking			x	x	Critical Thinker
4. Maintain a digital or traditional process journal/portfolio, a blog or website for idea development, preliminary sketches, research, critical writings, reflections, notes, and final works.		All.2 (b)	x	x	Critical Thinker
5. Collaborate to share and discuss research findings to generate ideas for artmaking.				x	Critical Thinker Collaborator
6. Systematically review features of master works to inform ideas for artmaking.			x	x	Critical Thinker
7. Document, compare and discuss potential ideas for artmaking.			x	x	Critical Thinker

CREATE – Develop

Develop – Standard of Achievement (2)

The student will plan, advance, and refine original ideas for artworks.

Enduring Understanding

Ideas become advanced through the process of weighing choices, considering alternatives, and making decisions.

An artist revises ideas to discern their value in the creative process.

Essential Questions

How does an artist measure the value of an idea?

How is involvement in the idea development process reflected in the artists' works?

COMPUTER GRAPHIC DESIGN	National Visual Arts Standards	SOL's	SEM	YEAR	LCPS 5C's
ART II A. Problem-solve to refine and advance ideas in visual, verbal, and written forms for artmaking.					Critical Thinker
1. Apply a personal aesthetic to design, develop and refine ideas for artmaking.			x	x	Critical Thinker
2. Weigh alternatives for media choices to develop ideas that support artistic intent versus perception.				x	Critical Thinker
3. Follow objectives and consider options to problem solve and advance ideas for artmaking.			x	x	Critical Thinker
4. Identify and document goal, time, resource and personal limitation constraints in planning for artmaking.				x	Critical Thinker
5. Develop and evaluate multiple drafts in planning for artworks.			x	x	Critical Thinker
6. Make critical and reflective choices to refine and edit original artworks through creative problem solving for artmaking.		All.2 (a)	X	x	Critical Thinker
ART II B. Test, evaluate and refine plans to meet desired outcomes for artworks.					Critical Thinker
1. Use critical thinking and reflection to refine plans for artworks.	VA:Cr3.1.IIa		x	x	Critical Thinker
2. Test plans for artmaking at critical intervals.				x	Critical Thinker
3. Apply a personal aesthetic to design, test, and refine plans for artmaking.				x	Critical Thinker
4. Collaborate to evaluate and refine plans for artworks.	MA:Cr2.1.II			x	Critical Thinker Collaborator

CREATE - Produce

Produce – Standard of Achievement (3)

The student will realize the culmination of original ideas from conception through resolution in original artworks.

Enduring Understanding

Ideas are [integral] endemic to artworks.

The act of making art brings life to ideas and allows them to be shared. (tangible construct)

Essential Questions					
What processes are used to bring ideas to realization in artworks? How do artists' choices impact the efficacy of the final products?					
COMPUTER GRAPHIC DESIGN	National Visual Arts Standards	SOL's	SEM	YEAR	LCPS 5C's
ART II A. Investigate and interpret a range of topics to communicate meaning in original artworks.					Critical Thinker
1 CGD. Present a variety of ideas in visual communications in the areas of marketing, advertizing, product development.				x	Critical Thinking
2. Express personal beliefs and values in artworks.		All.1 (b)	X	x	Critical Thinker Communicator
3. Investigate selected or assigned topics to organize and integrate content, style, and production methods in artworks.	MA:Cr3.1.1a		x	x	Critical Thinker
4. Explore metaphor and sub-text in relation to social and cultural issues in artworks.				x	Critical Thinker
5. Realize and articulate connections among personal, community, and global issues in artworks.				x	Critical Thinker Communicator Contributor
6. Collaborate to transform the perception of a place in a proposed installation, artwork, or design.	VA:Cr.2.3.1a			x	Critical Thinker Collaborator
7. Present alternative viewpoints in artworks to inform and illuminate social, cultural, or political issues of concern.				x	Critical Thinker
ART II B. Identify and integrate familiar and unfamiliar subject matter to express ideas in artmaking.					Critical Thinker
1 CGD. Explore and utilize typography to convey a message and as imagery in design.			x	x	Critical Thinking
2 CGD. Use layers when creating a digital image.			x	x	Critical Thinking
3 CGD. Explore and utilize a variety of file formats for saving work.			x	x	Critical Thinking
4 CGD. Utilize brushes and tools to design and manipulate images.			x	x	Critical Thinking
5. Pursue and incorporate abstract and non-representative forms in artworks.			x	x	Critical Thinker
6. Expand on observational skills to create expressive and meaningful artworks.		All.14	x	x	Creator Critical Thinker
7. Interpret a subject in an original style or point of view.		All.17	x	x	Creator Critical Thinker
ART II C. Select and employ formal components to support communication of ideas in artworks.					Critical Thinker
1. Select and integrate formal components to compose artworks.			x	x	Critical Thinker
2. Select and layer formal components for an intended outcome in artworks.			x	x	Critical Thinker
ART II D. Select and care for materials, tools, and processes safely and appropriately.					Critical Thinker
1 CGD. Organize, manage, and demonstrate personal responsibility for the safe and efficient use and maintenance of equipment and hardware.		All.5	x	x	Critical Thinker
2. Demonstrate and explain appropriate procedures in the use of artmaking processes.			x	x	Critical Thinker
3. Use contemporary media, tools and processes to create, edit, and present original artworks.		All.10	X	X	Critical Thinker
4. Demonstrate proficiency, skill, and control in the use of media and techniques in artmaking.		All.15	x	x	Critical Thinker
5. Demonstrate awareness of ethical and safety implications of making and distributing creative work.	VA:Cr.2.2.11a		x	x	Critical Thinker Contributor
6. Apply and justify ethical choices when creating and distributing artworks and design.		All.8	X	x	Critical Thinker Contributor
ART II E. Refine and expand the use of art media, skills, and techniques.					Creator
1 CGD. Explore and apply a variety of techniques, processes and applications using computer graphic design, 3-D modeling, or 2-D, 3-D computer animation to produce original artworks.	MA:Pr.5.1.1a		x	x	Creator
2. Experiment, practice and persist in acquiring skills and techniques for select media and art forms.	VA:Cr.2.1.11a		x	x	Creator
3. Use drawing media, techniques and processes to plan for and create original artworks that demonstrate development of personal aesthetic.			x	x	Creator
4. Explore and apply a variety of traditional and contemporary photographic techniques, processes and applications to produce original artworks.				x	Creator