

# Fine Arts K-5

Content Area: **Fine Arts**  
Course(s):  
Time Period: **Full Year**  
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## **New Jersey Learning Standards- Grades K-2 Visual and Media Arts**

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VA.K-2.1.5.2.Cr1a	Engage in individual and collaborative exploration of materials and ideas through multiple approaches, from imaginative play to brainstorming, to solve art and design problems.
MA.K-2.1.2.2.Cr1a	Discover, share and express ideas for media artworks through experimentation, sketching and modeling.
VA.K-2.1.5.2.Cr1b	Engage in individual and collaborative art making through observation and investigation of the world, and in response to personal interests and curiosity.
MA.K-2.1.2.2.Cr1b	Brainstorm and improvise multiple ideas using a variety of tools, methods and materials.
MA.K-2.1.2.2.Cr1c	Explore form ideas for media art production with support.
MA.K-2.1.2.2.Cr1d	Connect and apply ideas for media art production.
MA.K-2.1.2.2.Cr1e	Choose ideas to create plans for media art production.
VA.K-2.1.5.2.Cr2c	Create art that represents natural and constructed environments. Identify and classify uses of everyday objects through drawings, diagrams, sculptures or other visual means including repurposing objects to make something new.
MA.K-2.1.2.2.Cr2a	Explore form ideas for media art production with support.
MA.K-2.1.2.2.Cr2b	Connect and apply ideas for media art production.
MA.K-2.1.2.2.Cr2c	Choose ideas to create plans for media art production.
VA.K-2.1.5.2.Cr3a	Explain the process of making art, using art vocabulary. Discuss and reflect with peers about choices made while creating art.
MA.K-2.1.2.2.Cr3a	Create and assemble content for media arts productions, identifying basic principles (e.g., pattern, positioning, attention, and repetition).
MA.K-2.1.2.2.Cr3b	Identify and describe the effects of altering, refining and completing media artworks.
VA.K-2.1.5.2.Pr4a	Select artwork for display, and explain why some work, objects and artifacts are valued over others. Categorize artwork based on a theme or concept for an exhibit.
MA.K-2.1.2.2.Pr4a	With guidance and moving towards independence, combine art forms and media content into media artworks such as an illustrated story or narrated animation.
VA.K-2.1.5.2.Pr5a	Explain the purpose of a portfolio or collection. Ask and answer questions regarding preparing artwork for presentation or preservation.
MA.K-2.1.2.2.Pr4b	Practice combining varied academic, arts and media content to form media artworks.
VA.K-2.1.5.2.Pr6a	Explain what an art museum is and identify the roles and responsibilities of the people who work in and visit museums and exhibit spaces. Analyze how art exhibits inside and outside of schools (such as museums, galleries, virtual spaces, and other venues) contribute to communities.
MA.K-2.1.2.2.Pr5a	Identify and enact basic skills such as handling tools, making choices, and soft skills for planning and creating media artworks.
MA.K-2.1.2.2.Pr5b	Identify, describe and demonstrate basic creative skills such as trial-and-error and playful practice, within media arts production.
MA.K-2.1.2.2.Pr5c	Discover, experiment with and demonstrate creative skills for media artworks.

VA.K-2.1.5.2.Re7a	Identify works of art based on personal connections and experiences. Describe the aesthetic characteristics within both the natural and constructed world.
MA.K-2.1.2.2.Pr6a	With guidance and moving towards independence, identify, share and discuss reactions to and experiences of the presentation of media artworks.
VA.K-2.1.5.2.Re7b	Describe, compare and categorize visual artworks based on subject matter and expressive properties.
VA.K-2.1.5.2.Re8a	Categorize and describe works of art, by identifying subject matter, details, mood, and formal characteristics.
MA.K-2.1.2.2.Re7a	Identify, share and describe the components and messages in media artwork.
MA.K-2.1.2.2.Re7b	Identify, share and describe a variety of media artworks created from different experiences in response to global issues including climate change.
VA.K-2.1.5.2.Re9a	Use art vocabulary to explain preferences in selecting and classifying artwork.
MA.K-2.1.2.2.Re8a	Share observations, identify the meanings, and determine the purposes of media artworks, considering personal and cultural context.
VA.K-2.1.5.2.Cn10a	Create art that tells a story or describes life events in home, school and community.
MA.K-2.1.2.2.Re9a	Share appealing qualities, identify the effective parts, and discuss improvements for media artworks, considering their context.
VA.K-2.1.5.2.Cn11a	Compare, contrast and describe why people from different places and times make art.
VA.K-2.1.5.2.Cn11b	Describe why people from different places and times make art about different issues, including climate change.
MA.K-2.1.2.2.Cn10a	Use personal experiences, interests, information and models in creating media artworks.
MA.K-2.1.2.2.Cn10b	Share and discuss experiences of media artworks, describing their meaning and purpose.
MA.K-2.1.2.2.Cn11a	Discuss and demonstrate how media artworks, messages environments and ideas relate to everyday and cultural life, such as daily activities, popular media, connections with family and friends.
MA.K-2.1.2.2.Cn11b	Interact appropriately with media arts tools and environments considering safety, rules and fairness.

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## **New Jersey Learning Standards- Grades 3-5 Visual and Media Arts**

VA.3-5.1.5.5.Cr1a	Brainstorm and curate ideas to innovatively problem solve during artmaking and design projects.
MA.3-5.1.2.5.Cr1a	Generate ideas for media artwork, using a variety of tools, methods and/or materials.
MA.3-5.1.2.5.Cr1b	Develop individual and collaborative artistic goals for media artwork using a variety of methods.
VA.3-5.1.5.5.Cr1b	Individually and collaboratively set goals, investigate, choose, and demonstrate diverse approaches to art-making that is meaningful to the makers.
MA.3-5.1.2.5.Cr1c	Connect media artwork to personal experiences and the work of others.
MA.3-5.1.2.5.Cr1d	Collaboratively form ideas, plans, and models to prepare for media artwork.
MA.3-5.1.2.5.Cr1e	Model ideas and plans in an effective direction.
MA.3-5.1.2.5.Cr1f	Brainstorm goals and plans for a media art audience.
VA.3-5.1.5.5.Cr2a	Experiment and develop skills in multiple art-making techniques and approaches, through invention and practice.
VA.3-5.1.5.5.Cr2b	Demonstrate craftsmanship through the safe and respectful use of materials, tools and

	equipment.
VA.3-5.1.5.5.Cr2c	Individually or collaboratively represent environments or objects of personal significance that includes a process of peer discussion, revision and refinement.
MA.3-5.1.2.5.Cr2a	Collaboratively form ideas, plans and models to prepare for media artwork.
MA.3-5.1.2.5.Cr2b	Model ideas, plan in an effective direction.
MA.3-5.1.2.5.Cr2c	Brainstorm goals and plans for a media art audience.
VA.3-5.1.5.5.Cr3a	Reflect, refine, and revise work individually and collaboratively, and discuss and describe personal choices in artmaking.
MA.3-5.1.2.5.Cr3a	Construct and arrange various content into unified and expressive media arts productions.
MA.3-5.1.2.5.Cr3b	Describe and apply principles such as movement, balance, contrast, and emphasis.
MA.3-5.1.2.5.Cr3c	Explore how elements and components can be altered for clear communication and intentional effects, point of view, perspective, and refine media artworks to improve clarity and purpose.
VA.3-5.1.5.5.Pr4a	Define and analyze the responsibilities of a curator in preserving and presenting artifacts or artwork.
VA.3-5.1.5.5.Pr5a	Prepare and present artwork safely and effectively.
MA.3-5.1.2.5.Pr4a	Practice combining various academic arts, media forms, and content into unified media artworks such as animation, music, and dance.
MA.3-5.1.2.5.Pr4b	Demonstrate understanding of combining a variety of academic, arts and content with an emphasis on coordinating elements into a comprehensive media artwork.
MA.3-5.1.2.5.Pr4c	Create media artworks through integration of multiple contents and forms.
VA.3-5.1.5.5.Pr6a	Discuss how exhibits and museums provide information and in person experiences about concepts and topics.
MA.3-5.1.2.5.Pr5a	Develop and enact a variety of roles to practice foundational artistic, design, technical, organizational, and soft skills in producing media artworks.
MA.3-5.1.2.5.Pr5b	Exhibit and develop critical and creative skills, such as inventing new content and expanding conventions, in addressing challenges within and through media arts productions.
MA.3-5.1.2.5.Pr5c	Examine how tools and design thinking techniques can be used in standard and experimental ways in constructing media artworks.
VA.3-5.1.5.5.Re7a	Speculate about artistic processes. Interpret and compare works of art and other responses.
VA.3-5.1.5.5.Re7b	Analyze visual arts including cultural associations.
MA.3-5.1.2.5.Pr6a	Identify, explain and compare various presentation forms fulfilling the processes in distributing media artwork.
MA.3-5.1.2.5.Pr6b	Identify and compare experiences and benefits of presenting media artworks.
VA.3-5.1.5.5.Re8a	Interpret ideas and mood in artworks by analyzing form, structure, context, subject, and visual elements.
VA.3-5.1.5.5.Re9a	Identify different evaluative criteria for different types of artwork dependent on genre, historical and cultural contexts.
MA.3-5.1.2.5.Re7a	Identify, describe, explain and differentiate how messages and meaning are created by components in media artworks.
MA.3-5.1.2.5.Re7b	Identify, describe, explain and differentiate how various forms, methods, and styles in media artworks affect and manage audience experience when addressing global issues including climate change.
VA.3-5.1.5.5.Cn10a	Create works of art that reflect community cultural traditions. Discuss using formal and

	conceptual vocabulary.
MA.3-5.1.2.5.Re8a	Determine, explain and compare personal and group reactions and interpretations of a variety of media artworks, considering their personal and cultural perception, intention and context.
MA.3-5.1.2.5.Re9a	Develop and apply specific criteria to evaluate media art works and production processes with developed criteria, considering context and artistic goals.
VA.3-5.1.5.5.Cn11a	Communicate how art is used to inform the values, beliefs and culture of an individual or society.
VA.3-5.1.5.5.Cn11b	Communicate how art is used to inform others about global issues, including climate change.
MA.3-5.1.2.5.Cn10a	Use, examine and access internal and external resources to create media artworks, such as interests, knowledge and experiences.
MA.3-5.1.2.5.Cn10b	Identify, examine and show how media artworks form meanings, situations and cultural experiences, such as news and cultural events.
MA.3-5.1.2.5.Cn11a	Identify, explain, research and show how media artworks and ideas relate to personal, social and community life (e.g., exploring online behavior, fantasy and reality, commercial and information purposes, history, ethics).
MA.3-5.1.2.5.Cn11b	Examine, discuss and interact appropriately with media arts tools and environments, considering safety, ethics, rules, and media literacy.

## **Career Readiness, Life Skills Standards**

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WRK.K-12.P.1	Act as a responsible and contributing community members and employee.
WRK.K-12.P.2	Attend to financial well-being.
WRK.K-12.P.3	Consider the environmental, social and economic impacts of decisions.
WRK.K-12.P.4	Demonstrate creativity and innovation.
WRK.K-12.P.5	Utilize critical thinking to make sense of problems and persevere in solving them.
WRK.K-12.P.6	Model integrity, ethical leadership and effective management.
WRK.K-12.P.7	Plan education and career paths aligned to personal goals.
WRK.K-12.P.8	Use technology to enhance productivity increase collaboration and communicate effectively.
WRK.K-12.P.9	Work productively in teams while using cultural/global competence.

## **Interdisciplinary Connections**

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LA.K-12.NJSLSA.SL5	Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.
LA.K-12.NJSLSA.L1	Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP4	Communicate clearly and effectively and with reason.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP10	Plan education and career paths aligned to personal goals.

CRP.K-12.CRP11	Use technology to enhance productivity.
CRP.K-12.CRP12	Work productively in teams while using cultural global competence.
CAEP.9.2.4.A.1	Identify reasons why people work, different types of work, and how work can help a person achieve personal and professional goals.
CAEP.9.2.4.A.2	Identify various life roles and civic and work - related activities in the school, home, and community.
CAEP.9.2.4.A.3	Investigate both traditional and nontraditional careers and relate information to personal likes and dislikes.
CAEP.9.2.8.B.4	Evaluate how traditional and nontraditional careers have evolved regionally, nationally, and globally.
TECH.9.4.2.CI.1	Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).
TECH.9.4.2.CI.2	Demonstrate originality and inventiveness in work (e.g., 1.3A.2CR1a).
TECH.9.4.2.CT.3	Use a variety of types of thinking to solve problems (e.g., inductive, deductive).
TECH.9.4.2.IML.1	Identify a simple search term to find information in a search engine or digital resource.
TECH.9.4.5.CT.3	Describe how digital tools and technology may be used to solve problems.
TECH.9.4.5.DC.1	Explain the need for and use of copyrights.
TECH.9.4.5.DC.2	Provide attribution according to intellectual property rights guidelines using public domain or creative commons media.
TECH.9.4.5.DC.3	Distinguish between digital images that can be reused freely and those that have copyright restrictions.