

Standards

VPA Visual Arts Content Standards and CTE AME Industry Sector Media, and Design Arts Pathway Content Standards

- Research and analyze the work of an artist and write about the artist's distinctive style and its contribution to the meaning of the work. [VPA 1.3, AME x.x]
- Analyze the material used by a given artist and describe how its use influences the meaning of the work. [VPA 1.5, AME x.x]
- Compare and contrast similar styles of works of art done in electronic media with those done with materials traditionally used in the visual arts. [VPA 1.6, AME 1.1 (1.6)]
- Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. [VPA 2.1, AME 1.2 (2.1)]
- Identify and describe the role and influence of new technologies on contemporary works of art. [VPA 3.2, AME x.x]

MISSING AME #'s

CTE AME Industry Sector Foundation Standards

4.0 Technology

Students know how to use contemporary and emerging technological resources in diverse and changing personal, community, and workplace environments:

- 4.1 Understand past, present, and future technological advances as they relate to a chosen pathway.

5.0 Problem Solving and Critical Thinking

Students understand how to create alternative solutions by using critical- and creative thinking skills, such as logical reasoning, analytical thinking, and problem-solving techniques:

- 5.3 Use critical-thinking skills to make informed decisions and solve problems.
- 5.4 Use the elements of the particular art form to observe, perceive, and respond.
- 5.5 Understand the application of research and analysis skills to the creation of content.

7.0 Responsibility and Flexibility

Students know the behaviors associated with the demonstration of responsibility and flexibility in personal, workplace, and community settings:

7.7 Develop a personal commitment to and apply high-quality craftsmanship to a product or presentation and continually refine and perfect it.

10.0 Technical Knowledge and Skills

Students understand the essential knowledge and skills common to all pathways in the Arts, Media, and Entertainment sector:

10.6 Know the appropriate skills and vocabulary of the art form.

10.7 Understand and analyze the elements of the art form.

10.8 Know key influences on the origin and evolution of art, technology, media, and performance (e.g., the influence of historical styles on contemporary idioms).

10.12 Use a variety of strategies (e.g., personal experience, discussion, research) to comprehend, interpret, evaluate, and appreciate source and technical documents and materials.

11.0 Demonstration and Application

Students demonstrate and apply the concepts contained in the foundation and pathway standards.