Kindergarten



# **BIG IDEAS**

People create art to express who they are as individuals and community.

Engagement in the **arts** creates opportunities for **inquiry** through purposeful play.

Dance, drama, music, and visual arts express meaning in unique ways.

People connect to others and share ideas through the **arts**.

# **Learning Standards**

#### **Curricular Competencies** Content Students will be able to use creative processes to: Students are expected to know the following: **Exploring and creating** • elements in the arts, including but not limited to: dance: body, space, dynamics, time, • Explore elements, processes, materials, movements, technologies, tools, and relationships, form techniques of the arts drama: character, time, place, plot Create artistic works collaboratively and as an individual, using ideas inspired by music: beat/pulse, rhythm, tempo, pitch, dynamics imagination, inquiry, experimentation, and purposeful play visual arts: elements of design: line, shape, texture, Explore artistic expressions of themselves and community through creative processes colour; principles of design: pattern, repetition Reasoning and reflecting • processes, materials, movements, technologies, tools and techniques to support arts activities Observe and share how artists (dancers, actors, musicians, and visual artists) use • **notation** to represent sounds, ideas and movement processes, materials, movements, technologies, tools, and techniques • Develop processes and technical skills in a variety of art forms to nurture motivation, a variety of dramatic forms symbolism as expressions of meaning development, and imagination • Reflect on creative processes and make connections to other experiences • traditional and contemporary Aboriginal arts and artsmaking processes Communicating and documenting variety of local works of art and artistic traditions Interpret how symbols are used through the arts personal and collective responsibility associated Express feelings, ideas, stories, observations, and experiences through the arts with creating, experiencing, or sharing in a safe Describe and respond to works of art learning environment • Experience, document and share creative works in a variety of ways • Demonstrate increasingly sophisticated application and/or engagement of curricular content

### **Big Ideas - Elaborations**

- arts: includes but is not limited to the four disciplines of dance, drama, music, and visual arts
- inquiry: an approach to learning based on students' questions, wonderings and observations

# ARTS EDUCATION

# Kindergarten

### **Curricular Competencies – Elaborations**

- elements: characteristics of dance, drama, music, and visual arts
- purposeful play: learning that uses real-life and/or imaginary situations to engage and challenge learners' thinking. Through planned purposeful play, students express their natural curiosity while exploring the world around them. It also provides a means for high-level reasoning and problem solving in a variety of ways. Learning can be performed collaboratively in both solo and ensemble contexts.
- creative processes: the means by which an artistic work (in dance, drama, music, and visual arts) is made; includes but is not limited to exploration, selection, combination, refinement, and reflection
- artists: people who create works in any of the arts disciplines (e.g., dancers, actors, musicians, visual artists); also includes the students themselves
- variety of art forms: mediums of creative or artistic expression, such as painting, sculpture, plays, improvisations, dances, songs, and performances in both/either solo and/or ensemble contexts.
- document: activities that help students reflect on their learning (e.g., through drawing, painting, journaling, taking pictures, making video clips or audio-recordings, constructing new works, compiling a portfolio)
- share: includes any form of presentation as outlined in the Connecting, Creating, Presenting, and Responding in Arts Education resource

# ARTS EDUCATION Kindergarten

#### **Content – Elaborations**

- dance: the elements of dance are universally present in all dance forms and grow in sophistication over time.
- music: the elements of music are universally present in all forms of vocal and instrumental music and grow in sophistication over time.
- body: what the body is doing, including whole or partial body action, types of movement (locomotor and non-locomotor), etc.
- space: where the body is moving, including place, level, direction, pathway, size/reach, shape, etc.
- dynamics (in dance): how energy is expended and directed through the body in relation to time (quick/sustained), weight (strong/light), space (direct/indirect), and flow (free/bound)
- time: how the body moves in relation to time, including beat (underlying pulse), tempo, and rhythmic patterns
- relationships: with whom or what the body is moving; movement happens in a variety of relationship including pairs, groups, objects, and environments
- form: The shape or structure of a dance; the orderly arrangement of thematic material. For example: phrase, beginning, middle, end, ABA, canon, call and response, narrative, abstract
- character: in drama, taking on and exploring the thoughts, perceptions, feelings, and beliefs of another
- rhythm: the arrangement of sounds and silences over time
- tempo: the frequency or speed of the beat
- pitch: how high or low a note is

#### **Content – Elaborations**

- dynamics (in music): the level of loudness or softness of music (e.g., loud/soft)
- line: e.g., thick, thin, wavy, zigzag, jagged, etc.
- shape: 2-dimensional enclosed space, as compared to form which is 3-dimensional
- **texture:** the way something feels (e.g., smooth, rough, fuzzy)
- principles of design: the planned use of the visual elements to achieve a desired effect
- pattern: a design in which shapes, colours or lines repeat with regularity
- repetition: using the same object, colour, marking, or type of line more than once
- technologies: includes both manual and digital technologies (e.g., electronic media, production elements, information technology, sound equipment and recording technologies, etc.); in visual arts, any visual image-making technology (e.g., paintbrush, scissors, pencil, stamp) and includes the improvisational use of miscellaneous items
- notation: any written, visual, or kinetic form of representing music compositions; for example, movement and body percussion (e.g., clap, snap, stomp) can be used to investigate and represent music patterns and concepts; in dance, this can include written formal and informal systems of symbols, shapes, and lines that represent body position and movement
- dramatic forms: a medium for the expression of dramatic meaning (e.g., improvisation, tableau, role-play, mime, readers theatre, story theatre); may involve the integration of a variety of media and a combination of the arts
- symbolism: use of objects, words, or actions to represent abstract ideas; includes but is not limited to colours, images, movements, and sounds (e.g., love can be symbolized by the colour red or the cradling of one's arms)
- Aboriginal arts: dances, songs, stories, and objects created by Aboriginal peoples for use in daily life or to serve a purpose inspired by ceremonies or rituals as part of cultural tradition
- works of art: the results of creative processes in disciplines such as dance, drama, music, and visual arts
- personal and collective responsibility: ensuring the physical and emotional safety of self and others when engaging in the arts; being considerate of sensitive content, facilities, and materials
- sharing: includes any form of presentation as outlined in the Connecting, Creating, Presenting, and Responding in Arts Education resource