

Appendix 3: Recommended Foundational Skills

As students progress through the grade levels, we recommend that they develop the following skills as part of their preparation for meeting the standards.

Foundational Skills: Kindergarten

ELEMENTS OF VISUAL ARTS

line

Portray the following features and functions of line:

- direction
- expression/emotion

shape and form

Produce shapes and forms in a variety of artworks and media to discover the following:

- geometric shapes and forms
- organic shapes and forms

value

Identify a range of three values in various environments and works of art in a variety of media, including:

- black-and-white/grayscale artwork
- black-and-white photography
- monochromatic color schemes (one color plus black and/or white)

texture

Discover and produce a variety of textures in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate and portray visual/implied texture and actual texture.

space

Use the element *space* and spatial devices in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate/portray the following:

- baseline
- over/under
- above/below
- beside
- behind/in front

color

Identify and produce—in various artworks and using a variety of media—the following:

- primary colors (yellow, red, blue)
- secondary colors (orange, green, purple/violet); created by mixing primary colors (yellow + red = orange)
- warm colors (yellow, orange, red) and cool colors (blue, green, violet)

PRINCIPLES OF DESIGN

Explore and create patterns by using the repetition of lines, shapes, and/or colors.

Foundational Skills: Grade 1

ELEMENTS OF VISUAL ARTS

Demonstrate the following features and functions of line:

- | | | |
|-------------|----------------------|------------|
| line | ▪ direction | ▪ shape |
| | ▪ expression/emotion | ▪ textures |
| | ▪ movement | ▪ patterns |

shape and form

Produce shapes and forms in a variety of styles, artworks, and media, including digital media, to demonstrate the following:

- geometric shapes and forms
- organic shapes and forms

value

Identify a range of three values in various environments and works of art in a variety of media, including:

- black-and-white/grayscale artwork
- black-and-white photography
- monochromatic color schemes (one color plus black and/or white)

texture

Produce a variety of textures in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate and portray visual/implied texture and actual texture. Differentiate between visual/implied and actual texture.

Use the element *space* and spatial devices in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate/portray the following:

- | | | |
|--------------|---------------|-------------------|
| space | ▪ baseline | ▪ beside |
| | ▪ over/under | ▪ behind/in front |
| | ▪ above/below | |

color

Produce—in various artworks and using a variety of media—the following:

- primary colors (yellow, red, blue)
- secondary colors (orange, green, purple/violet); created by mixing primary colors (yellow + red = orange)
- warm colors (yellow, orange, red) and cool colors (blue, green, violet)

PRINCIPLES OF DESIGN

Create patterns by using the repetition of lines, shapes, and colors.

Use patterns to enhance the surfaces of shapes and forms in a variety of two- and three-dimensional media and artworks.

Foundational Skills: Grade 2

ELEMENTS OF VISUAL ARTS

Portray the following features and functions of line:

line

- direction
- expression/emotion
- movement
- shape
- textures
- patterns
- imaginative drawing
- observational/realistic drawing

shape and form

Produce shapes and forms in a variety of styles, artworks, and media to demonstrate the following:

- geometric shapes and forms
- organic shapes and forms
- free-form shapes and forms
- positive and negative shapes and forms

value

Produce a range of three values in various environments and works of art in a variety of media; including:

- a black-to-white value scale
- a one-color value scale
- two- and three-dimensional artworks that incorporate three levels of value

texture

Produce a variety of textures in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate and portray visual/implied texture and actual texture. Differentiate between visual/implied and actual texture.

Use the element *space* and spatial devices in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate/portray the following:

space

- baseline
- over/under
- above/below
- beside
- behind/in front
- foreground
- middle ground
- background
- overlap
- size
- placement on a page

color

Produce and use—in various artworks and using a variety of media—the following:

- primary colors (yellow, red, blue)
- secondary colors (orange, green, purple/violet); created by mixing primary colors (yellow + red = orange)
- warm colors (yellow, orange, red) and cool colors (blue, green, violet)

PRINCIPLES OF DESIGN

Create patterns, movement, and rhythm by using the repetition of lines, shapes, and colors. Use patterns to enhance the surfaces of shapes and forms in a variety of two- and three-dimensional works of art. Identify symmetrical balance in nature.

Appendix 3: Recommended Foundational Skills

Create works of art in a variety of two- and three-dimensional media by using the following:

- repetition/pattern
- contrast
- variety
- balance (symmetrical and asymmetrical)
- movement and rhythm

Foundational Skills: Grade 3

ELEMENTS OF VISUAL ARTS

Portray the following features and functions of line:

line

- direction
- expression/emotion
- movement
- shape
- textures
- patterns
- imaginative drawing
- observational drawing
- detail
- contours
- design

shape and form

Produce shapes and forms in a variety of styles, artworks, and media, including digital media, to demonstrate the following:

- geometric shapes and forms
- organic shapes and forms
- free-form shapes and forms
- positive and negative shapes and forms

value

Produce a range of three values in various environments and works of art in a variety of media; for example:

- a black-to-white value scale
- a one-color value scale
- two- and three-dimensional artworks that incorporate three levels of value

texture

Produce a variety of textures in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate and portray visual/implied texture and actual texture. Differentiate between visual/implied and actual texture.

space

Use the element *space* and spatial devices in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate/portray the following:

- baseline
- over/under
- above/below
- beside
- behind/in front
- foreground
- middle ground
- background
- overlap
- size
- placement on a page

color

Produce and use—in various artworks and using a variety of media—the following:

- primary colors (yellow, red, blue)
- secondary colors (orange, green, purple/violet); created by mixing primary colors (yellow + red = orange)
- warm colors (yellow, orange, red) and cool colors (blue, green, violet)
- intermediate (tertiary) colors; created by mixing selected primary and secondary colors (yellow + green = yellow-green)

PRINCIPLES OF DESIGN

Create patterns, movement, and rhythm by using the repetition of lines, shapes, and colors.

Use patterns to enhance the surfaces of shapes and forms in a variety of two- and three-dimensional works of art.

Use patterns to enhance the surfaces of shapes and forms in a variety of two- and three-dimensional works of art.

Classify and use the patterns and types of balance found in natural organisms (such as butterflies and insects) and in human-made environments to create works of art.

Create works of art in a variety of two- and three-dimensional media by using the following:

- repetition/pattern
- contrast
- variety
- balance (symmetrical, asymmetrical, and radial)
- movement and rhythm

Foundational Skills: Grade 4

ELEMENTS OF VISUAL ARTS

line	<p>Portray the following features and functions of line:</p> <ul style="list-style-type: none"> ▪ direction ▪ expression/emotion ▪ movement ▪ shape ▪ textures ▪ patterns ▪ imaginative drawing ▪ observational drawing ▪ form ▪ detail ▪ contours ▪ design ▪ space ▪ value (light, medium, and dark) ▪ gesture <p>Use a variety of types and qualities of line to create an observational, gestural, and/or imaginative drawing.</p>
shape and form	<p>Produce shapes and forms in a variety of styles, artworks, and media, including digital media, to demonstrate the following:</p> <ul style="list-style-type: none"> ▪ geometric shapes and forms ▪ organic shapes and forms ▪ free-form shapes and forms ▪ positive and negative shapes and forms ▪ the illusion of three-dimensional form on a two-dimensional surface
value	<p>Produce a range of four values in various environments and works of art in a variety of media; for example:</p> <ul style="list-style-type: none"> ▪ a black-to-white value scale with three intermediate levels of gray ▪ a one-color value scale, including a range of two intermediate color values ▪ two- and three-dimensional artworks that incorporate three levels of value ▪ a value scale in which repeating lines and shapes are used to generate three levels of value
texture	<p>Produce a variety of textures in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate and portray visual/implied texture and actual texture. Differentiate between visual/implied and actual texture.</p>
space	<p>Use the element <i>space</i> and spatial devices in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate/portray the following:</p> <ul style="list-style-type: none"> ▪ baseline ▪ over/under ▪ above/below ▪ beside ▪ behind/in front ▪ foreground ▪ middle ground ▪ background ▪ overlap ▪ size ▪ placement on a page ▪ detail/diminishing detail ▪ color/diminishing color

color

Produce and use—in various artworks and using a variety of media—the following:

- primary colors (yellow, red, blue)
- secondary colors (orange, green, purple/violet); created by mixing primary colors (yellow + red = orange)
- warm colors (yellow, orange, red) and cool colors (blue, green, violet)
- intermediate (tertiary) colors; created by mixing selected primary and secondary colors (yellow + green = yellow-green)
- tints and shades (to show color value)
- complementary color pairs
- language of color

PRINCIPLES OF DESIGN

Create patterns, movement, and rhythm by using the repetition of lines, shapes, and colors.

Use patterns to enhance the surfaces of shapes and forms in a variety of two- and three-dimensional works of art.

Classify and use the patterns and types of balance found in nature, in human-made environments, and in works of art.

Create works of art in a variety of two- and three-dimensional media by using and combining the following:

- repetition/pattern
- contrast
- variety
- balance (symmetrical, asymmetrical, and radial)
- movement and rhythm
- proportion

Use the principles of design in one's work.

Foundational Skills: Grade 5

ELEMENTS OF VISUAL ARTS

line	<p>Portray the following features and functions of line:</p> <ul style="list-style-type: none"> ▪ direction ▪ expression/emotion ▪ movement ▪ shape ▪ textures ▪ patterns ▪ imaginative drawing ▪ observational drawing ▪ form ▪ detail ▪ contours ▪ design ▪ space ▪ value (light, medium, and dark) ▪ gesture <p>Use a variety of types and qualities of line to create texture in a two- or three-dimensional work of art.</p>
shape and form	<p>Produce shapes and forms in a variety of styles, artworks, and media, including digital media, to demonstrate the following:</p> <ul style="list-style-type: none"> ▪ geometric shapes and forms ▪ organic shapes and forms ▪ free-form shapes and forms ▪ positive and negative shapes and forms ▪ the illusion of three-dimensional form on a two-dimensional surface ▪ realism
value	<p>Produce a range of four values in various environments and works of art in a variety of media; for example:</p> <ul style="list-style-type: none"> ▪ a black-to-white value scale with three intermediate levels of gray ▪ a one-color value scale, including a range of two intermediate color values ▪ two- and three-dimensional artworks that incorporate four levels of value ▪ a value scale in which repeating lines and shapes are used to generate four levels of value
texture	<p>Produce a variety of textures in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate and portray visual/implied texture and actual texture. Differentiate between visual/implied and actual texture.</p>
space	<p>Use the element <i>space</i> and spatial devices in various environments, in works of two- and three-dimensional art, and in a variety of media to demonstrate/portray the following:</p> <ul style="list-style-type: none"> ▪ baseline ▪ over/under ▪ above/below ▪ beside ▪ behind/in front ▪ foreground ▪ middle ground ▪ background ▪ overlap ▪ size ▪ placement on a page ▪ detail/diminishing detail ▪ color/diminishing color ▪ positive and negative space/shape

color

Produce and use—in various artworks and using a variety of media—the following:

- primary colors (yellow, red, blue)
- secondary colors (orange, green, purple/violet); created by mixing primary colors (yellow + red = orange)
- warm colors (yellow, orange, red) and cool colors (blue, green, violet)
- intermediate (tertiary) colors; created by mixing selected primary and secondary colors (yellow + green = yellow-green)
- tints and shades (to show color value)
- complementary color pairs
- language of color

PRINCIPLES OF DESIGN

Create patterns, movement, and rhythm by using the repetition of lines, shapes, and colors.

Use patterns to enhance the surfaces of shapes and forms in a variety of two- and three-dimensional works of art.

Classify and use the patterns and types of balance found in nature, in human-made environments, and in works of art.

Create works of art in a variety of two- and three-dimensional media by using and combining the following:

- repetition/pattern
- contrast
- variety
- balance (symmetrical, asymmetrical, and radial)
- movement and rhythm
- proportion
- emphasis/dominance (developed through the use of contrast of color, size/placement, balance, proportion, and movement/rhythm)

Use the principles of design in one's work.