

UNDERSTANDING AND APPLYING MEDIA, TECHNIQUES, AND PROCESSES

Achievement Standard:

1. Students select media, techniques, and processes; analyze what makes them effective or not effective in communicating ideas; and reflect upon the effectiveness of their choices
2. Students intentionally take advantage of the qualities and characteristics of art media, techniques, and processes to enhance communication of their experiences and ideas

USING KNOWLEDGE OF STRUCTURES AND FUNCTIONS

Achievement Standard:

1. Students generalize about the effects of visual structures and functions and reflect upon these effects in their own work
2. Students employ organizational structures and analyze what makes them effective or not effective in the communication of ideas
3. Students select and use the qualities of structures and functions of art to improve communication of their ideas

CHOOSING AND EVALUATING A RANGE OF SUBJECT MATTER, SYMBOLS, AND IDEAS

Achievement Standard:

1. Students integrate visual, spatial, and temporal concepts with content to communicate intended meaning in their artworks
2. Students use subjects, themes, and symbols that demonstrate knowledge of contexts, values, and aesthetics that communicate intended meaning in artworks

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NATIONAL VISUAL ARTS STANDARDS
G R A D E S 9 - 1 2

UNDERSTANDING AND APPLYING MEDIA, TECHNIQUES, AND PROCESSES

Achievement Standard:

1. Students apply media, techniques, and processes with sufficient skill, confidence, and sensitivity that their intentions are carried out in their artworks
2. Students conceive and create works of visual art that demonstrate an understanding of how the communication of their ideas relates to the media, techniques, and processes they use

USING KNOWLEDGE OF STRUCTURES AND FUNCTIONS

Achievement Standard:

1. Students demonstrate the ability to form and defend judgments about the characteristics and structures to accomplish commercial, personal, communal, or other purposes of art
2. Students evaluate the effectiveness of artworks in terms of organizational structures and functions
3. Students create artworks that use organizational principles and functions to solve specific visual arts problems

OHIO TECHNOLOGY STANDARD 2 TECHNOLOGY FOR PRODUCTIVITY APPLICATIONS

BENCHMARK A: UNDERSTAND COMPUTER AND MULTIMEDIA TECHNOLOGY CONCEPTS AND COMMUNICATE USING THE CORRECT TERMINOLOGY

1. Learn and use new technology terminology based on the computer and multimedia technology resources being used.
2. Define technological terms as discovered.

BENCHMARK B: USE APPROPRIATE TOOLS AND TECHNOLOGY RESOURCES TO COMPLETE TASKS AND SOLVE PROBLEMS.

2. Demonstrate ability to login and use basic network services.
3. Discuss different software programs and what they do.
4. Collect/create digital images and sounds related to a particular topic.
5. Discuss image formats (JPG, GIF, tiff).
8. Touch-type letters on the keyboard with both hands (e.g., begin to learn how to type/keyboard, use continuous keystrokes).

BENCHMARK C: USE PRODUCTIVITY TOOLS TO PRODUCE CREATIVE WORKS AND PREPARE PUBLICATIONS.

1. Use productivity tools and peripherals to increase skills and facilitate learning throughout the curriculum.
6. Use media and technology resources for presenting information (e.g., projectors, video cameras).

OHIO TECHNOLOGY STANDARD 3 TECHNOLOGY AND COMMUNICATION APPLICATIONS

BENCHMARK B: DEVELOP, PUBLISH AND PRESENT INFORMATION IN PRINT AND DIGITAL FORMATS.

3. Edit digital images (e.g., crop, enhance brightness/contrast, adjust color, resize).
4. Generate document that includes graphics from more than one source (e.g., find images that match assignment needs and insert them into a document).