Visual Arts Achievement Portfolio

Painting

(02010000100)

Practice Develops Confidence

_____ Student
_____ Art Teacher
_____Parent
_____ School and District

Description of Painting
This course is for the High School Visual Arts Core Curriculum. Painting includes wet media with processes such as transparent and opaque painting and focuses on the operations of color. With an emphasis on studio production, this course is designed to develop higher-level thinking, art-related technology skill, art criticism, art history, and aesthetics. *The pre-requisite for this course is Foundations I or II (02010000060 or 02010000061).*

Explanation of Standards
There are two basic goals in a visual arts education: one, creating meaning in works of art, and two, perceiving meaning in works of art. The Utah State Visual Arts Core divides each of these goals into two standards. The resulting four art standards are Making, Perceiving, Expressing, and Contextualizing. These four divisions or standards organize the curriculum into manageable and related units and guide the student toward a deep and holistic comprehension of the Visual Arts. Each standard is broken into objectives, each objective into indicators. A scoring box is placed to the left of each objective. The student scores his or her achievement within each objective using a number ranging from 0 to 10. A legend is provided wherein the student and teacher tally both the average score from the objective boxes and the total number of indicators the class has studied.

Technology requirements for this class include computers with art/graphics software, color printer, image projectors, and appropriate new technologies.

Listed below are all of the courses presented in the Visual Arts Core Curriculum. There are additional, elective courses such as AP Art History and Studio Art available in many schools.

Art History (02010000020) **Film Making** (02010000052) **Jewelry** (02010000090)
Commercial Art & Electronic Media III (02010000042) **Painting** (02010000100)
Foundations I (02010000060) **Drawing II/Foundations II** (02010000061)
Photography (02010000110) **Printmaking** (02010000120) **Sculpture** (02010000130)
3-D Design/Fine Crafts (02010000070) **Ceramics** (02010000030) **Drawing** (02010000045)

Painting Student Achievement Portfolio

Media explored: _____

Standard 1 **MAKING**
Students will assemble and create paintings by manipulating art media and by organizing images with the elements and principles.

☐ **Objective A: Refine techniques and processes in a variety of media.**

- Experience and control a variety of painting media, including current arts-related technologies.
- Select and analyze the expressive potential of painting media, techniques, and processes.
- Practice safe and responsible use of art media, equipment, and studio space.

☐ **Objective B: Create paintings using art elements and principles.**

- Create expressive paintings using art elements, including value and form.
- Create expressive paintings using art principles to organize the art elements, including aerial perspective, color relationships, emphasis, and mood.

Standard 2 **PERCEIVING**
Students will find meaning by analyzing, criticizing, and evaluating paintings.

☐ **Objective A: Critique paintings.**

- Analyze paintings according to use of art elements and principles.
- Examine the functions of painting.
- Interpret paintings.

☐ **Objective B: Evaluate paintings.**

- Analyze and compare paintings using a variety of aesthetic approaches.
- Evaluate paintings based on forming techniques, effective use of art elements and principles, fulfillment of functions, impact of content, expressive qualities, and aesthetic significance.

Standard 3 **EXPRESSING**
Students will create meaning in paintings.

☐ **Objective A: Create content in paintings.**

- Identify subject matter, metaphor, themes, symbols, and content in paintings.
- Create paintings that effectively communicate subject matter, metaphor, themes, symbols, or individually conceived content.
- Create divergent, novel, or individually inspired applications of

painting media or art elements and principles that express content.

Objective B: Curate paintings ordered by medium and content.

- Organize a portfolio that expresses a purpose such as mastery of a medium, objectives of this Core, or significant content.
- Exhibit paintings selected by themes such as mastery of a medium, Core objectives, and significant content.

Standard 4 **CONTEXTUALIZING**
Students will find meaning in painting through settings and other modes of learning.

Objective A: Align paintings according to history, geography, and personal experience.

- Use visual characteristics to group paintings into historical, social, and cultural contexts; e.g., cubist view of the Egyptians, tenebrism of the Baroque.
- Analyze the impact of time, place, and culture on paintings.
- Evaluate own relationship with paintings from various periods in history.

Objective B: Synthesize painting with other educational subjects.

- Integrate painting with dance, music, and theater.
- Explore how painting can be integrated across disciplines.

Objective C: Evaluate the impact of painting on life outside of school.

- Examine careers related to painting.
- Predict how painting can add quality to life and lifelong learning.

PAINTING LEGEND

Each box to the left of the objective contains a number that represents a level of achievement from this list:

Distinguished	10
Independent	9
Fluent	8
Developing	7
Novice	0-6

This is the average of the numbers recorded in the boxes to the left of the objectives:

This is the percentage of indicators the class completed:

For resources to support progress through this document visit:
http://www.usoe.k12.ut.us/curr/FineArt
The space below is for written communication between student, teacher, and parent.