

# Unit 6

Content Area: **Fine & Performing Arts**  
Course(s):  
Time Period: **Semester 2**  
Length: **2 weeks**  
Status: **Published**

## Unit Introduction

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## Standards

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VPA.1.1.12	All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in dance, music, theatre, and visual art.
VPA.1.1.12.A.1	Articulate understanding of choreographic structures or forms (e.g., palindrome, theme and variation, rondo, retrograde, inversion, narrative, and accumulation) in master works of dance.
VPA.1.2.12.A.2	Justify the impact of innovations in the arts (e.g., the availability of music online) on societal norms and habits of mind in various historical eras.
VPA.1.3.12	All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing, and/or presenting works of art in dance, music, theatre, and visual art.
VPA.1.3.12.D.2	Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.
VPA.1.4.12.B	Critique Methodologies
VPA.1.4.12.B.2	Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.
VPA.1.4.12.B.3	Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.
VPA.1.4.12.B.CS2	The cohesiveness of a work of art and its ability to communicate a theme or narrative can be directly affected by the artist's technical proficiency as well as by the manner and physical context in which it is performed or shown.

## Essential Questions

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- Why is a portfolio important to have in the business world?
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- What examples are displayed in a successful portfolio?
- What information must be included on a resume?
- How do you conduct yourself when in a business interview?

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## **Content / Skills**

- Developing ideas and refining advertising designs
- Business interview questions/answers
- Choosing the right portfolio examples
- Appearance and dress code
- Critique art and design projects by utilizing the elements and principles of design
- Write a resume
- Build a portfolio