



# FIFTH GRADE Learning Objectives for **Visual Art**



## **ARTISTIC PERCEPTION**

### **The learner will**

- identify and describe the principles of design in visual compositions, emphasizing unity and harmony.
- identify and describe characteristics of representational, abstract and non-representational works of art.
- use their knowledge of all the elements of art to describe similarities and differences in works of art and in the environment.

## **CREATIVE EXPRESSION**

### **The learner will**

- use atmospheric perspective to create the illusion of space.
- create contour drawings.
- create an expressive abstract composition based on real objects.
- assemble a found object sculpture (as assemblage) or a mixed-media two-dimensional composition that reflects unity and harmony and communicates a theme.
- use perspective in an original work of art to create a real or imaginary scene.
- communicate values, opinions or personal insight through an original work of art.

## **HISTORICAL AND CULTURAL CONTEXT**

### **The learner will**

- describe how local and national art galleries and museums contribute to the conservation of art.
- identify and describe various fine, traditional and folk arts from historical periods worldwide.
- identify and compare works of art from various regions.

## **AESTHETIC VALUING**

### **The learner will**

- identify how selected principles of design are used in a work of art and how they affect personal responses to and evaluation of the work of art.
- compare the different purposes of a specific culture for creating art.
- develop and use specific criteria as individuals and in groups to assess works of art.
- assess their own works of art, using specific criteria and describe what changes they would make for improvement.

## **CONNECTIONS, RELATIONSHIPS AND APPLICATIONS**

### **The learner will**

- identify and design icons, logos and other graphic devices as symbols for ideas and information.
- research and report on what various types of artists, e.g., architects, designers, graphic artists, animators produce and how their works play a role in our everyday environment.