

# Art 10<sup>th</sup> Grade

## **ART 400**

½ credit  
2 days per week, 1 year  
Taught in English

This is an **elective course for 10<sup>th</sup> grade students** in the Mexican / U.S. program. Students study modern art history. The students research and study art careers such as, product designer, illustrator, graphic designer in order to get to know themselves and start choosing a career for the future. The students continue to make projects of art using the techniques seen in the past years.

Textbook: NONE  
Prerequisite: ART **400**

Benchmark Code-Subject: Art = ART

Strand 1 = Purpose of Art (Artistic Perception)

Strand 2 = Creative Expression (Materials, techniques & Elements; Art as way of communication)

Strand 3 = Art History (Historical & Cultural Context)

Strand 4 = Aesthetic Perception (Aesthetic Valuing)

Strand 5 = Applications (Connections, Relationships, Applications)

Code: Subject.Grade.Strand#.Standard#. Benchmark#

Example: ART.10.1.4.3 – Art, Tenth Grade, Strand 1, Standard 4, Benchmark 3

## **Strand 1: Purpose of Art**

Standard 1: The student understands the characteristics- and merits of one's own artwork and the artwork of others.

Benchmark Code	Benchmark
ART.10.1.1.1	The student will identify the intentions of those creating art works.
ART.10.1.1.2	The student will describe some of the implications of intention and purpose in particular works of art.
ART.10.1.1.3	The student will recognize how specific works are created and relate to historical and cultural contexts.

## **Strand 2: Creative Expression (Materials, Techniques & Elements as a Way of Communication)**

Standard 1: The student understands and applies media, techniques, and processes related to the visual arts and knows a range of subject matter, symbols, and potential ideas in the visual arts.

Benchmark Code	Benchmark
ART.10.2.1.1	The student will apply media, techniques, and processes with sufficient skill, confidence, and sensitivity that one's intentions are carried out in artworks.
ART.10.2.1.2	The student will describe how the communication of ideas such as in comic strips, illustrations, cartoons, and landscapes relates to the media, techniques, and processes one uses.
ART.10.2.1.3	The student will use various subjects, symbols, and ideas in own artwork.
ART.10.2.1.4	The student will apply vocabulary associated with the communication of ideas such as canvas, exhibit, logo, slogan, etc.

ART.10.2.1.5	The student will complete hands-on activities related to careers in art.
ART.10.2.1.6	The student will review a variety of techniques (such as shading and lights) and media (such as colored pencils, watercolors, markers, acrylic paint, dimensional models, pastels, pencils, and pens).
ART.10.2.1.7	The student will apply publication design and illustration with careers in art such as book designer and children's book animator.
<b>Strand 3: Art History (Historical &amp; Cultural Context)</b>	
Standard 1: The student understands the visual arts in relation to history and culture.	
Benchmark Code	Benchmark
ART.10.3.1.1	The student will know a variety of historical and cultural contents regarding characteristics and purposes of works of art.
ART.10.3.1.2	The student will know the function and meaning of specific art objects within varied art cultures, times, and places.
ART.10.3.1.3	The student will understand relationships among works of art in terms of history, aesthetics, and culture.
ART.10.3.1.4	The student will evaluate product design according to the historical period in which the product was designed.
<b>Strand 4: Aesthetic Perception (Aesthetic Valuing)</b>	
Standard 1: The student knows how to use the elements (e.g., sensory qualities, organizational principles, expressive features) and functions of art.	
Benchmark Code	Benchmark
ART.10.4.1.1	The student will understand how the characteristics and structure of art are used to accomplish commercial, personal, communal, or other artistic intentions.
ART.10.4.1.2	The student will understand the effectiveness of various artworks in terms of organizational structures and functions.
ART.10.4.1.3	The student will know how organizational principles and functions can be used to solve specific visual arts problems.
<b>Strand 5: Applications (Connections, Relationships, Applications)</b>	
Standard 1: The student understands the connections among the various art forms and other disciplines.	
Benchmark Code	Benchmark
ART.10.5.1.1	The student will compare the materials, technologies, media, and processes of the visual arts with those of other arts, disciplines as they are used in creation and types of analysis.
ART.10.5.1.2	The student will compare characteristics of visual arts within a particular historical period or style with ideas, issues, or themes in the humanities or sciences.
ART.10.5.1.3	The student will make suggestions of how the artwork discussed or elaborated in class can be applied in other courses or his/her daily life.