9-12th Grade
Visual Arts GSE
Graphics: Levels 1-2

Creating

VAHSGD.CR.1 **Visualize and generate ideas for creating works of art.**
- 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. Plan and generate ideas using appropriate industry platforms.

VAHSGD.CR.2 **Choose from a range of materials and methods of traditional and contemporary artistic practices to plan and create works of art.**
- a. Utilize industry standard software and hardware.
- b. Demonstrate proper use and care of equipment and materials.
- c. Demonstrate knowledge of concept development with a range of aesthetic approaches (e.g. mimetic, expressivist, formalism, functionalism).
- d. Integrate tools, materials, and techniques effectively to demonstrate the correctapplication of media outputs for the desired end product (e.g. file formats, file management).
- e. Produce digital imagery that demonstrates digital capabilities in combining visual and verbal communication.

VAHSGD.CR.3 **Engage in an array of processes, media, techniques, and technology through experimentation, practice and persistence.**
- a. Explore ideas and methods reflected in the way the current culture(s) defines and uses art.
- b. Document processes which support the works of art through personal research, reflection, collaboration, and critique.
- c. Revise, consolidate, and synthesize content.

VAHSGD.CR.4 **Incorporate formal and informal components to create works of art.**
- a. Employ the use of basic drawing and design skills to shape an investigation of graphic design work.
- b. Consider the visual hierarchy when planning graphic design works.
- c. Consolidate production processes of a variety of digital platforms to integrate content and style.

VAHSGD.CR.5 **Reflect on, revise, and refine works of art considering relevant traditional and contemporary practices as well as artistic ideation.**
- a. Use and combine a variety of digital platforms for a variety of outcomes (e.g. print, web, video).
- b. Combine digital images with traditional art media.

VAHSGD.CR.6 Keep an ongoing visual and verbal record to explore and develop works of art.

    a. Self-assess and write reflections on work, idea generation, and skills progress.

    b. Reflect and analyze work through self-assessment and critique.

    c. Practice and plan layout/composition, storyboards, and investigation of artistic research.

    d. Evaluate choice of media, technique, and process as a means to edit, revise, and modify graphic art.

    e. Maintain notes and class information.

Presenting

VAHSGD.PR.1 Plan, prepare, and present works of art 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.

    c. Revise work based on client feedback.

Responding

VAHSGD.RE.1 Reflect on the context of personal works of art in relation to community, culture, and the world.

VAHSGD.RE.2 Critique personal works of art and the artwork of others, individually and collaboratively, using a variety of approaches.

    a. Identify how digital art is used in a broad range of society from consumable items, mass production, and in fine arts.

    b. Understand the relationships between traditional and digital arts.

    c. Understand the ethics and responsibility associated with digital arts (e.g. copyright, fair use, trademark).

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

    a. Formulate written and/or oral responses to artwork through various approaches.

Connecting

VAHSGD.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 works of art in context to historical events.
   b. Examine universal themes that appear in works of art throughout various times and cultures.
   c. Analyze the ways in which personal experiences affect one's understanding and appreciation of works of art.
   d. Investigate the role of works of art as a visual record keeper.
   e. Identify specific knowledge and skills from other disciplines that inform the planning and execution of works of art.
   f. Recognize artistic voice in a range of contemporary and traditional graphic artists.

VAHSGD.CN.2 **Develop life skills through the study and production of art (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.

VAHSGD.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.
   c. Draw inspiration for works of art from the world and resources outside the traditional classroom.
   d. Make connections between different types of businesses and organizations and how they utilize digital design.