



9-12th Grade

Visual Arts GSE

Applied Design: Levels I-IV



Creating

VAHSAD.CR.1 Visualize and generate ideas for creating applied design art products and/or designs.

- a. Use open-ended inquiry, the consideration of multiple options, weighing consequences, and assessing results.
- b. Investigate and research themes, interests, materials, and methods.
- c. Recognize a range of contemporary and traditional designers' works.
- d. Plan and generate ideas using appropriate industry practices and methodology.

VAHSAD.CR.2 Choose from a range of materials and methods of traditional and contemporary artistic practices to plan and create applied design art products and designs.

- a. Utilize industry standard software and hardware.
- b. Demonstrate proper use and care of equipment and materials.
- c. Demonstrate knowledge of the design process.
- d. Integrate tools, materials, and techniques effectively to create and revise art products, prototypes, and/or models.
- e. Produce applied design art products and/or designs that address/solve functional problems, utilizing aesthetics (e.g. architectural models, product designs, web sites, fashion designs).

VAHSAD.CR.3 Engage in an array of processes, media, techniques, and technology through experimentation, practice, and persistence.

- a. Use and combine a variety of techniques and processes to create applied design art products and/or designs (e.g. architectural models, product designs, fashion designs, web pages).
- b. Combine a variety of art media.
- c. Utilize media, equipment, processes, and techniques.

VAHSAD.CR.4 Incorporate formal and informal components to create applied design art products and/or designs.

- a. Employ the use of basic drawing and three-dimensional modeling/prototyping design skills to shape investigations of applied design art products and/or designs.
- b. Consider the elements and principles of design when planning applied design art products and/or designs.



VAHSAD.CR.5 Reflect on, revise, and refine applied design art products and/or designs considering relevant traditional and contemporary practices.

- a. Explore and reflect on the ideas and needs of the end user.
- b. Document processes which support applied design art products and/or designs through research, reflection, collaboration, and critique.
- c. Revise, consolidate, and synthesize content as the process unfolds to develop personal style.
- d. Revise work based on client feedback.

VAHSAD.CR.6 Keep an ongoing visual and verbal record to explore and develop applied design art products and/or designs.

- a. Self-assess and write reflections on work, research, idea generation, skills, and progress.
- b. Reflect and analyze work through self-assessment and critique.
- c. Practice and plan layout/composition, three-dimensional prototypes, storyboards, and investigation of artistic research.
- d. Evaluate choice of media, technique, and process to edit, revise, and modify applied design art products and/or designs.
- e. Maintain notes and class information.

Presenting

VAHSAD.PR.1 Plan, prepare, and present applied design art products and/or designs for exhibition in school, virtual environment, and/or portfolio presentation.

- a. Consider evolving technologies when preparing work for presentation to a variety of outlets.
- b. Create an oral and/or written support statement to explain applied design art products and/or designs (e.g. architectural models, product designs, web pages, fashion designs).

Responding

VAHSAD.RE.1 Reflect on the context of personal applied design art products and/or designs in relationship to community, culture and the world.

- a. Consider the influences of works from a wide range of contemporary and traditional art through discussion and/or written response.
- b. Investigate and discuss how the issues of time, place, and/or culture are reflected in works of art.



VAHSAD.RE.2 Critique personal applied design art products and/or designs and the work of others, individually and collaboratively, using a variety of approaches.

- a. Identify how applied design art products and/or designs are used in society (e.g. consumable items, mass production, inhabited buildings or spaces).
- b. Understand the relationships between traditional and applied arts.
- c. Understand the ethics and responsibility associated with applied design art products and/or designs (e.g. copyright, fair use, trademark).

VAHSAD.RE.3 Engage in the process of art criticism to make meaning and increase visual literacy.

- a. Formulate written and/or oral response to works of art through various approaches.

Connecting

VAHSAD.CN.1 Develop personal artistic voice through connecting uses of art within a variety of cultural, historical, and contemporary contexts.

- a. Discuss the intent of applied design art products and/or designs in context to historical events.
- b. Examine universal themes that appear in applied design art products and/or designs throughout various times and cultures.
- c. Analyze the ways in which personal experiences affect one's understanding and appreciation of applied design art products and/or designs.
- d. Investigate the role of applied design art products and/or designs as a visual record keeper.
- e. Identify specific knowledge and skills from other disciplines that inform the planning and execution of applied design art products and/or designs.
- f. Explain how applied design art products and/or designs can influence or impact the user and society.
- g. Explain how users, culture, and audience affect the direction of applied design art products and/or designs.

VAHSAD.CN.2 Develop life skills through the study and production of applied design art products and/or designs (e.g. collaboration, creativity, critical thinking, communication).

- a. Collaborate in large and small groups with peers and community to examine, discuss, and plan projects.
- b. Use creativity and imagination in planning and development of products.
- c. Use critical thinking and problem solving strategies to conceive of and develop ideas.
- d. Communicate meaning and ideas through a variety of means including visual representations, technology, and performance.

VAHSAD.CN.3 Utilize a variety of resources to understand how artistic learning extends beyond the walls of the classroom.

- a. Access resources to research art (e.g. museums, internet, visiting artists, galleries, community arts organizations, visual culture).
- b. Identify various art related careers and post-secondary options.