

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0100000  
**Course Title:** M/J Art/Art Appreciation 1

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental art appreciation skills through production of two-dimensional works of art. Production activities may include drawing, painting, and printmaking.

The content should include, but not be limited to, the following:

- use of tools and materials
- two-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.

- C. **Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
2. **Create works of art using varied two-dimensional media, tools, technology, and fundamental processes.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.
  
3. **Demonstrate awareness of perceptual and observational skills used by artists in creating two-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
4. **Demonstrate the fundamental use of imagery and elements of visual language to communicate ideas and feelings through two-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

- VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
- VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
- VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate awareness of the major influences of culture and society throughout art history.**

- VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate awareness of major themes, trends, and styles of art found in specified historical periods.**

- VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Compare and contrast works of art from representative cultures according to aesthetic qualities and technical elements.**

- VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
- VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**8. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

**9. Demonstrate awareness of the role and influence of visual arts, artists, and exhibition spaces in culture and society.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**10. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education**  
**COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0100005  
**Course Title:** M/J Art/Art Appreciation 1 & Career Planning  
**Course Length:** 1 year

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental art appreciation skills through production of two-dimensional works of art. Production activities may include drawing, painting, and printmaking.

The content should include, but not be limited to, the following:

- use of tools and materials
- two-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.

[The career and education planning course required by Section 1003.4156, Florida Statutes, has been integrated into this course. This course must include career exploration using CHOICES or a comparable cost-effective program and educational planning using the online student advising system known as Florida Academic Counseling and Tracking for Students \(FACTS\) at the Internet website FACTS.org; and shall result in the completion of a personalized academic and career plan.](#)

\*The information underlined and highlighted in blue is new to this course and allows districts to integrate the middle school Career Exploration and Decision Making course as required by Section 1003.4156, Florida Statutes.

- C. **Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
2. **Create works of art using varied two-dimensional media, tools, technology, and fundamental processes.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.
  
3. **Demonstrate awareness of perceptual and observational skills used by artists in creating two-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
4. **Demonstrate the fundamental use of imagery and elements of visual language to communicate ideas and feelings through two-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate awareness of the major influences of culture and society throughout art history.**

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate awareness of major themes, trends, and styles of art found in specified historical periods.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Compare and contrast works of art from representative cultures according to aesthetic qualities and technical elements.**

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**8. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

**9. Demonstrate awareness of the role and influence of visual arts, artists, and exhibition spaces in culture and society.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**10. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

Listed below are the course outcomes that must be met to satisfy the requirements of Section 1003.4156, Florida Statutes.

### Understanding the Workplace

- 1.0 Describe how work relates to the needs and functions of the economy, society, and personal fulfillment.
- 2.0 Describe the influences that societal, economic, and technological changes have on employment trends and future training.
- 3.0 Describe the need for career planning, changing careers, and the concept of lifelong learning and how they relate to personal fulfillment.
- 4.0 Describe how legislation such as the Americans with Disabilities Act and Child Labor Laws regulates employee rights.

### Self- Awareness

- 5.0 Use results of an interest assessment to describe their top interest areas and relate to careers/career clusters.
- 6.0 Identify five values that they consider important in making a career choice.
- 7.0 Identify skills needed for career choices and match to personal abilities and interests.
- 8.0 Demonstrate the ability to apply skills of self-advocacy and self-determination throughout the career planning process.
- 9.0 Identify strengths and areas in which assistance is needed at school.
- 10.0 Apply results of all assessments to personal abilities in order to make realistic career choices.

### Exploring Careers

- 11.0 Demonstrate the ability to locate, understand, and use career information.
- 12.0 Use the Internet to access career and education planning information.
- 13.0 Identify skills that are transferable from one occupation to another.
- 14.0 Demonstrate use of career resources to identify occupational clusters, career opportunities within each cluster, employment outlook, and education/training requirements.
- 15.0 Explain the relationship between educational achievement and career success.

### Goal Setting and Decision-Making

- 16.0 Identify and demonstrate use of steps to make career decisions.
- 17.0 Identify and demonstrate processes for making short and long term goals.

### Workplace Skills

- 18.0 Demonstrate personal qualities (e.g. dependability, punctuality, responsibility, integrity, getting along with others) that are needed to be successful in the workplace.



- 19.0 Demonstrate skills to interact positively with others.
- 20.0 Demonstrate employability skills such as working on a team, problem-solving and organizational skills.

### **Career and Education Planning**

- 21.0 Identify secondary and postsecondary school courses and electives that meet tentative career plans.
- 22.0 Identify advantages and disadvantages of entering various secondary and postsecondary programs for the attainment of career goals.
- 23.0 Demonstrate knowledge of varied types and sources of financial aid to obtain assistance for postsecondary education.
- 24.0 Identify inappropriate discriminatory behaviors that may limit opportunities in the workplace.
- 25.0 Develop a career and education plan that includes short and long-term goals, high school program of study, and postsecondary/work goals.
- 26.0 Describe how extracurricular programs can be incorporated in career and education planning.
- 27.0 Demonstrate knowledge of high school exit options (e.g., standard diploma, certificate of completion, special diploma, GED, etc.) and impact on post-school opportunities.
- 28.0 Describe high school credits and explain how GPAs are calculated.

### **Job Search**

- 29.0 Demonstrate skills to complete a job application.
- 30.0 Demonstrate skills essential for a job interview.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0100010  
**Course Title:** M/J Art/Art Appreciation 2

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental art appreciation skills through the production of three-dimensional works of art. Production activities may include sketching, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.

- C. **Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
2. **Create works of art using varied three-dimensional media, tools, technology, and fundamental processes.**
  - VA.A.1.3.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create *two-dimensional and* three-dimensional works of art that reflect competency and craftsmanship.
  
3. **Demonstrate awareness of perceptual and observational skills used by artists in creating three-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
4. **Demonstrate the fundamental use of imagery and elements of visual language to communicate ideas and feelings through three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

- VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
- VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
- VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate awareness of the major influences of culture and society throughout art history.**

- VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate awareness of major themes, trends, and styles of art found in specified historical periods.**

- VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Compare and contrast works of art from representative cultures according to aesthetic qualities and technical elements.**

- VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
- VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**8. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

**9. Demonstrate awareness of the role and influence of visual arts, artists, and exhibition spaces in culture and society.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**10. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education**  
**COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0100015  
**Course Title:** M/J Art/Art Appreciation 2 & Career Planning  
**Course Length:** 1 year

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental art appreciation skills through the production of three-dimensional works of art. Production activities may include sketching, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits -career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The career and education planning course required by Section 1003.4156, Florida Statutes, has been integrated into this course. This course must include career exploration using CHOICES or a comparable cost-effective program and educational planning using the online student advising system known as Florida Academic Counseling and Tracking for Students (FACTS) at the Internet website FACTS.org; and shall result in the completion of a personalized academic and career plan.

*\*The information underlined and highlighted in blue is new to this course and allows districts to integrate the middle school Career Exploration and Decision Making course as required by Section 1003.4156, Florida Statutes.*

This course incorporates hands-on activities and consumption of art materials.

- C. **Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
2. **Create works of art using varied three-dimensional media, tools, technology, and fundamental processes.**
  - VA.A.1.3.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create *two-dimensional and* three-dimensional works of art that reflect competency and craftsmanship.
  
3. **Demonstrate awareness of perceptual and observational skills used by artists in creating three-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
4. **Demonstrate the fundamental use of imagery and elements of visual language to communicate ideas and feelings through three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate awareness of the major influences of culture and society throughout art history.**

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate awareness of major themes, trends, and styles of art found in specified historical periods.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Compare and contrast works of art from representative cultures according to aesthetic qualities and technical elements.**

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**8. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

**9. Demonstrate awareness of the role and influence of visual arts, artists, and exhibition spaces in culture and society.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**10. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.



Listed below are the course outcomes that must be met to satisfy the requirements of Section 1003.4156, Florida Statutes.

### Understanding the Workplace

- 1.0 Describe how work relates to the needs and functions of the economy, society, and personal fulfillment.
- 2.0 Describe the influences that societal, economic, and technological changes have on employment trends and future training.
- 3.0 Describe the need for career planning, changing careers, and the concept of lifelong learning and how they relate to personal fulfillment.
- 4.0 Describe how legislation such as the Americans with Disabilities Act and Child Labor Laws regulates employee rights.

### Self- Awareness

- 5.0 Use results of an interest assessment to describe their top interest areas and relate to careers/career clusters.
- 6.0 Identify five values that they consider important in making a career choice.
- 7.0 Identify skills needed for career choices and match to personal abilities and interests.
- 8.0 Demonstrate the ability to apply skills of self-advocacy and self-determination throughout the career planning process.
- 9.0 Identify strengths and areas in which assistance is needed at school.
- 10.0 Apply results of all assessments to personal abilities in order to make realistic career choices.

### Exploring Careers

- 11.0 Demonstrate the ability to locate, understand, and use career information.
- 12.0 Use the Internet to access career and education planning information.
- 13.0 Identify skills that are transferable from one occupation to another.
- 14.0 Demonstrate use of career resources to identify occupational clusters, career opportunities within each cluster, employment outlook, and education/training requirements.
- 15.0 Explain the relationship between educational achievement and career success.

### Goal Setting and Decision-Making

- 16.0 Identify and demonstrate use of steps to make career decisions.
- 17.0 Identify and demonstrate processes for making short and long term goals.

### Workplace Skills

- 18.0 Demonstrate personal qualities (e.g. dependability, punctuality, responsibility, integrity, getting along with others) that are needed to be successful in the workplace.

- 19.0 [Demonstrate skills to interact positively with others.](#)
- 20.0 [Demonstrate employability skills such as working on a team, problem-solving and organizational skills.](#)

### **Career and Education Planning**

- 21.0 [Identify secondary and postsecondary school courses and electives that meet tentative career plans.](#)
- 22.0 [Identify advantages and disadvantages of entering various secondary and postsecondary programs for the attainment of career goals.](#)
- 23.0 [Demonstrate knowledge of varied types and sources of financial aid to obtain assistance for postsecondary education.](#)
- 24.0 [Identify inappropriate discriminatory behaviors that may limit opportunities in the workplace.](#)
- 25.0 [Develop a career and education plan that includes short and long-term goals, high school program of study, and postsecondary/work goals.](#)
- 26.0 [Describe how extracurricular programs can be incorporated in career and education planning.](#)
- 27.0 [Demonstrate knowledge of high school exit options \(e.g., standard diploma, certificate of completion, special diploma, GED, etc.\) and impact on post-school opportunities.](#)
- 28.0 [Describe high school credits and explain how GPAs are calculated.](#)

### **Job Search**

- 29.0 [Demonstrate skills to complete a job application.](#)
- 30.0 [Demonstrate skills essential for a job interview.](#)

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0100020  
**Course Title:** M/J Art/Art Appreciation 3

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic art appreciation skills through the production of two- and three-dimensional works of art. Production activities may include drawing, painting, printmaking, sketching, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- two- and three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.

- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create works of art using varied two- and three-dimensional media, tools, technology, and basic processes.**
  - VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate knowledge of perceptual and observational skills used by artists in creating works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
- 4. Demonstrate the basic use of imagery and elements of visual language to communicate ideas and feelings through two- and three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

- VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
- VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
- VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate knowledge of the major influences of culture and society throughout art history.**

- VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate knowledge of major themes, trends, and styles of art found in specified historical periods.**

- VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Analyze works of art from representative cultures according to aesthetic qualities and technical elements.**

- VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
- VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**8. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate knowledge of the role and influence of visual arts, artists, and exhibition spaces in culture and society.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education**  
**COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art - Visual Arts  
**Course Number:** 0100025  
**Course Title:** M/J Art/Art Appreciation 3 & Career Planning  
**Course Length:** 1 Year

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic art appreciation skills through the production of two- and three-dimensional works of art. Production activities may include drawing, painting, printmaking, sketching, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- two- and three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits -career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The career and education planning course required by Section 1003.4156, Florida Statutes, has been integrated into this course. This course must include career exploration using CHOICES or a comparable cost-effective program and educational planning using the online student advising system known as Florida Academic Counseling and Tracking for Students (FACTS) at the Internet website FACTS.org; and shall result in the completion of a personalized academic and career plan.

*\*The information underlined and highlighted in blue is new to this course and allows districts to integrate the middle school Career Exploration and Decision Making course as required by Section 1003.4156, Florida Statutes.*

This course incorporates hands-on activities and consumption of art materials.

- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create works of art using varied two- and three-dimensional media, tools, technology, and basic processes.**
  - VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate knowledge of perceptual and observational skills used by artists in creating works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
- 4. Demonstrate the basic use of imagery and elements of visual language to communicate ideas and feelings through two- and three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.



- 5. Demonstrate knowledge of the major influences of culture and society throughout art history.**
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
- 6. Demonstrate knowledge of major themes, trends, and styles of art found in specified historical periods.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
- 7. Analyze works of art from representative cultures according to aesthetic qualities and technical elements.**
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
- 8. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
- 9. Demonstrate knowledge of the role and influence of visual arts, artists, and exhibition spaces in culture and society.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

Listed below are the course outcomes that must be met to satisfy the requirements of Section 1003.4156, Florida Statutes.

#### Understanding the Workplace

- 1.0 Describe how work relates to the needs and functions of the economy, society, and personal fulfillment.
- 2.0 Describe the influences that societal, economic, and technological changes have on employment trends and future training.
- 3.0 Describe the need for career planning, changing careers, and the concept of lifelong learning and how they relate to personal fulfillment.
- 4.0 Describe how legislation such as the Americans with Disabilities Act and Child Labor Laws regulates employee rights.

## **Self- Awareness**

- 5.0 Use results of an interest assessment to describe their top interest areas and relate to careers/career clusters.
- 6.0 Identify five values that they consider important in making a career choice.
- 7.0 Identify skills needed for career choices and match to personal abilities and interests.
- 8.0 Demonstrate the ability to apply skills of self-advocacy and self-determination throughout the career planning process.
- 9.0 Identify strengths and areas in which assistance is needed at school.
- 10.0 Apply results of all assessments to personal abilities in order to make realistic career choices.

## **Exploring Careers**

- 11.0 Demonstrate the ability to locate, understand, and use career information.
- 12.0 Use the Internet to access career and education planning information.
- 13.0 Identify skills that are transferable from one occupation to another.
- 14.0 Demonstrate use of career resources to identify occupational clusters, career opportunities within each cluster, employment outlook, and education/training requirements.
- 15.0 Explain the relationship between educational achievement and career success.

## **Goal Setting and Decision-Making**

- 16.0 Identify and demonstrate use of steps to make career decisions.
- 17.0 Identify and demonstrate processes for making short and long term goals.

## **Workplace Skills**

- 18.0 Demonstrate personal qualities (e.g. dependability, punctuality, responsibility, integrity, getting along with others) that are needed to be successful in the workplace.
- 19.0 Demonstrate skills to interact positively with others.
- 20.0 Demonstrate employability skills such as working on a team, problem-solving and organizational skills.

## **Career and Education Planning**

- 21.0 Identify secondary and postsecondary school courses and electives that meet tentative career plans.
- 22.0 Identify advantages and disadvantages of entering various secondary and postsecondary programs for the attainment of career goals.
- 23.0 Demonstrate knowledge of varied types and sources of financial aid to obtain assistance for postsecondary education.

- 24.0 Identify inappropriate discriminatory behaviors that may limit opportunities in the workplace.
- 25.0 Develop a career and education plan that includes short and long-term goals, high school program of study, and postsecondary/work goals.
- 26.0 Describe how extracurricular programs can be incorporated in career and education planning.
- 27.0 Demonstrate knowledge of high school exit options (e.g., standard diploma, certificate of completion, special diploma, GED, etc.) and impact on post-school opportunities.
- 28.0 Describe high school credits and explain how GPAs are calculated.

### **Job Search**

- 29.0 Demonstrate skills to complete a job application.
- 30.0 Demonstrate skills essential for a job interview.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0100030  
**Course Title:** M/J Art/Art Appreciation 4

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level art appreciation skills through the production of two-dimensional works of art. Production activities may include drawing, painting, and printmaking.

The content should include, but not be limited to, the following:

- use of tools and materials
- two-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.

- C. **Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**

VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.

2. **Create works of art using varied two-dimensional media, tools, technology, and intermediate-level processes.**

VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.

VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.

3. **Demonstrate knowledge of perceptual and observational skills used by artists in creating two-dimensional works of art.**

VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.

VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

**4. Demonstrate the intermediate-level use of imagery, elements of visual language, and various composition and design techniques to communicate ideas and feelings through two-dimensional works of art.**

VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.

VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate knowledge of the major influences of culture and society throughout art history.**

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate knowledge of major themes, trends, and styles of art found in specified historical periods.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Analyze works of art from representative cultures according to aesthetic qualities and technical elements.**

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

- 8. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 9. Demonstrate knowledge of the role and influence of visual arts, artists, and exhibition spaces on culture, society, and one's personal life.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0100040  
**Course Title:** M/J Art/Art Appreciation 5

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level art appreciation skills through the production of three-dimensional works of art. Production activities may include sketching, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.



- C. **Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
2. **Create works of art using varied three-dimensional media, tools, technology, and intermediate-level processes.**
  - VA.A.1.3.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create *two-dimensional and* three-dimensional works of art that reflect competency and craftsmanship.
  
3. **Demonstrate knowledge of perceptual and observational skills used by artists in creating three-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

**4. Demonstrate the intermediate-level use of imagery, elements of visual language, and various composition and design techniques to communicate ideas and feelings through three-dimensional works of art.**

VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.

VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate knowledge of the major influences of culture and society throughout art history.**

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate knowledge of major themes, trends, and styles of art found in specified historical periods.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Analyze works of art from representative cultures according to aesthetic qualities and technical elements.**

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

- 8. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 9. Demonstrate knowledge of the role and influence of visual arts, artists, and exhibition spaces on culture, society, and one's personal life.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0100050  
**Course Title:** M/J Art/Art Appreciation 6

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop proficient art appreciation skills through the production of two- and three-dimensional works of art. Production activities may include drawing, painting, printmaking, sketching, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- two- and three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.

- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**

VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.

- 2. Create works of art using varied two- and three-dimensional media, tools, technology, and proficient processes.**

VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.

VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.

- 3. Demonstrate understanding of perceptual and observational skills used by artists in creating works of art.**

VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.

VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate the proficient use of imagery, elements of visual language, and various composition and design techniques to communicate ideas and feelings through two- and three-dimensional works of art.**

VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

- VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
- VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
- VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Demonstrate understanding of the major influences of culture and society throughout art history.**

- VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**6. Demonstrate understanding of major themes, trends, and styles of art found in specified historical periods.**

- VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

**7. Evaluate works of art from representative cultures according to aesthetic qualities and technical elements.**

- VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
- VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**8. Demonstrate understanding of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate understanding of the role and influence of visual arts, artists, and exhibition spaces on culture, society, and one's personal life.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education****COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101000  
**Course Title:** M/J Orientation to Art/2-D

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through two-dimensional media using fundamental knowledge of drawing, painting, and printmaking techniques. Composition should be emphasized.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied two-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.



- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two-dimensional works of art in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create two-dimensional works of art using varied tools, media, technology, and fundamental processes.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate awareness of perceptual and observational skills used by artists in creating two-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate fundamental use of imagery and elements of visual language and composition to communicate ideas, feelings, and meanings through two-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Compare and contrast major two-dimensional works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 7. Demonstrate awareness of personal benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**8. Demonstrate use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**

**9. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101010  
**Course Title:** M/J Art/2-D1

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through two-dimensional media using basic knowledge of drawing, painting, and printmaking techniques. Composition and artistic expression should be emphasized.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied two-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two-dimensional works of art in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create two-dimensional works of art using varied tools, media, technology, and basic processes.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate knowledge of perceptual and observational skills used by artists in creating two-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate basic use of imagery and elements of visual language and composition to expressively communicate ideas, feelings, and meanings through two-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Analyze major two-dimensional works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 7. Demonstrate knowledge of personal and social benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**8. Demonstrate use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**

**9. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101020  
**Course Title:** M/J Art/2-D2

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through two-dimensional media using intermediate-level knowledge of drawing, painting, and printmaking techniques. Composition, artistic expression, and principles of design should be emphasized.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied two-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.



- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two-dimensional works of art in a safe, responsible, and appropriate manner.**

VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.

- 2. Create two-dimensional works of art using varied tools, media, technology, and intermediate-level processes.**

VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.

VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.

- 3. Demonstrate understanding of perceptual and observational skills used by artists in creating two-dimensional works of art.**

VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.

VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate intermediate-level use of imagery, elements of visual language and composition, and principles of design to expressively communicate ideas, feelings, and meanings through two-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Critically evaluate major two-dimensional works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate understanding of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 7. Demonstrate understanding of personal and social benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 8. Demonstrate use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**
  
- 9. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101030  
**Course Title:** M/J Orientation to Art/3-D

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through three-dimensional media using fundamental knowledge of sculpture and assemblage techniques. Composition should be emphasized.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for three-dimensional works of art in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create three-dimensional works of art using varied tools, media, technology, and fundamental processes.**
  - VA.A.1.3.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create *two-dimensional and* three-dimensional works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate awareness of perceptual and observational skills used by artists in creating three-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate fundamental use of imagery and elements of visual language and composition to communicate ideas, feelings, and meanings through three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Compare and contrast major three-dimensional works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 7. Demonstrate awareness of personal benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**8. Demonstrate use of cooperative skills needed to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**

**9. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101040  
**Course Title:** M/J Art/3-D1

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through three-dimensional media using basic knowledge of sculpture and assemblage techniques. Composition and artistic expression should be emphasized.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.



- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for three-dimensional works of art in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create three-dimensional works of art using varied tools, media, technology, and basic processes.**
  - VA.A.1.3.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create *two-dimensional and* three-dimensional works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate knowledge of perceptual and observational skills used by artists in creating three-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate basic use of imagery and elements of visual language and composition to expressively communicate ideas, feelings, and meanings through three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Analyze major three-dimensional works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 7. Demonstrate knowledge of personal and social benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**8. Demonstrate use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**

**9. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101050  
**Course Title:** M/J Art/3-D2

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through three-dimensional media using intermediate-level knowledge of sculpture and assemblage techniques. Composition, artistic expression, and principles of design should be emphasized.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied three-dimensional media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for three-dimensional works of art in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create three-dimensional works of art using varied tools, media, technology, and intermediate-level processes.**
  - VA.A.1.3.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create *two-dimensional and* three-dimensional works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate understanding of perceptual and observational skills used by artists in creating three-dimensional works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate intermediate-level use of imagery, elements of visual language and composition, and principles of design to expressively communicate ideas, feelings, and meanings through three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Critically evaluate major three-dimensional works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate understanding of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 7. Demonstrate understanding of personal and social benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 8. Demonstrate use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**
  
- 9. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education****COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102000  
**Course Title:** M/J Introduction to Photography

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental skills and creative approaches in the production and understanding of photographic imagery.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- elements of art and principles of design
- types and functions of cameras and film
- use of light and exposure
- photographic processes
- art critique
- historical developments
- connections between photography and other subject areas
- personal and social benefits
- cooperative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.



- B. Special Note.** This course may not be applicable to the exploratory wheel. This course requires appropriate photography equipment and consumable materials. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and responsible manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and photography vocabulary.**
- 3. Demonstrate awareness of composition in photographic images using the elements of art and principles of design.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

4. **Demonstrate awareness of types and functions of selected cameras and film.**
5. **Demonstrate use of light and exposure in photography.**
6. **Demonstrate awareness of fundamental photographic processes.**
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
7. **Develop and justify personal criteria for critiquing the aesthetic qualities of selected photographs.**
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
8. **Demonstrate awareness of major developments in the history of photography.**
  - VA.C.1.3.1 understand *and use* information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
9. **Demonstrate awareness of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**

- 10. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of photography.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  
- 11. Demonstrate use of cooperative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 12. Demonstrate awareness of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**
  
- 13. Identify career opportunities related to photography.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education****COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102010  
**Course Title:** M/J Basic Photography

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic skills and creative approaches in the production and understanding of photographic imagery.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- elements of art and principles of design
- types and functions of cameras and film
- use of light and exposure
- photographic processes
- critical thinking and analysis
- historical developments
- connections between photography and other subject areas
- personal and social benefits
- cooperative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course may not be applicable to the exploratory wheel. This course requires appropriate photography equipment and consumable materials. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and responsible manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Demonstrate knowledge of appropriate art and photography vocabulary.**
  
- 3. Demonstrate knowledge of composition in photographic images using the elements of art and principles of design.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

4. **Demonstrate knowledge of types and functions of selected cameras and film.**
5. **Demonstrate use of light and exposure in photography.**
6. **Demonstrate knowledge of basic photographic processes.**
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
7. **Compare and contrast photographic images according to aesthetic qualities and technical elements.**
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
8. **Demonstrate knowledge of major developments in the history of photography.**
  - VA.C.1.3.1 understand *and use* information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
9. **Demonstrate knowledge of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**

- 10. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of photography.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  
- 11. Demonstrate use of cooperative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 12. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**
  
- 13. Identify career opportunities related to photography.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education****COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102020  
**Course Title:** M/J Introduction to Color Photography

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic skills in color photography and an understanding of the production and use of photographic imagery.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- elements of art and principles of design
- formal, expressive, and conceptual elements
- types and functions of cameras and film
- use of light and exposure
- color photography processes
- presentation techniques
- critical thinking and analysis
- historical perspectives
- connections between photography and other subject areas
- personal and social benefits
- cooperative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course may not be applicable to the exploratory wheel. This course requires appropriate photography equipment and consumable materials. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and responsible manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and photography vocabulary.**
- 3. Demonstrate knowledge of composition in photographic images using the elements of art and principles of design.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.

- 4. Create color images that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
- 5. Demonstrate knowledge of types and functions of selected cameras and color film.**
  
- 6. Demonstrate use of light and exposure in photography.**
  
- 7. Demonstrate knowledge of color photography processes.**
  
- 8. Demonstrate basic techniques for proper presentation of completed photographic works.**
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  
- 9. Compare and contrast photographic images according to aesthetic qualities and technical elements.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.

- 10. Demonstrate knowledge of the historical development of color photography.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  
- 11. Demonstrate knowledge of the reciprocal relationships between color photography and other subject areas (e.g., technology, media, communication, world events).**
  
- 12. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of color photography.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  
- 13. Demonstrate use of cooperative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 14. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**
  
- 15. Identify career opportunities related to photography.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102040  
**Course Title:** M/J Creative Photography 1

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level skills and creative approaches in the production and understanding of photographic imagery, and to acquire knowledge of photography as an art form.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- media, software, processes, and techniques
- elements of art and principles of design
- formal and expressive elements
- types and functions of cameras and film
- use of light and exposure
- darkroom and digital photographic processing
- presentation techniques
- critical thinking and analysis
- historical perspectives
- connections between photography and other subject areas
- personal and social benefits
- cooperative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course may not be applicable to the exploratory wheel. This course requires appropriate photography equipment and consumable materials. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and photography vocabulary.**
- 3. Demonstrate use of media and software as well as processes and techniques to create photographic images that reflect the elements of art and principles of design.**
  - VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.

**4. Create black-and-white images that communicate ideas through formal and expressive elements.**

VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

**5. Demonstrate knowledge of types and functions of film and cameras including digital cameras.**

**6. Demonstrate use and manipulation of light and exposure in photography.**

**7. Demonstrate photographic processing skills using digital and/or darkroom procedures.**

**8. Demonstrate basic techniques for proper presentation of photographic works.**

VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

**9. Analyze photographic images according to aesthetic qualities and technical elements.**

VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**10. Demonstrate knowledge of the historical development of photography as art and as a means of communication and documentation.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**11. Demonstrate knowledge of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**

**12. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of photography.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

**13. Demonstrate use of cooperative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**14. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**

**15. Identify career opportunities related to photography.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102050  
**Course Title:** M/J Creative Photography 2

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced skills and creative approaches in the production and understanding of photographic imagery, and to acquire understanding of photography as an art form.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- media, software, processes, and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- types and functions of cameras and film
- use of light and exposure
- darkroom and digital photographic processing
- presentation techniques
- critical thinking and evaluation
- historical perspectives
- connections between photography and other subject areas
- personal and social benefits
- cooperative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course may not be applicable to the exploratory wheel. This course requires appropriate photography equipment and consumable materials. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe, responsible, and appropriate manner.**  
VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art and photography vocabulary.**
- 3. Demonstrate use of media and software as well as processes and techniques to create photographic images that reflect the elements of art and principles of design.**  
VA.A.1.3.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.  
VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

VA.A.1.3.4 create two-dimensional *and three-dimensional* works of art that reflect competency and craftsmanship.

**4. Create black-and-white images that communicate ideas through formal, expressive, and conceptual elements.**

VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

**5. Demonstrate understanding of types and functions of film and cameras including digital cameras.**

**6. Demonstrate use and manipulation of light and exposure in photography in natural and controlled settings.**

**7. Demonstrate photographic processing skills using digital and/or darkroom procedures.**

**8. Demonstrate techniques for proper presentation of photographic works.**

VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

**9. Analyze and evaluate photographic images according to aesthetic qualities and technical elements.**

VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**10. Demonstrate understanding of the historical development of photography as art and as a means of communication and documentation.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**11. Demonstrate understanding of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**

**12. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of photography.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

**13. Demonstrate use of cooperative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**14. Demonstrate understanding of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**

**15. Identify career opportunities related to photography.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103000  
**Course Title:** M/J Graphic Design 1

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop awareness of visual communication concepts and graphic design techniques that reflect knowledge of the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and graphic design vocabulary
- media, processes, and techniques
- layout, typography, and image production
- elements of art and principles of design
- formal and expressive elements
- critical thinking and analysis
- historical trends and events
- connections between graphic design and other subject areas
- graphic design in marketing, advertising, and publishing
- personal and social benefits
- cooperative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment and relevant software is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and graphic design vocabulary.**
- 3. Demonstrate use of graphic design media, processes, and techniques (e.g., layout, typography, image production) to produce works that reflect the elements of art and principles of design.**
  - VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.
- 4. Create graphically designed images and products that communicate ideas through formal and expressive elements.**
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.

- VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
- VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Compare and contrast selected graphically designed images and products according to aesthetic qualities and technical elements.**

- VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
- VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
- VA.D.1.3.2 use research and contextual information to identify responses to works of art.
- VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

**6. Demonstrate awareness of major historical trends and events in the development of graphic design.**

- VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
- VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

**7. Demonstrate awareness of the reciprocal relationships between graphic design and other subject areas (e.g., technology, media, communication, world events).**

**8. Demonstrate awareness of graphic design in marketing, advertising, and publishing.**

- 9. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of graphic art.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  
- 10. Demonstrate use of cooperative skills to maintain the studio and to produce and exhibit graphic art in the school and/or community.**
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 11. Demonstrate awareness of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing graphic art.**
  
- 12. Identify career opportunities related to graphic design.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103010  
**Course Title:** M/J Graphic Design 2

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of visual communication concepts and graphic design techniques that reflect knowledge of the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and graphic design vocabulary
- media, processes, and techniques
- photography and photo silkscreen
- layout, typography, and image production
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between graphic design and other subject areas
- graphic design in marketing, advertising, and publishing
- personal and social benefits
- cooperative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and cameras is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and graphic design vocabulary.**
- 3. Demonstrate use of graphic design media (e.g., photography, photo silkscreen), processes, and techniques (e.g., layout, typography, image production) to produce works that reflect the elements of art and principles of design.**
  - VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.

4. **Create graphically designed images and products that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
5. **Analyze selected graphically designed images and products according to aesthetic qualities and technical elements.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
6. **Demonstrate knowledge of major technological and historical trends and events in the development of graphic design.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  
7. **Demonstrate knowledge of the reciprocal relationships between graphic design and other subject areas (e.g., technology, media, communication, world events).**
  
8. **Demonstrate knowledge of graphic design in marketing, advertising, and publishing.**

- 9. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of graphic art.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
- 10. Demonstrate use of cooperative skills to maintain the studio and to produce and exhibit graphic art in the school and/or community.**

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
- 11. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing graphic art.**
- 12. Identify career opportunities related to graphic design.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104000  
**Course Title:** M/J Exploring Art

- A. Major Concepts/Content.** The purpose of this course is to enable students to explore, produce, and appreciate two- and three-dimensional works of art. Production activities may include drawing, painting, printmaking, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied media, technology, and processes
- perception and observation
- imagery and visual language
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create works of art using varied tools, media, technology, and fundamental processes.**
  - VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems *with refinement and control*.
  - VA.A.1.3.4 create two-dimensional and three-dimensional works of art *that reflect competency and craftsmanship*.
  
- 3. Demonstrate awareness of perceptual and observational skills used by artists in creating works of art.**
  - VA.B.1.3.3 understand and distinguish *multiple* purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate the fundamental use of imagery and elements of visual language to communicate ideas, feelings, and meanings through two- and three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (*through context, value, and aesthetics*) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Compare and contrast works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 7. Demonstrate awareness of the potential personal benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**8. Demonstrate the use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**

**9. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104010  
**Course Title:** M/J Experiencing Art

- A. Major Concepts/Content.** The purpose of this course is to enable students to experience varied two- and three-dimensional art appreciation and production activities with emphasis on design principles and craftsmanship. Production activities may include drawing, painting, printmaking, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.



- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

**1. Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**

VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.

**2. Create works of art using varied tools, media, technology, and basic processes.**

VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.

VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.

**3. Demonstrate knowledge of perceptual and observational skills used by artists in creating works of art.**

VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.

VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

- 4. Demonstrate the basic use of imagery, elements of visual language and composition, and principles of design to communicate ideas, feelings, and meanings through two- and three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.
  - VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.
  
- 5. Analyze works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**
  - VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.
  - VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.
  - VA.D.1.3.1 understand how a work of art can be judged by more than one standard.
  - VA.D.1.3.2 use research and contextual information to identify responses to works of art.
  
- 6. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**
  
- 7. Demonstrate knowledge of the potential personal and social benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**8. Demonstrate the use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**

**9. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 6-8

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104020  
**Course Title:** M/J Emphasizing Art

- A. Major Concepts/Content.** The purpose of this course is to enable students to focus on two- and three-dimensional design principles and aesthetic judgments with emphasis on personal creativity and artistic expression. Production activities may include drawing, painting, printmaking, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create works of art using varied tools, media, technology, and intermediate-level processes.**
  - VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate understanding of perceptual and observational skills used by artists in creating works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.

**4. Demonstrate the intermediate-level use of imagery, elements of visual language and composition, and principles of design to expressively communicate ideas, feelings, and meanings through two- and three-dimensional works of art.**

VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.

VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Critically evaluate works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**6. Demonstrate understanding of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 7. Demonstrate understanding of the potential personal and social benefits associated with visual art production and exhibition.**
  - VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.
  - VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.
  
- 8. Demonstrate the use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**
  
- 9. Identify career opportunities related to visual arts.**
  - VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

**Florida Department of Education  
COURSE DESCRIPTION - GRADES 6-8**

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104030  
**Course Title:** M/J Experiencing Art and Career Planning  
**Course Length:** One Year

- A. Major Concepts/Content.** The purpose of this course is to enable students to experience varied two- and three-dimensional art appreciation and production activities with emphasis on design principles and craftsmanship. Production activities may include drawing, painting, printmaking, sculpting, and assemblage.

The content should include, but not be limited to, the following:

- use of tools and materials
- varied media, technology, and processes
- perception and observation
- imagery and visual language
- composition and design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- careers and career opportunities
- career planning and lifelong learning
- cooperative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The content of this one-year course may be adjusted to accommodate a shorter schedule such as a wheel or one-semester course. This course incorporates hands-on activities and consumption of art materials. [The career and education planning course required by Section 1003.4156, Florida Statutes, has been integrated into this course. This course must include career exploration using CHOICES or a comparable cost-effective program and educational planning using the online student advising system known as Florida Academic Counseling and Tracking for Students \(FACTS\) at the Internet website \[FACTS.org\]\(http://FACTS.org\); and shall result in the completion of a personalized academic and career plan.](#)



\*The information underlined and highlighted in blue is new to this course and allows districts to integrate the middle school Career Exploration and Decision Making course as required by Section 1003.4156, Florida Statutes.

- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate the use of tools and materials in a safe, responsible, and appropriate manner.**
  - VA.A.1.3.2 use refinement and control in handling tools and materials in a safe and responsible manner.
  
- 2. Create works of art using varied tools, media, technology, and basic processes.**
  - VA.A.1.3.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to solve specific visual arts problems with refinement and control.
  - VA.A.1.3.4 create two-dimensional and three-dimensional works of art that reflect competency and craftsmanship.
  
- 3. Demonstrate knowledge of perceptual and observational skills used by artists in creating works of art.**
  - VA.B.1.3.3 understand and distinguish multiple purposes for creating works of art.
  - VA.D.1.3.3 understand how an artist's intent plays a crucial role in the aesthetic value of an object.
  
- 4. Demonstrate the basic use of imagery, elements of visual language and composition, and principles of design to communicate ideas, feelings, and meanings through two- and three-dimensional works of art.**
  - VA.A.1.3.3 understand what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.
  - VA.B.1.3.1 know how different subjects, themes, and symbols (through context, value, and aesthetics) convey intended meanings or ideas in works of art.
  - VA.B.1.3.2 know how the qualities and characteristics of art media, techniques, and processes can be used to enhance communication of experiences and ideas.

VA.B.1.3.4 know and use the interrelated elements of art and the principles of design to improve the communication of ideas.

**5. Analyze works of art according to aesthetic qualities, technical elements, and historical and cultural perspectives.**

VA.C.1.3.1 understand and use information from historical and cultural themes, trends, styles, periods of art, and artists.

VA.C.1.3.2 understand the role of the artist and the function of art in different periods of time and in different cultures.

VA.D.1.3.1 understand how a work of art can be judged by more than one standard.

VA.D.1.3.2 use research and contextual information to identify responses to works of art.

**6. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

**7. Demonstrate knowledge of the potential personal and social benefits associated with visual art production and exhibition.**

VA.E.1.3.1 understand how knowledge, skills, and attitudes gained from the visual arts can enhance and deepen understanding of life.

VA.E.1.3.3 understand the various roles of museums, cultural centers, and exhibition spaces.

**8. Demonstrate the use of cooperative skills to maintain the classroom studio and to produce and exhibit works of art in the school and/or community.**

**9. Identify career opportunities related to visual arts.**

VA.E.1.3.2 understand the skills artists use in various careers and how they can be developed in art school or college or through internships.

Listed below are the course outcomes that must be met to satisfy the requirements of Section 1003.4156, Florida Statutes.

Understanding the Workplace

- 1.0 Describe how work relates to the needs and functions of the economy, society, and personal fulfillment.
- 2.0 Describe the influences that societal, economic, and technological changes have on employment trends and future training.
- 3.0 Describe the need for career planning, changing careers, and the concept of

- lifelong learning and how they relate to personal fulfillment.
- 4.0 Describe how legislation such as the Americans with Disabilities Act and Child Labor Laws regulates employee rights.

### **Self- Awareness**

- 5.0 Use results of an interest assessment to describe their top interest areas and relate to careers/career clusters.
- 6.0 Identify five values that they consider important in making a career choice.
- 7.0 Identify skills needed for career choices and match to personal abilities and interests.
- 8.0 Demonstrate the ability to apply skills of self-advocacy and self-determination throughout the career planning process.
- 9.0 Identify strengths and areas in which assistance is needed at school.
- 10.0 Apply results of all assessments to personal abilities in order to make realistic career choices.

### **Exploring Careers**

- 11.0 Demonstrate the ability to locate, understand, and use career information.
- 12.0 Use the Internet to access career and education planning information.
- 13.0 Identify skills that are transferable from one occupation to another.
- 14.0 Demonstrate use of career resources to identify occupational clusters, career opportunities within each cluster, employment outlook, and education/training requirements.
- 15.0 Explain the relationship between educational achievement and career success.

### **Goal Setting and Decision-Making**

- 16.0 Identify and demonstrate use of steps to make career decisions.
- 17.0 Identify and demonstrate processes for making short and long term goals.

### **Workplace Skills**

- 18.0 Demonstrate personal qualities (e.g. dependability, punctuality, responsibility, integrity, getting along with others) that are needed to be successful in the workplace.
- 19.0 Demonstrate skills to interact positively with others.
- 20.0 Demonstrate employability skills such as working on a team, problem-solving and organizational skills.

### **Career and Education Planning**

- 21.0 Identify secondary and postsecondary school courses and electives that meet tentative career plans.
- 22.0 Identify advantages and disadvantages of entering various secondary and postsecondary programs for the attainment of career goals.

- 23.0 Demonstrate knowledge of varied types and sources of financial aid to obtain assistance for postsecondary education.
- 24.0 Identify inappropriate discriminatory behaviors that may limit opportunities in the workplace.
- 25.0 Develop a career and education plan that includes short and long-term goals, high school program of study, and postsecondary/work goals.
- 26.0 Describe how extracurricular programs can be incorporated in career and education planning.
- 27.0 Demonstrate knowledge of high school exit options (e.g., standard diploma, certificate of completion, special diploma, GED, etc.) and impact on post-school opportunities.
- 28.0 Describe high school credits and explain how GPAs are calculated.

### **Job Search**

- 29.0 Demonstrate skills to complete a job application.
- 30.0 Demonstrate skills essential for a job interview.

**Florida Department of Education  
CURRICULUM FRAMEWORK - GRADES 9-12, ADULT**

**Subject Area:** Art-Visual Arts  
**Course Number:** 0100300  
**Course Title:** Advanced Placement Art - History of Art  
**Credit:** 1.0

- A. Major concepts/content.** The purpose of this course is to introduce students to the appreciation of works of art, the intelligent examination of works of art, and to the major forms of artistic expression in Western art from 1400 to the present.

The content should include, but not be limited to, the following:

- survey of Western art from 1400 to the present
- other artistic traditions that have influenced Western art during the period of study (e.g. Far Eastern, African, pre-Columbian)
- problems and topics in the study of art
- the relationship of form and meaning in art
- the relationship of art to its historical context

- B. Special note.** None

- C. Intended outcomes.** After successfully completing this course, the student will:

1. Recognize and indicate organizational features of works of art that relate to specific periods of art history.
2. Explain the effects of technological advances on the development of styles of art, schools of art, artists, or art movements.
3. Compare the treatment of themes in art among periods or schools of art history.
4. Recognize major events in the history of art and their impact on the history of art.
5. Know and understand vocabulary relating to art.

6. Identify and categorize artists, movements, and art forms found in the history of art.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art -Visual Arts  
**Course Number:** 0100310  
**Course Title:** Art Appreciation/History/Criticism  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop an appreciation of art through the sequential study of art history and theory. Students will use skills of visual analysis to critique masterworks using the elements of art and principles of design.

The content should include, but not be limited to, the following:

- art vocabulary and visual language
- major artists, architects, and masterworks
- elements of art and principles of design
- critical thinking and visual analysis
- role, impact, and reciprocal relationships of art in history, culture, and society
- information resources and strategies
- personal and social benefits
- community resources
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** Hands-on art projects and field trips related to art periods and art media may be used to enhance learning experiences.

- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate knowledge of appropriate art vocabulary and visual language.**
- 2. Demonstrate knowledge of the significance of major artists, architects, and masterworks.**
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
- 3. Analyze how artists use the elements of art and principles of design to communicate ideas.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- 4. Develop, justify, and apply personal artistic criteria incorporating aesthetic qualities and technical elements when critiquing selected works of art.**
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.



- 5. Demonstrate knowledge of the role, impact, and reciprocal relationships between the visual arts and history, culture, and society.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  
- 6. Demonstrate knowledge of resources and strategies for locating information about artists and art history (e.g., internet, museums, libraries).**
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Demonstrate knowledge of personal and social benefits associated with the study of art history and criticism.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 8. Demonstrate knowledge of community resources for preserving, exhibiting, and viewing works of art (e.g., local art museums, galleries, exhibits).**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 9. Identify career opportunities related to art history and criticism.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art -Visual Arts  
**Course Number:** 0100320  
**Course Title:** Art in Other Cultures  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of art styles throughout history from selected cultures. Emphasis shall be placed on the attributes and significance of art as related to religious, economic, political, and geographic perspectives.

The content should include, but not be limited to, the following:

- art vocabulary and visual language
- elements of art and principles of design
- aesthetic, decorative, and functional art
- artistic expression
- media, tools, techniques, and processes
- critical thinking and visual analysis
- art in varied cultures
- information resources and strategies
- connections between art and other subject areas
- personal and social benefits
- community resources
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** Hands-on art projects and field trips related to art of varied cultures may be used to enhance learning experiences.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate knowledge of appropriate art vocabulary and visual language.**
- 2. Demonstrate knowledge of the elements of art and principles of design when describing art, architecture, and decorative and functional art.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
- 3. Demonstrate knowledge of aesthetic, decorative, and functional art within selected historical and cultural contexts.**
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- 4. Demonstrate knowledge of how artists express religious, economic, political, and geographical influences through their art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

- 5. Analyze how artists in varied cultures use media, tools, techniques, and processes to produce works of art.**
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  
- 6. Develop, justify, and apply personal artistic criteria incorporating aesthetic qualities and technical elements when critiquing selected works of art.**
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  
- 7. Compare and contrast selected exemplars of architecture and aesthetic, decorative, and functional art within a particular culture and among other cultures.**
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 8. Demonstrate knowledge of resources and strategies for locating information about art and culture.**
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 9. Demonstrate knowledge of the relationship between art of varied cultures and other subject areas.**
  
- 10. Demonstrate knowledge of personal and social benefits associated with the study of art of varied cultures.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**11. Demonstrate knowledge of community resources for preserving, exhibiting, and viewing art of varied cultures.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**12. Identify career opportunities related to art history.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art -Visual Arts  
**Course Number:** 0100330  
**Course Title:** Art History I - Early Civilizations through the Middle Ages  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of the history and theory of art and the relationship between artist, artwork, and society. Students will research and critique periods, styles, and works of art from early civilizations through the Middle Ages. Emphasis shall be placed on the role of works of art based on subject matter, theme, concept, symbolism, or allegory/metaphor.

The content should include, but not be limited to, the following:

- art vocabulary and visual language
- periods, styles, and genres
- media, processes, and techniques
- contributions of major artists
- artistic ideas
- historical and cultural perspectives
- personal artistic criteria
- elements of art and principles of design
- critical thinking and visual analysis
- information resources and strategies
- personal and social benefits
- community resources
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**Course Number: 0100330 - Art History I - Early Civilizations through the Middle Ages**

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Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

**B. Special Note.** None

**C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate knowledge of art vocabulary and visual language.**
- 2. Demonstrate knowledge of the periods, styles, and genres of art from early civilizations to the Middle Ages.**
- 3. Demonstrate knowledge of the development of media, processes, and techniques used in works of art from early civilizations to the Middle Ages.**
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- 4. Demonstrate knowledge of the contributions of major artists and artistic ideas from early civilizations to the Middle Ages.**
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

- 5. Demonstrate knowledge of the role and influence of the visual arts on history, religion, politics, and society.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- 6. Develop and apply personal artistic criteria to art exemplars based on aesthetic guidelines and historical and cultural perspectives.**

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
- 7. Analyze the elements of art and principles of design in art exemplars from early civilizations to the Middle Ages.**

VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
- 8. Demonstrate knowledge of resources and strategies for locating information about art history.**

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
- 9. Demonstrate knowledge of personal and social benefits associated with the study of art history.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.



**10. Demonstrate knowledge of community resources for preserving, exhibiting, and viewing works of art.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**11. Identify career opportunities related to art history.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art -Visual Arts  
**Course Number:** 0100340  
**Course Title:** Art History II - Renaissance through Romanticism  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of the history and theory of art and the relationship between artist, artwork, and society. Students will research and critique periods, styles, and works of art from the Renaissance through Romanticism. Emphasis shall be placed on the role of works of art based on subject matter, theme, concept, symbolism, or allegory/metaphor.

The content should include, but not be limited to, the following:

- art vocabulary and visual language
- periods, styles, and genres
- media, processes, and techniques
- contributions of major artists
- artistic ideas
- historical and cultural perspectives
- personal artistic criteria
- elements of art and principles of design
- critical thinking and visual analysis
- information resources and strategies
- personal and social benefits
- community resources
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

**B. Special Note.** None

**C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate knowledge of art vocabulary and visual language.**
- 2. Demonstrate knowledge of the periods, styles, and genres of art from the Renaissance through Romanticism.**
- 3. Demonstrate knowledge of the development of media, processes, and techniques used in works of art from the Renaissance through Romanticism.**
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- 4. Demonstrate knowledge of the contributions of major artists and artistic ideas from the Renaissance through Romanticism.**
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- 5. Demonstrate knowledge of the role and influence of the visual arts on history, religion, politics, and society.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

- 6. Develop and apply personal artistic criteria to art exemplars based on aesthetic guidelines and historical and cultural perspectives.**
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 7. Analyze the elements of art and principles of design in art exemplars from the Renaissance through Romanticism.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 8. Demonstrate knowledge of resources and strategies for locating information about art history.**
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 9. Demonstrate knowledge of personal and social benefits associated with the study of art history.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate knowledge of community resources for preserving, exhibiting, and viewing works of art.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**11. Identify career opportunities related to art history.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art -Visual Arts  
**Course Number:** 0100350  
**Course Title:** Art History III - 19th Century to the Present  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of the history and theory of art and the relationship between artist, artwork, and society. Students will research and critique periods, styles, and works of art from the 19th century to the present. Emphasis shall be placed on the role of works of art based on subject matter, theme, concept, symbolism, or allegory/metaphor.

The content should include, but not be limited to, the following:

- art vocabulary and visual language
- periods, styles, and genres
- media, processes, and techniques
- contributions of major artists
- artistic ideas
- historical and cultural perspectives
- personal artistic criteria
- elements of art and principles of design
- critical thinking and visual analysis
- information resources and strategies
- personal and social benefits
- community resources
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

**B. Special Note.** None

**C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate knowledge of art vocabulary and visual language.**
- 2. Demonstrate knowledge of the periods, styles, and genres of art from the 19th century to the present.**
- 3. Demonstrate knowledge of the development of media, processes, and techniques used in works of art from the 19th century to the present.**
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- 4. Demonstrate knowledge of the contributions of major artists and artistic ideas from the 19th century to the present.**
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- 5. Demonstrate knowledge of the role and influence of the visual arts on history, religion, politics, and society.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

- 6. Develop and apply personal artistic criteria to art exemplars based on aesthetic guidelines and historical and cultural perspectives.**
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 7. Analyze the elements of art and principles of design in art exemplars from the 19th century to the present.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 8. Demonstrate knowledge of resources and strategies for locating information about art history.**
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 9. Demonstrate knowledge of personal and social benefits associated with the study of art history.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate knowledge of community resources for preserving, exhibiting, and viewing works of art.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.



**11. Identify career opportunities related to art history.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101300  
**Course Title:** Art/2-D Comprehensive I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through basic two-dimensional design and composition, and develop appreciation of exemplars in varied cultures and historical periods.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- varied two-dimensional media, technology, processes, and techniques
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two-dimensional works of art in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate awareness of technology, processes, and techniques to produce works of art in varied two-dimensional media.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Create two-dimensional works of art that communicate ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Compare and contrast the elements of art and principles of design used in exemplars of two-dimensional art.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate awareness of art exemplars in varied cultures and historic periods and understand their influence on subsequent artistic expression.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

**8. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of art.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**10. Identify career opportunities related to visual arts.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101310  
**Course Title:** Art/2-D Comprehensive II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through intermediate-level two-dimensional design and composition, and develop appreciation of exemplars in varied cultures and historical periods.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- varied two-dimensional media, technology, processes, and techniques
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two-dimensional works of art in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Demonstrate knowledge of technology, processes, and techniques to proficiently produce works of art in varied two-dimensional media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Create two-dimensional works of art that communicate ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze the elements of art and principles of design used in exemplars of two-dimensional art.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of art exemplars in varied cultures and historic periods and understand their influence on subsequent artistic expression.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**



- 8. Demonstrate knowledge of the personal and social benefits associated with the design, production, and exhibition of art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101320  
**Course Title:** Art/2-D Comprehensive III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through advanced two-dimensional design and composition, and develop appreciation of exemplars in varied cultures and historical periods.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- varied two-dimensional media, technology, processes, and techniques
- elements of art and principles of design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two-dimensional works of art in a consistently safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art vocabulary.**
- 3. Demonstrate understanding of technology, processes, and techniques to proficiently produce works of art in varied two-dimensional media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Create two-dimensional works of art that communicate complex ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze and critically evaluate the elements of art and principles of design used in exemplars of two-dimensional art.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate understanding of art exemplars in varied cultures and historical periods and their influence on subsequent artistic expression.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate understanding of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101330  
**Course Title:** Art/3-D Comprehensive I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through basic three-dimensional design and composition, and develop appreciation of exemplars in varied cultures and historical periods.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- varied three-dimensional media, technology, processes, and techniques
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for three-dimensional works of art in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate awareness of technology, processes, and techniques to produce works of art in varied three-dimensional media.**
  - VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
- 4. Create three-dimensional works of art that communicate ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Compare and contrast the elements of art and principles of design used in exemplars of three-dimensional art.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate awareness of art exemplars in varied cultures and historic periods and understand their influence on subsequent artistic expression.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**



- 8. Demonstrate awareness of the personal and social benefits associated with the design, production, and exhibition of art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101340  
**Course Title:** Art/3-D Comprehensive II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through intermediate-level three-dimensional design and composition, and develop appreciation of exemplars and knowledge of the influence of cultural and historical perspectives on the student's own work.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- varied three-dimensional media, technology, processes, and techniques
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for three-dimensional works of art in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Demonstrate knowledge of technology, processes, and techniques to proficiently produce works of art in varied three-dimensional media.**  
VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
- 4. Create three-dimensional works of art that communicate ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze the elements of art and principles of design used in exemplars of three-dimensional art.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of art exemplars in varied cultures and historic periods and understand their influence on subsequent artistic expression.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate knowledge of the personal and social benefits associated with the design, production, and exhibition of art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101350  
**Course Title:** Art/3-D Comprehensive III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through advanced three-dimensional design and composition, and develop appreciation of exemplars in varied cultures and historical periods.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- varied three-dimensional media, technology, processes, and techniques
- elements of art and principles of design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for three-dimensional works of art in a consistently safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art vocabulary.**
- 3. Demonstrate understanding of technology, processes, and techniques to proficiently produce works of art in varied three-dimensional media.**  
VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
- 4. Create three-dimensional works of art that communicate complex ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

- VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze and critically evaluate the elements of art and principles of design used in exemplars of three-dimensional art.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate understanding of art exemplars in varied cultures and historical periods and their influence on subsequent artistic expression.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate understanding of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**



- 8. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0101360  
**Course Title:** Art/2-D and 3-D Comprehensive  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas and concepts through advanced two- and three-dimensional design and composition, and develop appreciation of exemplars in varied cultures and historical periods.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- varied two- and three-dimensional media, technology, processes, and techniques
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two- and three-dimensional works of art in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Demonstrate knowledge of technology, processes, and techniques to produce works of art in varied two- and three-dimensional media.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
- 4. Create two- and three-dimensional works of art that communicate complex ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze the elements of art and principles of design used in exemplars of two- and three-dimensional art.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of art exemplars in varied cultures and historical periods and their influence on subsequent artistic expression.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## COURSE DESCRIPTION - GRADES 9-12

<b>Subject Area:</b>	Art-Visual Arts
<b>Course Number:</b>	0101370
<b>Course Title:</b>	AICE Art and Design I
<b>Credit:</b>	1.0

### Will meet graduation requirement for Performing Fine Arts.

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate ideas or concepts through the use of design and composition while making critical judgements and showing an appreciation and cultural awareness of the world around them. It is concerned with independent visual perception and aesthetic execution in the development of an idea, theme or subject. They will demonstrate their ability to select and control materials while analytically recording from direct observation and personal experience.

The content should include, but not be limited to, the following:

- Two-dimensional and three-dimensional media, technology, techniques, and processes.
- Safe, effective, and appropriate use of tools, materials, and techniques
- Creation of works of art that uses the elements of art and the principles of design to communicate ideas and express concepts and feelings.
- Elements and principles of design
- Reasoning and critical thinking skills
- Interrelationships between design and other subject areas
- Historical and cultural connections
- Critical analysis and aesthetic evaluation of works of art which are relevant and the use of appropriate vocabulary and technical terms
- Sustained personal work, from inception towards a resolution, showing experimentation and development of ideas, themes, or subjects

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

- B. Special Note.** The course requirements contained in this course description are designed for a one-credit course. This course may be repeated by a student for multiple credits if, on subsequent offerings, the required level of student proficiency increases. The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by the Local Examinations Syndicate at the University of Cambridge. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate.
- D. After successfully completing this course, the student will:**
1. **Apply knowledge of technology, techniques, and processes in a variety media to produce works of art.**

VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.

- VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art, related to direct outcome.
2. **Use two-dimensional media and associated tools, processes, and techniques in a safe, effective, and appropriate manner.**
- VA.A.1.4.2 use tools, media, processes and techniques proficiently, knowledgeably, and in a safe and responsible manner.
3. **Create a variety of works of art that communicate ideas through effective application of the elements of art and the principles of design.**
- VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
- VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art
- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
4. **Demonstrate understanding of the interrelationships between two-dimensional and three-dimensional design and other subject areas.**
- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
5. **Apply cooperative interpersonal skills necessary to maintain the art studio and produce and exhibit quality works of art in the school and/or community.**
- VA.E.1.4.1 know and participate in community-based art experiences as artist or observer.
6. **Critically evaluate two-dimensional and three-dimensional works of art according to technical elements and aesthetic qualities.**
- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those that appropriate and parody those works.

**7. Demonstrate understanding of the use of two-dimensional and three-dimensional design throughout significant periods of history and in a variety of cultures.**

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate understanding of the social, educational, and personal benefits associated with two-dimensional and three-dimensional art design, production, and exhibition.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.



## Florida Department of Education

## COURSE DESCRIPTION – GRADES 9 – 12

**Subject Area:** Art – Visual Arts  
**Course Number:** 0101371  
**Course Title:** AICE Art and Design II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts.**

- A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriated materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systemic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts.

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

- B. Special Note.** The course requirements contained in this course description are designed for a one-credit course. This is designed to follow on AICE Art and Design I as a staged route to an A Level qualification by first taking an Advanced Subsidiary Level ('AS Level') examination. The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by the Local Examinations Syndicate at the

**Course Number: 0101371 – AICE Art and Design II**

University of Cambridge. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate.

**D. After successfully completing this course, the student will:**

**1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**

- VA.A.1.4.4 uses effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
- VA.B.1.4.1 applies various subjects, symbols, and ideas in works of art.
- VA.B.1.4.2 understands that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understands some of the implications and intentions and purposes in particular works of art.

**2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**

- VA.A.1.4.2 understands that works of art can communicate an idea and Elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.A.1.4.1 uses two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
- VA.B.1.4.4 knows how the elements of art and the principles of design can be used and solves specific visual-art problems at a proficient level.

**Course Number: 0101371 – AICE Art and Design II**

- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**

V.A.A.1.4.3 knows how the elements of art and the principles of design can be used to solve specific art problems.

- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**

VA.C.1.4.1 understands how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works or art.

VA.C.1.4.2 understands how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.1 understands and determines the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.2 understands critical and aesthetic statements in terms of historical reference while researching works of art.

VA.D.1.4.3 knows the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

VA.E.1.4.3 knows how to communicate with the public, the consumer, the artistic community about aesthetic questions, entertainment, resources, and choices in education.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102300  
**Course Title:** Ceramics/Pottery I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to recognize the properties, possibilities, and limitations of clay by creating functional and nonfunctional works of ceramics and pottery using basic hand-building techniques.

The content should include, but not be limited to, the following:

- use of tools, equipment, and materials
- art vocabulary
- functional and nonfunctional form
- material preparation, object production, decoration, and firing
- critical thinking and analysis
- historical and cultural perspectives
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of media and associated tools and equipment for ceramics and pottery in a safe, responsible, and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Design and create functional and nonfunctional ceramics and pottery that communicate ideas and demonstrate basic craftsmanship.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**4. Demonstrate use of basic techniques (i.e., clay preparation, hand-building, preparing glazes, decorating, surface design, and kiln operation) to produce ceramics and pottery.**

VA.A.1.4.1 use *two-dimensional* and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional* and three-dimensional works of art.

**5. Compare and contrast works of ceramics and pottery according to aesthetic qualities and technical elements.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate awareness of the role of ceramics and pottery as functional and nonfunctional works of art through history, culture, and society.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

- 7. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of ceramics and pottery.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 8. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 9. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102310  
**Course Title:** Ceramics/Pottery II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to recognize the properties, possibilities, and limitations of clay by creating functional and nonfunctional works of ceramics and pottery using intermediate-level hand-building and basic wheel-throwing techniques.

The content should include, but not be limited to, the following:

- use of tools, equipment, and materials
- art vocabulary
- functional and nonfunctional form
- material preparation, object production, decoration, and firing
- critical thinking and evaluation
- historical and cultural perspectives
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.



- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine States Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of media and associated tools and equipment for ceramics and pottery in a safe, responsible, and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Design and create functional and nonfunctional ceramics and pottery that communicate ideas and demonstrate intermediate-level craftsmanship.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

4. **Demonstrate use of intermediate-level techniques (i.e., clay preparation, hand-building, preparing glazes, decorating, surface design, and kiln operation) to produce ceramics and pottery.**
  - VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
  
5. **Demonstrate use of basic wheel-throwing techniques to produce ceramics and pottery.**
  
6. **Analyze works of ceramics and pottery according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
7. **Demonstrate knowledge of the role of ceramics and pottery as functional and nonfunctional works of art through history, culture, and society.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of ceramics and pottery.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0102320  
**Course Title:** Ceramics/Pottery III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to recognize the properties, possibilities, and limitations of clay by creating functional and nonfunctional works of ceramics and pottery using advanced hand-building, intermediate-level wheel-throwing, and firing techniques.

The content should include, but not be limited to, the following:

- use of tools, equipment, and materials
- art vocabulary
- functional and nonfunctional form
- material preparation, object production, decoration, and firing
- critical thinking and evaluation
- historical and cultural perspectives
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of media and associated tools and equipment for ceramics and pottery in a safe, responsible, and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art vocabulary.**
- 3. Design and create functional and nonfunctional ceramics and pottery that communicate ideas and demonstrate advanced craftsmanship.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

4. **Demonstrate use of advanced techniques (i.e., clay preparation, hand-building, preparing glazes, decorating, surface design, and kiln operation) to produce ceramics and pottery.**
  - VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
  
5. **Demonstrate use of intermediate-level wheel-throwing techniques to produce ceramics and pottery.**
  
6. **Critically evaluate works of ceramics and pottery according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
7. **Demonstrate understanding of the role of ceramics and pottery as functional and nonfunctional works of art through history, culture, and society.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

- 8. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of ceramics and pottery.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 10. Identify career opportunities related to visual arts.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103300  
**Course Title:** Computer Graphics  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic knowledge of computer graphic systems and to produce computer-generated images by applying the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and computer graphics vocabulary
- media, processes, and techniques
- elements of art and principles of design
- individual and sequential images
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between computer graphics and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

**B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment and relevant software is required.

**C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

**1. Demonstrate use of equipment, peripheral devices, and materials in a safe and effective manner.**

VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.

**2. Demonstrate awareness of appropriate art and computer graphics vocabulary.**

**3. Demonstrate basic use of digital media, processes, and techniques to produce images that reflect the elements of art and principles of design.**

VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* three-dimensional works of art.

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create and manipulate computer graphics that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Compare and contrast computer graphics according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate awareness of major technological and historical trends and events in the development of computer graphics.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Demonstrate awareness of the reciprocal relationships between computer graphics and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of computer graphics.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit computer graphics in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 10. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing computer graphics.**
- 11. Identify career opportunities related to computer graphics.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103310  
**Course Title:** Advanced Computer Graphics  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced knowledge of computer graphic systems and to produce computer-generated images by applying the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and computer graphics vocabulary
- media, processes, and techniques
- elements of art and principles of design
- individual and sequential images
- formal, expressive, and conceptual elements
- critical thinking and evaluation
- technological and historical trends and events
- connections between computer graphics and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

**B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment and relevant software is required.

**C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Demonstrate use of equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
2. **Demonstrate knowledge of appropriate art and computer graphics vocabulary.**
3. **Demonstrate advanced use of digital media, processes, and techniques to produce images that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create individual and sequential images (e.g., simple animation) that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Analyze and evaluate computer graphics according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate knowledge of major technological and historical trends and events in the development of computer graphics.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Demonstrate understanding of the reciprocal relationships between computer graphics and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of computer graphics.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit computer graphics in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 10. Demonstrate understanding of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing computer graphics.**
- 11. Identify career opportunities related to computer graphics.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103330  
**Course Title:** Computer Art: Applications to 3-D Design  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge and skills in computer applications of three-dimensional modeled and rendered forms by applying the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art vocabulary and computer terminology
- media, processes, and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between computer art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment and relevant software is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary and relevant computer terminology.**
- 3. Demonstrate use of digital media, processes, and techniques to produce three-dimensional images that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create three-dimensional modeled and rendered forms from computer-generated figurative and nonfigurative images that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Analyze three-dimensional rendered art forms according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate knowledge of major technological and historical trends and events in the development of computer art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

7. **Demonstrate knowledge of the reciprocal relationships between computer art and other subject areas (e.g., technology, media, communication, world events).**
8. **Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of computer art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
9. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit computer art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
10. **Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing computer art.**
11. **Identify career opportunities related to computer art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103340  
**Course Title:** Computer Art: Applications to Graphic Design  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge and skills in computer applications of graphic design by applying the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art vocabulary and computer terminology
- media, processes, and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between computer art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment and relevant software is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary and relevant computer terminology.**
- 3. Demonstrate use of digital media, processes, and techniques (e.g., layout, typography, animation) to produce images that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

4. **Create graphically designed images that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
5. **Analyze graphically designed images according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
6. **Demonstrate knowledge of major technological and historical trends and events in the development of computer art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
7. **Demonstrate knowledge of the reciprocal relationships between computer art and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of computer art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit computer art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing computer art.**
  
- 11. Identify career opportunities related to computer art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103350  
**Course Title:** Computer Art: Image Processing I - Electronic Printing  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge and skills in systems and processes of computer imaging and printing by applying the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art vocabulary and image processing and computer terminology
- color imaging and printing processes and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- color theory and management
- critical thinking and analysis
- technological and historical trends and events
- connections between computer art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and color-separation printers is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary and relevant image processing and computer terminology.**
- 3. Demonstrate use of color imaging and printing processes and techniques to produce images that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* *three-dimensional* works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create graphically designed images that communicate ideas through formal, expressive, and conceptual elements incorporating color theory and management in image processing and printing.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Analyze computer-generated images and prints according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate knowledge of major technological and historical trends and events in the development of computer art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

- 7. Demonstrate knowledge of the reciprocal relationships between computer art and other subject areas (e.g., technology, media, communication, world events).**
- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of computer art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit computer art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 10. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing computer art.**
- 11. Identify career opportunities related to computer art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103360  
**Course Title:** Computer Art: Applications to Printmaking  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge and skills in systems and processes of computer-generated prints and publications by applying the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and printmaking vocabular and computer terminology
- computer-assisted printmaking processes and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between computer art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and printers is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and printmaking vocabulary and relevant computer terminology.**
- 3. Demonstrate use of computer-assisted printmaking processes and techniques (e.g., composite imaging, image setting, screening patterns, etching) to produce images and publications that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create computer-generated images and publications that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Analyze computer-generated images and publications according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate knowledge of major technological and historical trends and events in the development of computer art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

7. **Demonstrate knowledge of the reciprocal relationships between computer art and other subject areas (e.g., technology, media, communication, world events).**
8. **Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of computer art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
9. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit computer art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
10. **Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing computer art.**
11. **Identify career opportunities related to computer art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0103370  
**Course Title:** Computer Art: Applications to Painting  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to generate computer images using a variety of computer-assisted painting methods, which incorporate the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art vocabulary and computer terminology
- computer-assisted painting processes and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between computer art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment and relevant software is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, digital drawing tablets, software, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary and relevant computer terminology.**
- 3. Demonstrate use of computer-assisted painting processes and techniques to produce images that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create computer-generated paintings that communicate ideas through formal, expressive, and conceptual elements using varied painting techniques.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Analyze computer-generated paintings according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate knowledge of major technological and historical trends and events in the development of computer art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Demonstrate knowledge of the reciprocal relationships between computer art and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of computer art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit computer art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing computer art.**
  
- 11. Identify career opportunities related to computer art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

Florida Department of Education  
CURRICULUM FRAMEWORK - GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0104300  
**Course Title:** Advanced Placement Art - Drawing Portfolio  
**Credit:** 1.0  
**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to give advanced students the opportunity to develop quality, concentration, discipline, and breadth in drawing.

The content should include, but not be limited to, the following:

- experiences in the development of skills in the perceptual and conceptual aspects of drawing
- techniques of preparation, presentation, and evaluation of portfolio content

- B. Special note.** None.

- C. Intended outcomes.** After successfully completing this course, the student will:

1. Demonstrate perceptual abilities and drawing skills in rendering three-dimensional forms on a flat surface.
2. Demonstrate skills needed to communicate meaning in conceptual art forms.
3. Produce works judged to have aesthetic quality.
4. Demonstrate concentration by pursuing in depth a single concern.
5. Demonstrate discipline and commitment to the goal of artistic expression through drawing.
6. Solve a wide variety of drawing problems.

7. Demonstrate mastery of techniques for preparation, presentation, and evaluation of portfolio content.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104310  
**Course Title:** Two-Dimensional Art/Painting  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of two-dimensional art and painting media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for two-dimensional art and painting in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate knowledge of technology, processes, and techniques to produce two-dimensional works of art and paintings in varied media.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce two-dimensional works of art and paintings that represent a range of media, genres, and schools of painting to communicate ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of fundamental perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Compare and contrast the elements of art and principles of design used in two-dimensional art and painting.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate awareness of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**



**9. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of two-dimensional art and paintings.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**11. Identify career opportunities related to visual arts.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104320  
**Course Title:** Drawing and Painting I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of drawing and painting media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for drawing and painting in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate basic knowledge of technology, processes, and techniques to produce drawings and paintings in varied media.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce sketches, drawings, paintings, and studies to communicate ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of basic perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Compare and contrast the elements of art and principles of design used in drawings and paintings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate awareness of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of drawings and paintings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104330  
**Course Title:** Drawing and Painting II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of drawing and painting media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for drawing and painting in a safe and proficient manner.**

VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.

- 2. Demonstrate knowledge of appropriate art vocabulary.**

- 3. Demonstrate intermediate-level knowledge of technology, processes, and techniques to produce drawings and paintings in varied media.**

VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.

- 4. Produce sketches, drawings, paintings, and studies to communicate ideas through application of the elements of art and principles of design.**

VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of intermediate-level perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Analyze the elements of art and principles of design used in drawings and paintings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate knowledge of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate knowledge of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**



- 9. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of drawings and paintings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104340  
**Course Title:** Drawing I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of drawing media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for drawing in a safe and appropriate manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate basic knowledge of technology, processes, and techniques to produce drawings in varied media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce sketches, drawings, and studies to communicate ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of basic perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Compare and contrast the elements of art and principles of design used in drawings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate awareness of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate awareness of the reciprocal relationships between drawing and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of drawings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104350  
**Course Title:** Drawing II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of drawing media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for drawing in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Demonstrate intermediate-level knowledge of technology, processes, and techniques to produce drawings in varied media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce sketches, drawings, and studies to communicate ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of intermediate-level perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Analyze the elements of art and principles of design used in drawings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate knowledge of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate knowledge of the reciprocal relationships between drawing and other subject areas (e.g., technology, media, communication, world events).**



- 9. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of drawings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104360  
**Course Title:** Drawing III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of drawing media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for drawing in a consistently safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art vocabulary.**
- 3. Demonstrate advanced knowledge of technology, processes, and techniques to produce drawings in varied media.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce sketches, drawings, and studies to communicate complex ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of advanced perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Analyze and evaluate the elements of art and principles of design used in drawings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate understanding of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate understanding of the reciprocal relationships between drawing and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of drawings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104370  
**Course Title:** Painting I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of painting media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for painting in a safe and appropriate manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate basic knowledge of technology, processes, and techniques to produce paintings in varied media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce paintings that represent a range of media, genres, and schools of painting to communicate ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of basic perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Compare and contrast the elements of art and principles of design used in paintings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate awareness of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate awareness of the reciprocal relationships between painting and other subject areas (e.g., technology, media, communication, world events).**



- 9. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of paintings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104380  
**Course Title:** Painting II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of painting media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for painting in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Demonstrate intermediate-level knowledge of technology, processes, and techniques to produce paintings in varied media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce paintings that represent a range of media, genres, and schools of painting to communicate ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of intermediate-level perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Analyze the elements of art and principles of design used in paintings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate knowledge of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate knowledge of the reciprocal relationships between painting and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of paintings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104390  
**Course Title:** Painting III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of painting media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for painting in a consistently safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art vocabulary.**
- 3. Demonstrate advanced knowledge of technology, processes, and techniques to produce paintings in varied media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce paintings that represent a range of media, genres, and schools of painting to communicate complex ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of advanced perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Analyze and evaluate the elements of art and principles of design used in paintings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate understanding of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate understanding of the reciprocal relationships between painting and other subject areas (e.g., technology, media, communication, world events).**



- 9. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of paintings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104400  
**Course Title:** Drawing and Painting III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced perceptual, observational, and compositional skills necessary to communicate a range of subject matter, symbols, ideas, and concepts using knowledge of drawing and painting media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for drawing and painting in a consistently safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art vocabulary.**
- 3. Demonstrate advanced knowledge of technology, processes, and techniques to produce drawings and paintings in varied media.**  
VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
- 4. Produce sketches, drawings, paintings, and studies to communicate complex ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

- VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of advanced perceptual, observational, and compositional skills to produce representational and abstract art.**

**6. Analyze and evaluate the elements of art and principles of design used in drawings and paintings.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate understanding of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate understanding of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of drawings and paintings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0104410  
**Course Title:** Figure Drawing  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop perceptual, observational, and compositional skills necessary to produce renderings of human figures using knowledge of drawing media, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- historical and cultural perspectives
- connections between figure drawing and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Demonstrate knowledge of drawing media, processes, and techniques to produce expressive, imaginative, and inventive figure drawings that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* *three-dimensional* works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Produce sketches, drawings, and studies that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  
- 5. Demonstrate use of perceptual, observational, and compositional skills to translate a three-dimensional figure into a two-dimensional image.**
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 6. Analyze drawings according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 7. Demonstrate knowledge of major trends and events in the development of figure drawing in varied historical periods and cultures.**
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.



- 8. Demonstrate knowledge of the reciprocal relationships between figure drawing and other subject areas (e.g., technology, media, communication, world events).**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  
- 9. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of figure drawings.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0104420  
**Course Title:** AICE Art and Design – Painting and Related Media  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

The following materials may be used, combined, or used in conjunction with other materials: oil color, water-color, acrylic, gouache, powder or poster paint, colored inks, pen and wash, pastels, oil pastels, and colored pencils. The work may include still life, portraiture, landscapes, abstract or figurative compositions and may be either expressive, interpretative, or realistic. Students should have a broad understanding of the history of painting.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0105300  
**Course Title:** Fabrics/Fibers I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of fabrication techniques and textile design processes and materials by creating two-dimensional and three-dimensional surface designs and fiber art.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art, fabrics, and fibers vocabulary
- media, processes, and techniques
- elements of art and principles of design
- tactile qualities
- formal, expressive, and conceptual elements
- critical thinking and analysis
- historical and cultural perspectives
- connections between fabric and fiber art and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art, fabrics, and fibers vocabulary.**
- 3. Demonstrate basic use of fabric and fiber media, processes, and techniques (e.g., construction, embellishment, surface design) to produce two-dimensional and three-dimensional works that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create fabric and fiber works of art that communicate ideas through tactile qualities as well as formal, expressive, and conceptual elements, incorporating aesthetic values and functional design.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Compare and contrast fabric and fiber art according to functional and aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate awareness of major trends, designs, and events in the development of fabric and fiber art in varied historical periods and cultures.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

7. **Demonstrate awareness of the reciprocal relationships between fabric and fiber art and other subject areas (e.g., technology, media, communication, world events, fashion design).**
8. **Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of fabric and fiber art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
9. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit fabric and fiber art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
10. **Identify career opportunities related to fabric and fiber art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0105310  
**Course Title:** Fabrics/Fibers II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop understanding of fabrication techniques and textile design processes and materials by creating two-dimensional and three-dimensional surface designs and fiber art. The design, function, and expressive potential of fabric and fiber art will be explored.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art, fabrics, and fibers vocabulary
- media, processes, and techniques
- elements of art and principles of design
- tactile qualities
- formal, expressive, and conceptual elements
- critical thinking and analysis
- historical and cultural perspectives
- connections between fabric and fiber art and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art, fabrics, and fibers vocabulary.**
- 3. Demonstrate advanced use of fabric and fiber media and alternative materials, processes, and techniques (e.g., construction, embellishment, surface design) to produce two-dimensional and three-dimensional works that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create fabric and fiber works of art that communicate ideas through tactile qualities as well as formal, expressive, and conceptual elements, incorporating aesthetic values and functional design.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Analyze fabric and fiber art according to functional and aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate knowledge of major trends, designs, and events in the development of fabric and fiber art in varied historical periods and cultures.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

- 7. Demonstrate knowledge of the reciprocal relationships between fabric and fiber art and other subject areas (e.g., technology, media, communication, world events, fashion design).**
- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of fabric and fiber art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit fabric and fiber art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 10. Identify career opportunities related to fabric and fiber art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

**Florida Department of Education****COURSE DESCRIPTION – GRADES 9 – 12, ADULT**

<b>Subject Area:</b>	Art - Visual Arts
<b>Course Number:</b>	0105320
<b>Course Title:</b>	AICE Dress and Textiles
<b>Credit:</b>	1.0

**Will meet graduation requirement for Performing Fine Arts.**

**A. Major Concepts/Content.** The purpose of this course is to encourage a creative and aesthetic awareness when designing wearables in dress and textiles. Students will demonstrate a discriminating and informed approach to the consumer society through the consideration of choice, suitability, cost, and recognition of quality in the context of wearables in dress and textiles. Students will develop an appreciation of and an enquiring approach to wearable textiles in everyday life. Students will develop knowledge and skills in both theoretical and practical aspects of wearables in dress and textiles.

**The content should actively seek to develop, but not be limited to, the following abilities and qualities:**

- Identifying the varying human needs and factors in situations involving the use of textiles
- Identify and justify priorities within a given situation and communicate ideas accurately and systematically
- Classify fibers through the study of the main physical and chemical properties of common fibers
- Understand methods of identifying fibers in a given material and the manufacture of these fibers
- Demonstrate an understanding of the composition and weave of fabrics for various purposes
- Selecting fabrics suitable for garments and household linen, to include suitability of color and style
- Demonstrate an understanding of ornamentation and decoration as it relates to the aesthetic value of design in construction and use of garments and household linen
- Demonstrate an understanding of economics and value when purchasing fabrics

- Use and adaptation of commercial patterns in creating garments
- Demonstrate manipulative skills in machine and hand work, as well as the care and cleaning of the sewing machine
- Demonstrate care, repair, and valeting of clothing and fabrics

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

- B. Special Note.** The course requirements contained in this course description are designed for a one-credit course. The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by the Local Examinations Syndicated at the University of Cambridge. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate.
- D. After successfully completing this course, the student will:**
- 1. Create fabric and fiber works of art that communicate ideas through tactile qualities as well as formal, expressive, and conceptual elements, incorporating aesthetic values and functional design.**
    - VA.A.1.4.1** use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
    - VA.B.1.4.1** apply various subjects, symbols, and ideas in works of art.
    - VA.B.1.4.3** understand some of the implications of intentions and purposes in particular works of art.
    - VA.B.1.4.4** know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  - 2. Demonstrate selection of fabrics taking into consideration color, style, occasion, and local custom.**
    - VA.B.1.4.2** understand that works of art can communicate an idea and

elicit a variety of responses through the use of selected media, techniques, and processes.

**VA.C.1.4.2** understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

**3. Demonstrate an understanding of the main physical and chemical properties of common fibers and effects of influences on the textiles.**

**SC.H.1.4.1** know that investigations are conducted to explore new phenomena, to check on previous results, to test how well a theory predicts, and to compare different theories.

**SC.A.1.4.1** know that the electron configuration in atoms determines how a substance reacts and how much energy is involved in its reactions.

**SC.A.2.4.6** understand that matter may act as a wave, a particle, or something else entirely different with its own characteristic behavior.

**4. Be able to identify fibers in fabrics and the manufacturing processes of these fabrics.**

**SC.H.3.4.5** know that the value of a technology may differ for different people and at different times.

**SC.H.3.4.6** know that scientific knowledge is used by those who engage in design and technology to solve practical problems, taking human values and limitations into account.

**5. Demonstrate knowledge of the suitability of fabrics for various purposes through examination of composition and weave of fabrics, practicality, durability, and hygienic qualities.**

**6. Demonstrate use and care of associated tools, processes, and techniques in a safe, effective, and appropriate manner.**

**VA.A.1.4.2** use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.

**7. Demonstrate economic understanding of various fabrics for specific purposes.**

**SS.D.2.4.2** understand how price and quantity demanded relate, how

price and quantity supplied relate, and how price changes or controls affect distribution and allocation in the economy.

**8. Demonstrate advanced garment and household linen construction skills (e.g., adaptation of patterns, wide scope of machine and hand sewing, and aesthetic ornamentation).**

**VA.E.1.4.2** understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

**9. Demonstrate advanced use of fabric and fiber media and alternative materials, processes, and techniques (e.g., construction, embellishment, surface design) to produce two-dimensional and three dimensional works that reflect the elements of art and principles of design.**

**VA.A.1.4.3** know how the elements of art and the principles of design can be used to solve specific art problems.

**VA.A.1.4.4** use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0105330  
**Course Title:** AICE Art and Design – Fashion Design  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

Students should explore personal solutions in designing garments or items for personal decorative adornment for different occasions and age groups. Students should be able to identify the requirements of dress for specific purposes and functionality. Designs should demonstrate knowledge of shape, line, color, and texture. Students should demonstrate knowledge of the changes in technology which make available different fashion items and awareness between function and conventions which influence fashion, in particular those factors that bring about change over time. Students should have knowledge of work of contemporary fashion designers, fashion shows, and garment construction factories.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts



This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**

**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0105340  
**Course Title:** AICE Art and Design – Textiles  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

Students should be able to develop their own designs from original drawings, experiment with threads and fabrics, and complete the design into a piece of artwork. Understanding of the historical development and current trends through a variety of methods should be undertaken. Study needs to include functional design as well as the purely decorative aspects of textiles.

Students may specialize in one of the following areas but should show knowledge of the following areas and how the areas could be combined.

1. Woven textiles. The course should include looms and the equipment used in setting up warps; the properties of natural and man-made fibers; and the experimental weaving using raffia, string, beads, etc.
2. Embroidery. The course needs to be broad in approach, including functional and decorative items in two and three dimensions. Student should show an understanding of the properties of materials and threads and ways in which they can be used to explore ideas and create structures.
3. Fabric Painting. Student should show an understanding with a range of methods of decorating cloth. These include block printing, tie-dye, batik, silk-screen printing, spraying or airbrushing. The use of natural and synthetic fabrics and dyes should be explored for different effects. The function of the cloth in terms of drape, pattern, size and color alternatives needs to be considered.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience

- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts

**Course Number:** 0106300

**Course Title:** Graphic Design I

**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop skills in graphic design. Students will learn layout, typography, and design to create images and products that reflect knowledge of the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and graphic design vocabulary
- media, processes, and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between graphic design and other subject areas
- graphic design in marketing, advertising, and publishing
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and cameras is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and graphic design vocabulary.**
- 3. Demonstrate use of graphic media, processes, and techniques (e.g., layout, typography, image production) to produce images and products that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

- 4. Create graphically designed images and products that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Compare and contrast graphically designed images and products according to aesthetic qualities and technical elements (e.g., mass appeal, ergonomics, consumer trends).**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate awareness of major technological and historical trends and events in the development of graphic design.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Demonstrate awareness of the reciprocal relationships between graphic design and other subject areas (e.g., technology, media, communication, world events).**

8. **Demonstrate awareness of graphic design in marketing, advertising, and publishing.**
9. **Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of graphic art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
10. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit graphic art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
11. **Demonstrate awareness of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing graphic art.**
12. **Identify career opportunities related to graphic design.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0106310  
**Course Title:** Graphic Design II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced skills in graphic design. Students will use graphic media, processes, and techniques to create images and products that demonstrate technical skills and aesthetic awareness, and reflect knowledge of the elements of art and principles of design.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and graphic design vocabulary
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between graphic design and other subject areas
- graphic design in marketing, advertising, and publishing
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.



Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and cameras is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and graphic design vocabulary.**
- 3. Demonstrate advanced use of graphic media (e.g., photography, photo silkscreen), processes, and techniques (e.g., layout, typography, image production, Computer Aided Design and Drafting (CADD)) to produce images and products that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

**4. Create graphically designed images and products that communicate ideas through formal, expressive, and conceptual elements.**

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze graphically designed images and products according to aesthetic qualities and technical elements (e.g., mass appeal, ergonomics, consumer trends).**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of major technological and historical trends and events in the development of graphic design.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

7. **Demonstrate knowledge of the reciprocal relationships between graphic design and other subject areas (e.g., technology, media, communication, world events).**
8. **Demonstrate knowledge of graphic design in marketing, advertising, and publishing.**
9. **Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of graphic art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
10. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit graphic art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
11. **Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing graphic art.**
12. **Identify career opportunities related to graphic design.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0106320  
**Course Title:** AICE Art and Design – Graphic Design  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

Students may specialize in one of the following areas but should show knowledge of the following areas and how the areas could be combined.

1. **Graphics.** Graphics should be undertaken for any purpose: information, publication, advertising, including typography, calligraphy and in any medium. Examples of work could include corporate identity, layout work, symbols and visual communication of information in the form of book jackets, CD and tape sleeves, posters and brochures. Typefaces in graphic work should be included in work.
2. **Illustration.** Illustration should be undertaken for any purpose and from any source material. Materials and techniques should include but not be limited to pen and ink, gouache, watercolor, airbrush, printing, painting, colored pencil, and pastel.
3. **Package Design.** Package design can be for any product or with any material. Aesthetic appreciation will be expected within the limits of functional and production requirements. Design should be presented in both two and three-dimensional forms. Graphics, production methods, including the engineering of card and printing processes should be demonstrated by the student.
4. **Computer Graphics.** Students should demonstrate knowledge of the fundamental concepts of software available. As wide a range of software as possible should be available and include access to an art package/graphics package, a CAD package, a video camera, and video digitizer scanner. Students should be able to demonstrate mastery in using a computer to represent information graphically, either in sequential or individual presentation, for use in a variety of ways to include but not limited to general advertising, the design of logos using lettering and mirror images, magazine

and newspaper layout using text and illustration, repeat and reversed patterns for 2D designs, and the initial frames of television programs or moving display frames.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts.

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0107300  
**Course Title:** Jewelry I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge and skills in metalsmithing and other jewelry-making techniques. Emphasis shall be placed on methods, tools, forming processes, and design.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and jewelry vocabulary
- jewelry design
- elements of art and principles of design
- metalsmithing and jewelry-making processes and techniques
- critical thinking and analysis
- historical and cultural perspectives
- jewelry as personal adornment
- connections between jewelry and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities, consumption of art materials, jewelry-making materials, and equipment.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and jewelry vocabulary.**
- 3. Design jewelry that reflects the elements of art, principles of design, and functionality.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**4. Demonstrate basic use of metalsmithing and jewelry-making processes and techniques to produce works in varied media based on finished design sketches.**

VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Compare and contrast jewelry according to functional and aesthetic qualities and technical elements.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate awareness of major trends, designs, and events in the function of jewelry for personal adornment in varied historical periods and cultures.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate awareness of the reciprocal relationships between jewelry and other subject areas (e.g., technology, media, communication, world events).**



- 8. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of jewelry.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit jewelry in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to jewelry.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0107310  
**Course Title:** Jewelry II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced knowledge and skills in metalsmithing and other jewelry-making techniques. Emphasis shall be placed on methods, tools, forming processes, design, and use of varied media and materials.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and jewelry vocabulary
- jewelry design
- elements of art and principles of design
- formal, expressive, and conceptual elements
- metalsmithing and jewelry-making processes and techniques
- critical thinking and analysis
- historical and cultural perspectives
- jewelry as personal adornment
- connections between jewelry and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities, consumption of art materials, jewelry-making materials, and equipment.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
  
- 2. Demonstrate knowledge of appropriate art and jewelry vocabulary.**
  
- 3. Design jewelry that reflects the elements of art, principles of design, and functionality using formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**4. Demonstrate advanced use of metalsmithing and jewelry-making processes and techniques to produce works in varied media based on finished design sketches.**

VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze jewelry according to functional and aesthetic qualities and technical elements.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of major trends, designs, and events in the function of jewelry for personal adornment in varied historical periods and cultures.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate knowledge of the reciprocal relationships between jewelry and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of jewelry.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit jewelry in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 10. Identify career opportunities related to jewelry.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0107310  
**Course Title:** Jewelry II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced knowledge and skills in metalsmithing and other jewelry-making techniques. Emphasis shall be placed on methods, tools, forming processes, design, and use of varied media and materials.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and jewelry vocabulary
- jewelry design
- elements of art and principles of design
- formal, expressive, and conceptual elements
- metalsmithing and jewelry-making processes and techniques
- critical thinking and analysis
- historical and cultural perspectives
- jewelry as personal adornment
- connections between jewelry and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities, consumption of art materials, jewelry-making materials, and equipment.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
  
- 2. Demonstrate knowledge of appropriate art and jewelry vocabulary.**
  
- 3. Design jewelry that reflects the elements of art, principles of design, and functionality using formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**4. Demonstrate advanced use of metalsmithing and jewelry-making processes and techniques to produce works in varied media based on finished design sketches.**

VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze jewelry according to functional and aesthetic qualities and technical elements.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of major trends, designs, and events in the function of jewelry for personal adornment in varied historical periods and cultures.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate knowledge of the reciprocal relationships between jewelry and other subject areas (e.g., technology, media, communication, world events).**



- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of jewelry.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit jewelry in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Identify career opportunities related to jewelry.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0107400  
**Course Title:** Multimedia Technologies  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic knowledge of visual and non-visual communication using multimedia production processes.

The content should include, but not be limited to, the following:

- use of equipment and materials
- art and multimedia vocabulary
- multimedia processes and techniques
- elements of art and principles of design
- multimedia imagery
- formal, expressive, and conceptual elements
- critical thinking and analysis
- technological and historical trends and events
- connections between computer art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer and multimedia equipment and relevant software is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and multimedia vocabulary.**
- 3. Demonstrate use of multimedia processes and techniques to create images and presentations that reflect the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

- 4. Create computer-generated multimedia images and presentations that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Analyze multimedia imagery and presentations according to visual and aural aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate knowledge of major technological and historical trends and events in the development of multimedia technologies and their impact on mass media.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

- 7. Demonstrate knowledge of the reciprocal relationships between multimedia technologies and other subject areas (e.g., communication, world events).**
- 8. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of multimedia images and presentations.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- 9. Demonstrate use of collaborative skills to maintain the studio and to offer multimedia presentations in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 10. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and presenting multimedia productions.**
- 11. Identify career opportunities related to multimedia technologies.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

<b>Subject Area:</b>	Art-Visual Arts
<b>Course Number:</b>	0107410
<b>Course Title:</b>	Film I
<b>Credit:</b>	1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to provide opportunities for study and experience in the many aspects, roles, and careers associated with the film industry.

The content should include, but not limited to, the following:

- technical terminology as applied to the film industry
- role and influence of film in history, culture, society and individual lifestyles
- collaborative work ethic for the film industry
- connection between film and other subject areas
- production techniques for film (lighting, sound, scenic design, costuming, make-up, direction, animation, graphic design, choreography, as well as business management)
- vocational and recreational pursuits in the film industry
- analysis, evaluation and critiquing of film production and design

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and the processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The course requirements contained in this course description are designed for a one credit course.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic* are not required for this course.**

**After successfully completing this course, the student will:**

**1. Adhere to established policies concerning the rights and responsibilities of student publications and basic copyright laws.**

- L.A.A.2.4.6 select and use appropriate study and research skills and tools according to the type of information being gathered or organized, including almanacs, government publications, microfiche, news sources, and information services.
- L.A.A.2.4.7 analyze the validity and reliability of primary source information and use the information appropriately.
- L.A.B.2.4.1 write text, notes, outlines, comments, and observations that demonstrate comprehension and synthesis of content, processes, and experiences from a variety of media.
- L.A.D.2.4.6 understand that laws control the delivery and use of media with regard to the extent to which they enhance or manipulate information.

**2. Follow set commands and demonstrate responsibility, teamwork, ethical behavior, safety, set protocol, and time management skills when working on film productions.**

- LA.A.1.4.3. refine vocabulary for interpersonal, academic, and workplace situations, including figurative, idiomatic, and technical meanings.
- VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- TH.A.2.4.1 uses unified production concepts and techniques for various media (e.g., film, television, and electronic media).
- TH.E.1.4.4 understand the necessity of goal setting, self-discipline, punctuality, meeting deadlines, and fulfilling responsibilities when mounting a theatrical (*film*) production.
- TH.E.1.4.3 understand the pertinent skills necessary to pursue theatre careers and vocational opportunities in theatre (e.g., production skills for managing, administering and marketing).
- LA.D.2.4.3 recognize production elements that contribute to the effectiveness of a specific medium.

**3. Identify significant periods, trends, genres, and people in the development of motion pictures from the silent cinema to the present day based on a multicultural approach.**

- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
- VA.C.1.4.1 trace the development of different film genres based on specific historical/economic/religious/political influences upon the execution of works of art.
- TH.C.1.4.1 understand the cultural and historical influences on dramatic forms

- (e.g., theatre, film and television)
- TH.E.1.4.3 understand the reasons for personal and audience reaction to theatre from various cultures and time periods.
  - TH.E.1.4.5 recognize the significant works and major contributions of major playwrights, performers, designers, directors, and producers in American Theatre.
  - MU.E.2.4.3 know the various roles that musicians perform (e.g., entertainer, teacher, or transmitter of cultural tradition), representative individuals who have functioned in these roles, and their achievements.
  - MU.C.1.4.3 understand the influence of significant composers and performers on musical styles, traditions, performances and practices.

**4. Identify differences between the tastes and distribution of films for domestic and foreign film markets.**

- LA.E.1.4.1 understand the characteristics of major types of drama.
- LA.E.1.4.5 understand the different stylistic, thematic, and technical qualities present in the literature of different cultures and historical periods.
- LA.E.2.4.1 analyze the effectiveness of complex elements of plot, such as setting, major events, problems, conflicts, and resolutions.
- LA.E.2.4.7 examine a literary selection from several critical perspectives.
- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, execution of works of art.
- VA.D.1.4.1 understand and determine the difference between the artist's intent and public interpretation through evaluative criteria and judgement.

**5. Identify the basic elements of storytelling and apply them to visual (scriptwriting) storytelling by reading screenplay and/or writing a film/video script.**

- TH.A.3.4.1 use scientific and technological advances to develop visual and aural staging elements that complement the interpretation of a text.
- TH.B.1.4.1 understand how actors, directors, and designers create and refine dialogue and stage directions that convey the playwright's intent..
- LA.B.1.4.1 select and use appropriate pre-writing strategies, such as brainstorming, graphic organizers, and outlining.
- LA.B.2.4.2 organize information using appropriate systems.
- LA.B.2.4.3 write fluently for a variety of occasions, audiences, and purposes, making appropriate choices regarding style, tone, level of detail, and organization.
- LA.B.2.4.4 select and use a variety of electronic media, such as the Internet, information services, and desktop-publishing software programs, to create, revise, retrieve, and verify information.
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral (written/visual) presentations that inform, persuade, or entertain.

**6. Identify the key members of a film production crew and perform a variety of above-the-line and below-the-line jobs during pre-production, production, and post-production of a film or video.**



- L.A.D.2.4.3 recognize production elements that contribute to the effectiveness of a specific medium.
- VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
- TH.A.3.4.2 understand the technical (physical and chemical) aspects of theatre production to safely create properties, sound, costumes, and makeup.
- TH.A.2.4.1 use unified production concepts and techniques (e.g., auditioning, directing, producing, and scheduling) for various media (e.g., theatre, film, television, and electronic media).
- TH.A.3.4.1 use scientific and technological advances to develop visual and aural staging elements that complement the interpretation of a text.
- TH.A.3.4.3 design, implement, and integrate all sound effects into the production concept.
- TH.E.1.4.3 understand the pertinent skills necessary to pursue theatre careers and avocational opportunities in theatre (e.g., production skills for managing, administering, organizing, publishing, accounting, and marketing).

**7. Demonstrate a commitment to the creative process by preparing a personal portfolio.**

- VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.
- VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- TH.E.1.4.3 understand the pertinent skills necessary to pursue theatre careers and avocational opportunities in theatre (e.g. production skills for managing, administering, organizing, publishing, accounting, and marketing).

**Florida Department of Education**

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0107420  
**Course Title:** Film II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to provide opportunities to study and experience the many aspects, roles, and careers associated with the film industry focusing on the creative process.

The content should include, but not limited to, the following:

- technical terminology as applied to the film industry
- role and influence of film in history, culture, society and individual lifestyles
- collaborative work ethic for the film industry
- connection between film and other subject areas
- production techniques for film (lighting, sound, scenic design, costuming, make-up, direction, animation, graphic design, choreography, as well as business management)
- vocational and recreational pursuits in the film industry
- analysis, evaluation and critiquing of film production and design
- participation in a film production project from conception to post-production.

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and the processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The course requirements contained in this course description are designed for a one credit course.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic* are not required for this course.**

**After successfully completing this course, the student will:**

**1. Adhere to established policies governing student publications, insurance, and basic copyright laws.**

L.A.A.2.4.6 select and use appropriate study and research skills and tools according to the type of information being gathered or organized, including almanacs, government publications, microfiche, news sources, and information services.

L.A.A.2.4.7 analyze the validity and reliability of primary source information and used the information appropriately.

L.A.B.2.4.1 write text, notes, outlines, comments, and observations that demonstrate comprehension and synthesis of content, processes, and experiences from a variety of media.

L.A.D.2.4.6 understand the laws that control the delivery and use of media with regard to the extent to which they enhance or manipulate information.

**2. Adhere to professional standards of behavior and responsibilities by following film set commands, set protocol, and safety precautions when working on a film/video.**

LA.A.1.4.3. refine vocabulary for interpersonal, academic, and workplace situations, including figurative, idiomatic, and technical meanings.

VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.

TH.A.2.4.1 use unified production concepts and techniques for various media (e.g., film, television, and electronic media).

TH.E.1.4.4 understand the necessity of goal setting, self-discipline, punctuality, meeting deadlines, and fulfilling responsibilities when mounting a theatrical (*film*) production.

TH.E.1.4.3 understand the pertinent skills necessary to pursue theatre careers and vocational opportunities in theatre (e.g., production skills for managing, administering and marketing).

L.A.D.2.4.3 recognize production elements that contribute to the effectiveness of a specific medium.

**3. Demonstrate an analytic, critical, and aesthetic appreciation of film.**

LA.A.2.4.2 determine the author's purpose and point of view material and their effects on the text.

LA.A.2.4.5 identify devices of persuasion and methods of appeal and their effect.  
*Produce an imaginable piece of writing.*

LA.A.2.4.8 synthesize information from multiple sources to draw conclusions.

TH.D.1.4.2 understand allegoric and symbolic references in plays.

TH.A.3.4.4 understand all technical elements used to influence the meaning of the drama.

- TH.D.1.4.3 understand theatrical performances from the perspective of current personal, national, and international issues, through the evaluation of artistic choices in film, television and electronic media.
- TH.D.1.4.1 understand how to use various arts media to enhance communication in theatrical productions.
- TH.B.1.4.1 understand how actors, directors, and designers create and refine dialogue and stage directions that convey the playwright's intent.
- TH.C.1.4.2. understand how the development of theatrical forms and production practices are used to discover symbolic clues in dramatic texts.
- TH.C.1.4.1 understand the cultural and historical influences on dramatic forms (e.g. theatre, film, and television).
- LA.D.2.3.4 understand how the multiple media tools of graphics, pictures, color, motion, and music can enhance communication in television, film, radio, and advertising.
- LA.C.2.4.2 understand factors that influence the effectiveness of nonverbal cues used in nonprint media, such as the viewer's past experiences and preferences, and the context in which the cues are presented.
- VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
- VA.D.1.4.2. understands that works of art can communicate an idea and elicit a variety of responses through the use of selected techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through valuative judgement.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those and parody those works.
- MU.E.1.4.1 understand how elements, artistic processes, and organizational principles are used in distinctive ways and provide connections between music and other subjects.
- MU.E.1.4.3 understand the musical elements and expressive techniques (e.g., tension and release, tempo dynamics, and harmonic and melodic movement) that generate aesthetic responses.
- MU.E.1.4.2 understand how the uniqueness of a given work of music serves to define its artistic tradition and its cultural context.
- MU.E.1.4.1 establish a strategy for making informed, critical evaluations of the quality and/or the effectiveness of a performance.

**4. Create a screenplay demonstrating an awareness of audience and purpose.**

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

- LA.B.2.4.3 write fluently for a variety of occasions, audiences and purposes, making appropriate choices regarding style, tone, level of detail, and organization.
- LA.B.2.4.4 select and use a variety of electronic media, such as the Internet, information services, and desktop publishing software programs to create, revise, retrieve, and verify information.
- LA.B.1.4.1 select and use appropriate prewriting strategies, such as brainstorming, graphic organizers, and outlining.
- LA.B.2.4.2 organize information using appropriate systems.
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral (written/visual) presentations that inform, persuade, or entertain.

**5. Work on a production film project in pre-production or post-production, in an above or below-the-line position preparing the necessary forms, budgets, and design elements, while organizing the necessary equipment for the shoot.**

- VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solves specific visual-art problems at a proficient level.
- TH.A.2.4.1 use unified production concepts and techniques (e.g., auditioning, directing, producing, and scheduling) for various media (e.g., theatre, film, television, and electronic media).
- TH.E.1.3.3 know the pertinent skills, discipline, and knowledge needed to pursue careers and recreational opportunities in theatre, film and electronic media.
- TH.A.3.4.1 use scientific and technological advances to develop visual and aural staging elements that complement the interpretation of a text.
- LA.D.2.4.3 recognize production elements that contribute to the effectiveness of a specific medium.
- TH.A.3.4.3 design, implement, and integrate all sound effects into the production concept.
- TH.E.1.4.4 understand the necessity of goal setting, self-discipline, punctuality, meeting deadlines, and fulfilling responsibilities when mounting a theatrical production.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0107430  
**Course Title:** Film III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to provide additional opportunities to study and experience the many aspects, roles, and careers associated with the film industry with a focus on professional standards and processes associated with the film industry.

The content should include, but not limited to, the following:

- technical protocols of the film industry
- role and influence of film in history, culture, society and individual lifestyles
- collaborative work ethic for the film industry
- conceptualization of a film project
- connection between film and other subject areas
- production techniques for film (lighting, sound, scenic design, costuming, make-up, direction, animation, graphic design, choreography, as well as business management)
- vocational and recreational pursuits in the film industry
- analysis, evaluation and critiquing of film production and design
- professional and legal pre and post-production processes.

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and the processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** The course requirements contained in this course description are designed for a one credit course.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic* are not required for this course.**

**After successfully completing this course, the student will:**

**1. Adhere to county policies concerning the rights and responsibilities of student publications and basic copyright laws.**

- L.A.A.2.4.6 select and use appropriate study and research skills and tools according to the type of information being gathered or organized, including almanacs, government publications, microfiche, news sources, and information services.
- L.A.A.2.4.7 analyze the validity and reliability of primary source information and used the information appropriately.
- L.A.B.2.4.1 write text, notes, outlines, comments, and observations that demonstrate comprehension and synthesis of content, processes, and experiences from a variety of media.
- L.A.D.2.4.6 understand the laws that control the delivery and use of media with regard to the extent to which they enhance or manipulate information

**2. Adhere to professional standards of behavior and responsibilities by following film set commands, set protocol, and safety precautions when working on a film/video.**

- LA.A.1.4.3. refine vocabulary for interpersonal, academic, and workplace situations, including figurative, idiomatic, and technical meanings.
- VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- TH.A.2.4.1 use unified production concepts and techniques for various media (e.g., film, television, and electronic media).
- TH.E.1.4.4 understand the necessity of goal setting, self-discipline, punctuality, meeting deadlines, and fulfilling responsibilities when mounting a theatrical production.
- TH.E.1.4.3 understand the pertinent skills necessary to pursue theatre careers and vocational opportunities in theatre (e.g., production skills for managing, administering and marketing).
- L.A.D.2.4.3 recognize production elements that contribute to the effectiveness of a specific medium.

**3. Create a screenplay as a film project to be shot by fellow students.**

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- TH.B.1.4.1 understand how actors, directors, and designers create and refine dialogue and stage directions that convey the playwright's intent.
- TH.A.3.4.1 use scientific and technological advances to develop visual and aural staging elements that complement the interpretation of a text.

- LA.B.1.4.1 select and use appropriate prewriting strategies, such as brainstorming, graphic organizers, and outlining.
- LA.B.2.4.2 organize information using appropriate systems.
- LA.B.2.4.3 write fluently for a variety of occasions, audiences, and purposes, making appropriate choices regarding style, tone, level of detail, and organization.
- LA.B.2.4.4 select and use a variety of electronic media, such as the Internet, information services, and desktop publishing software programs, to create, revise, retrieve, and verify information.

**4. Work responsibly and effectively in his/her chosen area on a film project and or any professional film in above or below the line key positions, in pre-production, production, and/or post production projects demonstrating the technical artistic, and aesthetic principles of moviemaking.**

- VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solves specific visual-art problems at a proficient level.
- LA.D.2.4.3 recognize production elements that can contribute to the effectiveness of a specific medium.
- TH.A.3.4.2 understand the technical (physical and chemical) aspects of theatre (*film*) production to safely create properties, sound, costumes, and makeup.
- TH.A.2.4.1 use unified production concepts and techniques (e.g., auditioning, directing, producing, and scheduling) for various media (e.g., theatre, film, television, and electronic media).
- TH.A.3.4.1 use scientific technological advances to develop visual and aural staging elements that complement the interpretation of a text.
- TH.A.3.4.3 design, implement, and integrate all sound effects into the production concept.
- TH.E.1.4.3 understand the pertinent skills necessary to pursue theatre careers and avocational opportunities in theatre (e.g., production skills for managing, administering, organizing, publishing, accounting, and marketing).

**5. Initiate the marketing, distribution, and exhibition of the senior film project.**

- VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, resources, and choices in education.
- LA.A.2.4.4 write complete letters and messages.
- TH.E.1.4.3 understand the pertinent skills necessary to pursue theatre (*film*) careers and avocational opportunities in theatre (*film*) (e.g., production skills for managing, administering, organizing, publishing, accounting, and marketing).
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral presentations that inform, persuade, or entertain.



LA.D.2.3.4 understand how the multiple media tools of graphics, pictures, color, motion, and music can enhance communication in television, film, radio, and advertising.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

<b>Subject Area:</b>	Art-Visual Arts
<b>Course Number:</b>	0107440
<b>Course Title:</b>	Visual Technology I
<b>Credit:</b>	1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this hands-on, interactive course is to focus on the real world skills and knowledge base that a student would need to cultivate a strong foundation for a career in film and entertainment industry.

The content should include, but not be limited to, the following:

- introduction to the historical/cultural/social context and development of visual technology (i.e. graphic design, display design, animation, special effects and editing)
- aesthetic and critical analysis
- product development
- industries and careers
- professional growth and development

This course-curriculum is aligned with the appropriate arts standards in the Sunshine State Standards. The district must adopt course student performance standards, and they must reflect appropriate Sunshine State Standards.

- B. Special Note.** The course requirements contained in this course description are designed for a one-credit course.
- C. Course Requirements.** These requirements include but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Use analytical vocabulary in verbal and written form effectively through the critique process.**

VA.C.1.4.1 understand how society, cultural, ecological, economic, religious and political conditions influence the function, meaning, and execution of works of art.

- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- LA.A.1.4.3 refine vocabulary for interpersonal, academic, and workplace situations, including figurative, idiomatic, and technical meanings.
- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through valuative criteria and judgment.

**2. Understand that the implication of intent and purpose affects the format and aesthetics of the final product.**

- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**3. Produce a portfolio of a minimum of ten graphic design projects. Demonstrate:**

- VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- VA.A.1.4.3 know how the elements of art and principles of design can be used to solve specific art problems.

**4. Create a sketchbook/journal.**

- LA.B.2.4.1 write text, notes, outlines, comments, and observations that demonstrate comprehension and synthesis of content, processes, and experiences from a variety of media.

**5. Produce a minimum of five flipbook projects and five cinematic motion graphic projects.**

- VA.A.1.4.3 know how the elements of art and principles of design can be used to solve specific art problems.
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral presentations that inform, persuade, or entertain.

**6. Assess and correlate various careers in visual technology to other related industries.**

- VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

LA.B.2.4.4 select and use a variety of electronic media, such as the Internet, information services, and desktop publishing software programs to create, revise, retrieve, and verify information.

**7. Formulate a plan for personal goals and career applications.**

VA.E.1.4.1 know and participate in community-based arts experience as an artist or observer.

LA.C.3.4.4 apply oral communication skills to interviews, group presentations, formal presentations, and impromptu situations.

## Florida Department of Education

## COURSE DESCRIPTION – GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0107450  
**Course Title:** Visual Technology II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this hands-on, interactive course is to focus on more complex real world skills that a student would need to build a strong knowledge base for a career in the film and entertainment industry.

The content should include, but not be limited to, the following:

- analysis of historical/cultural/social context and development of visual technology (i.e. graphic design, display design, animation, special effects and editing)
- aesthetic and critical analysis
- applied product development through the use of technology
- applied typographic principles
- industries and careers (graphic design and animation)
- professional growth and development.

This course-curriculum is aligned with the appropriate arts standards in the Sunshine State Standards. The district must adopt course student performance standards, and they must reflect appropriate Sunshine State Standards.

- B. Special Note.** The course requirements contained in this course description are designed for a one-credit course.
- C. Course Requirements.** These requirements include but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Use analytical vocabulary in verbal and written form effectively through the critique process.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral presentations that inform, persuade, or entertain.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- LA.A.1.4.3 refine vocabulary for interpersonal, academic, and workplace situations, including figurative, idiomatic, and technical meanings.

**2. Assess cultural differences that effect the meanings of words and symbols.**

- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**3. Produce a portfolio of a minimum of ten graphic design projects that reflect.**

- VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe responsible manner.
- VA.A.1.4.3 know how the elements of art and principles of design can be used to solve specific art problems.

**4. Create a sketchbook / journal which demonstrates the use of strong visual thinking and drawing skills.**

- LA.B.2.4.1 write text, notes, outlines, comments, and observations that demonstrate comprehension and synthesis of content, processes, and experiences from a variety of media.

**5. Produce a minimum of five animation projects and five cinematic motion graphic projects.**

- VA.A.1.4.3 know how the elements of art and principles of design can be used to solve specific art problems.
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral presentations that inform, persuade, or entertain.

**6. Assess and correlate various careers in visual technology to other related industries.**

- VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

LA.B.2.4.4 select and use a variety of electronic media, such as the Internet, information services, and desktop publishing software programs to create, revise, retrieve, and verify information.

**7. Create a resume/portfolio package for future career opportunities.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

LA.C.3.4.4 apply oral communication skills to interviews, group presentations, formal presentations, and impromptu situations.

## Florida Department of Education

## COURSE DESCRIPTION – GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0107460  
**Course Title:** Visual Technology III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this hands-on, interactive course is to focus on more advanced real world skills that a student would need to complete a strong knowledge base for a career in the film and entertainment industry.

The content should include, but not be limited to, the following:

- comparison and influence of various historical/cultural/social contexts of visual technology (i.e., graphic design, display design, animation, special effects and editing)
- aesthetic and critical analysis
- advanced product development with proficient use of technology
- advanced typographic principles
- analysis of business practices in relation to industries and careers
- development of a professional portfolio.

This course-curriculum is aligned with the appropriate arts standards in the Sunshine State Standards. The district must adopt course student performance standards, and they must reflect appropriate Sunshine State Standards.

- B. Special Note.** The course requirements contained in this course description are designed for a one-credit course.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

1. **Use analytical vocabulary in verbal and written form effectively through the critique process.**



- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral presentations that inform, persuade, or entertain.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- LA.A.1.4.3 refine vocabulary for interpersonal, academic, and workplace situations, including figurative, idiomatic, and technical meanings.
- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

**2. Apply research and contextual information to support responses to works of graphic designers and animators.**

**3. Produce a professional portfolio of twelve to twenty quality visual technology projects presented both traditionally and with the integration of an interactive CD, DVD, or demo reels:**

- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solves specific visual art problems at a proficient level.
- VA.A.1.4.3 know how the elements of art and principles of design can be used to solve specific art problems.
- LA.E.2.4.1 analyze the effectiveness of complex elements of plot, such as setting, major events, problems, conflicts, and resolutions.
- LA.E.2.4.4 understand the use of images and sounds to elicit the reader's emotions in both fiction and nonfiction.
- VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe responsible manner.
- LA.D.2.4.4 effectively integrate multimedia and technology into presentations.
- VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

**4. Create a sketchbook / journal which focuses on critical thinking skills, advanced life drawings and motion study skills.**

- LA.B.2.4.1 write text, notes, outlines, comments, and observations that demonstrate comprehension and synthesis of content, processes, and experiences from a variety of media.

**5. Evaluate and formulate a plan for artistic goals and career applications.**

- VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.
- LA.C.3.4.3 use details, illustrations, analogies, and visual aids to make oral presentations that inform, persuade, or entertain.
- VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
- LA.B.2.4.4 select and use a variety of electronic media, such as the Internet, information services, and desktop publishing software programs to create, revise, retrieve, and verify information.

**6. Assess and correlate various careers in visual technology to other related industries.**

- VA.E.1.4.2 understand and identifies the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.
- LA.C.3.4.4 apply oral communication skills to interviews, group presentations, formal presentations, and impromptu situations.
- LA.A.1.4.3 refine vocabulary for interpersonal, academic, and workplace situations, including figurative, idiomatic, and technical meanings.

**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0107480  
**Course Title:** AICE Art and Design – Film and Video  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

Students should demonstrate competency in the three stages of planning, recording, and editing sequences of images and sounds as it relates to advertising, reporting, recording, documentary, illustration or title sequence, and formal properties of film and video in order to communicate personal ideas. Students should be able to demonstrate skills in both live-action and animated recordings. In editing, students should be able to construct sequences by using both narrative continuity and montage. They should also be able to lay appropriate soundtracks to accompany their visual sequences. Students should have knowledge of early and pre-cinematic experiments with moving images, early twentieth century films, development of animation, and contemporary practices. Additionally, student should also have an understanding of the theories of narrative, montage, and semiotics.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts.

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0108300  
**Course Title:** Cinematography  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge and competence necessary to conceive and create moving images on a pre-professional level.

The content should include, but not be limited to, the following:

- use of video equipment and materials
- art and cinematography vocabulary
- cinematographer's role in film production
- cinematography processes and techniques
- critical thinking and evaluation
- technological and historical trends and events
- connections between cinematography and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to specialized video equipment and relevant software is required. Animation and/or experimental films may be developed in this course.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of video equipment, peripheral devices, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and cinematography vocabulary.**
- 3. Demonstrate knowledge of film production and the role of the cinematographer (e.g., storyboarding, arranging shots, filming, editing).**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
- 4. Demonstrate knowledge of processes and techniques used in cinematography (e.g., close-up, long shot, fade-in, fade-out) to visually communicate ideas and messages.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

- VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
- VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

**5. Analyze and evaluate cinematography in films and videos according to aesthetic qualities and technical elements.**

- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of major technological and historical trends and events in the development of cinematography.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate knowledge of the reciprocal relationships between cinematography and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate knowledge of personal and social benefits associated with cinematography.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills necessary to produce films and videos in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and producing films and videos.**
  
- 11. Identify career opportunities related to cinematography.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.



## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0108310  
**Course Title:** Creative Photography I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental skills and creative approaches in photographic imagery, processes, and techniques.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- media, software, processes, and techniques
- elements of art and principles of design
- formal and expressive elements
- types and functions of cameras and film
- use of light and exposure
- darkroom and digital photographic processing
- presentation techniques
- technological, historical, and cultural perspectives
- critical thinking and analysis
- connections between photography and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to a darkroom and appropriate photographic equipment is required. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of photographic equipment, tools, and materials in a safe and appropriate manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and photography vocabulary.**

- 3. Demonstrate fundamental use of varied photographic media, software, processes, and techniques to produce photographs with aesthetic qualities that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and three-dimensional* works of art.
  
- 4. Create photographs that communicate ideas through formal and expressive elements.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Demonstrate awareness of types and functions of film and cameras including digital cameras.**
  
- 6. Demonstrate use of light and exposure in photography.**
  
- 7. Demonstrate fundamental photographic processing skills using digital and/or darkroom procedures.**
  
- 8. Demonstrate fundamental techniques for proper presentation of photographic works.**

- 9. Demonstrate awareness of technological influences on photography as art and as a means of communication and documentation through significant periods of history and in varied cultures.**

  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 10. Compare and contrast photographs according to aesthetic qualities and technical elements.**

  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 11. Demonstrate awareness of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**
  
- 12. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of photography.**

  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 13. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**

  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

- 14. Demonstrate awareness of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**
  
- 15. Identify career opportunities related to photography.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0108320  
**Course Title:** Creative Photography II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic skills and creative approaches in photographic imagery, processes, and techniques.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- media, software, processes, and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- types and functions of cameras and film
- use of light and exposure
- darkroom and digital photographic processing
- presentation techniques
- technological, historical, and cultural perspectives
- critical thinking and analysis
- connections between photography and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to a darkroom and appropriate photographic equipment is required. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of photographic equipment, tools, and materials in a safe and appropriate manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and photography vocabulary.**

3. **Demonstrate basic use of varied photographic media, software, processes, and techniques to produce photographs with aesthetic qualities that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and three-dimensional* works of art.
  
4. **Create photographs that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
5. **Demonstrate knowledge of types and functions of film and cameras including digital cameras.**
  
6. **Demonstrate use of light and exposure in photography.**
  
7. **Demonstrate basic photographic processing skills using digital and/or darkroom procedures.**
  
8. **Demonstrate basic techniques for proper presentation of photographic works.**



- 9. Demonstrate knowledge of technological influences on photography as art and as a means of communication and documentation through significant periods of history and in varied cultures.**

  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 10. Analyze photographs according to aesthetic qualities and technical elements.**

  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 11. Demonstrate knowledge of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**
  
- 12. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of photography.**

  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 13. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**

  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

- 14. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**
  
- 15. Identify career opportunities related to photography.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0108330  
**Course Title:** Creative Photography III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level skills in photographic imagery, processes, and techniques, and to express aesthetic and emotional content related to varied subject matter.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- media, software, processes, and techniques
- elements of art and principles of design
- multimedia and emergent technologies
- formal, expressive, and conceptual elements
- types and functions of cameras and film
- use of light and exposure
- darkroom and digital photographic processing
- portfolio development
- technological, historical, and cultural perspectives
- critical thinking and evaluation
- connections between photography and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to a darkroom and appropriate photographic equipment is required. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of photographic equipment, tools, and materials in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art and photography vocabulary.**

- 3. Demonstrate intermediate-level use of varied photographic media, software, processes, and techniques to produce photographs with aesthetic qualities that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and three-dimensional* works of art.
  
- 4. Demonstrate knowledge of current and emergent multimedia photographic equipment, processes, and techniques (i.e., digital photography) to communicate ideas and elicit responses through formal, expressive, and conceptual elements.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Demonstrate understanding of types and functions of film and cameras including digital cameras.**
  
- 6. Demonstrate use and manipulation of light and exposure in photography.**
  
- 7. Demonstrate intermediate-level photographic processing skills using digital and/or darkroom procedures.**

8. **Create a portfolio of selected photographs that reflect aesthetic and emotional content related to varied subject matter.**
9. **Demonstrate knowledge of technological influences on photography as art and as a means of communication and documentation through significant periods of history and in varied cultures.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
10. **Analyze and evaluate photographs according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
11. **Demonstrate knowledge of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**
12. **Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of photography.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**13. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**14. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**

**15. Identify career opportunities related to photography by participating in various activities (e.g., portfolio development, work experience, internship, publication, mentorship, career shadowing).**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0108340  
**Course Title:** Creative Photography IV  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced skills in photographic imagery, processes, and techniques, and to express aesthetic, emotional, and conceptual content related to varied subject matter.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- media, software, processes, and techniques
- elements of art and principles of design
- multimedia and emergent technologies
- formal, expressive, and conceptual elements
- types and functions of cameras and film
- use of light and exposure
- darkroom and digital photographic processing
- portfolio development
- technological, historical, and cultural perspectives
- critical thinking and evaluation
- connections between photography and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities



This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to a darkroom and appropriate photographic equipment is required. If digital cameras are used, computer hardware, software, peripheral devices, and printers are required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of photographic equipment, tools, and materials in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art and photography vocabulary.**

3. **Demonstrate advanced use of varied photographic media, software, processes, and techniques to produce photographs with aesthetic qualities that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and three-dimensional* works of art.
  
4. **Demonstrate understanding of current and emergent multimedia photographic equipment, processes, and techniques (i.e., digital photography) to communicate ideas and elicit responses through formal, expressive, and conceptual elements.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
5. **Demonstrate understanding of types and functions of film and cameras including digital cameras.**
  
6. **Demonstrate use and manipulation of light and exposure in photography in natural and controlled settings.**
  
7. **Demonstrate advanced photographic processing skills using digital and/or darkroom procedures.**

8. **Create a portfolio of selected photographs that reflect aesthetic, emotional, and conceptual content related to varied subject matter.**
9. **Demonstrate understanding of technological influences on photography as art and as a means of communication and documentation through significant periods of history and in varied cultures.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
10. **Critically evaluate photographs according to aesthetic qualities and technical elements using personally developed and universal criteria.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
11. **Demonstrate understanding of the reciprocal relationships between photography and other subject areas (e.g., technology, media, communication, world events).**
12. **Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of photography.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

- 13. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
- 14. Demonstrate understanding of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**
- 15. Identify career opportunities related to photography by participating in various activities (e.g., portfolio development, work experience, internship, publication, mentorship, career shadowing).**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0108350  
**Course Title:** Color Photography  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop skills in photographic imagery, processes, and techniques related to color photography.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and photography vocabulary
- media, processes, and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- use of light and exposure
- color manipulation in printing
- emergent multimedia and digital photographic techniques
- historical perspectives
- critical thinking and analysis
- connections between photography and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of relevant art materials. Access to a darkroom and appropriate photographic equipment is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of photographic equipment, tools, and materials in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and photography vocabulary.**
- 3. Demonstrate advanced use of varied photographic media, processes, and alternative color techniques to produce photographs that reflect the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* three-dimensional works of art.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**4. Create a body of work reflecting an understanding of color perception that communicates ideas through formal, expressive, and conceptual elements.**

VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**5. Demonstrate use of light and exposure in photography.**

**6. Demonstrate knowledge of color manipulation (e.g., color, value, saturation, contrast) in printing.**

**7. Demonstrate knowledge of emergent multimedia and digital photographic equipment, processes, and techniques.**

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

**8. Demonstrate knowledge of the historical evolution and development of color photography as art and as a means of communication and documentation.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**9. Analyze color photographs according to aesthetic qualities and technical elements.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**10. Demonstrate knowledge of the reciprocal relationships between color photography and other subject areas (e.g., technology, media, communication, world events).**

**11. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of photography.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**12. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit photographs in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**13. Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing photographs.**

**14. Identify career opportunities related to photography.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.



**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0108360  
**Course Title:** AICE Art and Design – Photography  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

Students should have a good knowledge of black and white photographic material and techniques in which aesthetic and pictorial qualities are evidenced. Natural and/or studio lighting may be used to produce related and collected images presented as a series or sets of sequential images. The student's own manually-produced black and white and/or color prints must form the greater part of the portfolio submitted. Students should demonstrate familiarity with photographic equipment to include cameras, enlargers, lenses, filters, flash guns, studio lighting, and film of various types and speeds. Students should demonstrate familiarity with photographic processing to include production of contact prints and enlargements and image modification.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0109310  
**Course Title:** Portfolio I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to develop a portfolio containing an artist's statement and a diverse range of the student's own works of art.

The content should include, but not be limited to, the following:

- characteristics and uses of portfolios
- portfolio management and inventory
- artist's statement
- criteria for selecting works of art for inclusion
- media, technology, processes, and techniques
- quality, concentration, and breadth
- critical evaluation
- presentation of works of art
- historical, cultural, and other influences
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate understanding of the characteristics and uses of portfolios in visual arts, including varied techniques and strategies for management.**
- 2. Develop a statement of purpose and criteria for selecting works of art for inclusion in a portfolio.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- 3. Demonstrate use of varied media, technology, processes, and techniques to create works of art for inclusion in a portfolio.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

**4. Demonstrate knowledge of the processes used to maintain quality and to develop concentration or breadth in works of art created for a portfolio.**

- VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
- VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Critically evaluate one's own portfolio and those of others using appropriate criteria.**

- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of the varied media and technical skills needed for appropriate presentation of works of art included in a portfolio.**

**7. Demonstrate knowledge of the influence of varied media, genres, schools of art, cultures, and historical styles on works of art.**

- VA.C. 1.4.1 understand how social, cultural, ecological, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

8. **Demonstrate knowledge of career opportunities in visual arts and the purpose of portfolios as a presentation tool.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0109320  
**Course Title:** Portfolio II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to develop a portfolio containing an artist's statement and a diverse range of the student's own advanced works of art.

The content should include, but not be limited to, the following:

- characteristics and uses of portfolios
- portfolio management and inventory
- artist's statement
- criteria for selecting works of art for inclusion
- media, technology, processes, and techniques
- quality, concentration, and breadth
- critical evaluation
- presentation of works of art
- historical, cultural, and other influences
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate understanding of the characteristics and uses of portfolios in visual arts, including varied techniques and strategies for management.**
- 2. Develop a statement of purpose and criteria for selecting works of art for inclusion in a portfolio.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- 3. Demonstrate advanced application of varied media, technology, processes, and techniques to create works of art for inclusion in a portfolio.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.



**4. Demonstrate advanced knowledge of processes used to develop artistic concentration or breadth and to produce quality works of art for a portfolio.**

VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Critically evaluate one's own portfolio and those of others using appropriate criteria.**

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate advanced knowledge of the varied media and technical skills needed for appropriate presentation of works of art included in a portfolio.**

**7. Demonstrate advanced knowledge of the influence of varied media, genres, schools of art, cultures, and historical styles on works of art.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

8. **Demonstrate advanced knowledge of career opportunities in visual arts and the purpose of portfolios as a presentation tool.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0109330  
**Course Title:** Portfolio III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to develop a portfolio containing an artist's statement and a diverse range of the student's own professional-quality works of art.

The content should include, but not be limited to, the following:

- characteristics and uses of portfolios
- portfolio management and inventory
- artist's statement
- criteria for selecting works of art for inclusion
- media, technology, processes, and techniques
- quality, concentration, and breadth
- critical evaluation
- presentation of works of art
- historical, cultural, and other influences
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate understanding of the characteristics and uses of portfolios in visual arts, including varied techniques and strategies for management.**
- 2. Develop a statement of purpose and criteria for selecting works of art for inclusion in a portfolio.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- 3. Demonstrate professional-quality application of varied media, technology, processes, and techniques to create works of art for inclusion in a portfolio.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

- 4. Demonstrate understanding of processes used to develop artistic concentration or breadth and to produce professional-quality works of art for a portfolio.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Critically evaluate one's own portfolio and those of others using appropriate criteria.**
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate understanding of the varied media and technical skills needed for appropriate presentation of works of art included in a portfolio.**
  
- 7. Demonstrate understanding of the influence of varied media, genres, schools of art, cultures, and historical styles on works of art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

8. **Demonstrate understanding of career opportunities in visual arts and the purpose of portfolios as a presentation tool.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0109350  
**Course Title:** Advanced Placement Studio Art: Two-Dimensional Design Portfolio  
**Credit:** 1.0  
**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** This Advanced Placement course is intended to address a very broad interpretation of two-dimensional (2-D) design issues. This type of design involves purposeful decision-making about how to use the elements and principles of art in an integrative way. It is for the advanced student who wishes to seek AP credit through submitting a Portfolio of work for consideration by the College Board.

The content should include, but not be limited to, the following:

- advanced study of the elements of design (line, shape, illusion of space, illusion of motion, pattern, texture, value, and color)
- advanced study of the principles of design including unity/variety, balance, emphasis, rhythm, and proportion/scale
- development of proficiency in a variety of 2-D forms including but not limited to graphic design, typography, digital imaging, photography, collage, fabric design, weaving, illustration, painting, and printmaking
- advanced study of approaches to representation, abstraction, and expression
- development of rationale and criteria for inclusion of works of art in an Advanced Placement Portfolio

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and process of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course is designed for the advanced student who wishes to submit a 2-D Portfolio for consideration of Advanced Placement credit.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.**

**After successfully completing this course, the student will:**

- 1. Use a range of two-dimensional media in a proficient manner for inclusion in an Advanced Placement Portfolio**
  - VA.A.1.4.2 uses tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.
  
- 2. Create a variety of two-dimensional works of art in various forms that communicate a range of ideas successfully**



VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

**3. Demonstrate advanced application of the elements of art and principles of design.**

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solves specific visual-art problems at a proficient level.

**4. Demonstrate knowledge of the historical and cultural influences as they relate to the work of art included in the Advanced Placement Portfolio.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**5. Demonstrate understanding of the process used to evaluate one's own works of art for inclusion in an Advance Placement Portfolio based on developed criteria.**

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**6. Critically evaluate works of art within an Advanced Placement Portfolio using criteria based upon the elements of art and principles of design.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate an understanding of the purpose of a portfolio as a professional/advanced study presentation tool.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

VA.E.1.4.2 understand and identifies the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

<b>Subject Area:</b>	Art - Visual Arts
<b>Course Number:</b>	0109360
<b>Course Title:</b>	Advanced Placement Studio Art: Three-Dimensional Design Portfolio
<b>Credit:</b>	1.0
<b>Will meet graduation requirement for Performing Fine Arts</b>	

- A. Major Concepts/Content.** This Advanced Placement course is intended to address a very broad interpretation of sculptural issues in three-dimensional (3-D) design. Such elements and concepts may be articulated through additive, subtractive, and/or fabrication processes. It is for the advanced student who wishes to seek AP credit through submitting a Portfolio of work for consideration by the College Board.

The content should include, but not be limited to, the following:

- advanced study of the elements of design (line, mass, volume, form, plane, light, pattern, texture, value, and color)
- advanced study of the principles of design including unity/variety, balance, emphasis, rhythm, proportion/scale, symmetry/asymmetry, and anomaly
- development of proficiency in a variety of 3-D forms including but not limited to traditional sculpture, architectural models, apparel, ceramics, jewelry, and three-dimensional fiber arts or metal work
- advanced study of approaches to representation, abstraction, and expression
- development of rationale and criteria for inclusion of works of art in an Advanced Placement Portfolio

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and process of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course is designed for the advanced student who wishes to submit a 3-D Portfolio for consideration of Advanced Placement credit.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.**

**After successfully completing this course, the student will:**

- 1. Use a range of three-dimensional media in a proficient manner for inclusion in an Advanced Placement Portfolio.**
  - VA.A.1.4.2 uses tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
  
- 2. Create a variety of three-dimensional works of art in various forms that communicate a range of ideas successfully.**

VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

**3. Demonstrate advanced application of the elements of art and principles of design.**

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solves specific visual-art problems at a proficient level.

**4. Demonstrate knowledge of the historical and cultural influences as they relate to the work of art included in the Advanced Placement Portfolio.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**5. Demonstrate understanding of the process used to evaluate one's own works of art for inclusion in an Advance Placement Portfolio based on developed criteria.**

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

- 6. Critically evaluate works of art within an Advanced Placement Portfolio using criteria based upon the elements of art and principles of design.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 7. Demonstrate an understanding of the purpose of a portfolio as a professional/advanced study presentation tool.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  - VA.E.1.4.2 understand and identifies the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0110300  
**Course Title:** Printmaking I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of printmaking processes, techniques, and skills necessary to create and communicate a range of subject matter, symbols, ideas, and concepts.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and printmaking vocabulary
- printmaking processes and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- historical and cultural perspectives
- connections between printmaking and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities, the use of printmaking equipment, and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, materials, and chemicals used in printmaking in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and printmaking vocabulary.**
- 3. Demonstrate basic use of printmaking processes and techniques (e.g., relief printing, etching and engraving, screen printing, lithography) and their unique characteristics to produce prints that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and three-dimensional* works of art.



- 4. Create prints that communicate ideas through formal, expressive, and conceptual elements.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Compare and contrast prints according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.
  
- 6. Demonstrate awareness of major trends and events in the development of printmaking in varied historical periods and cultures.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Demonstrate awareness of the reciprocal relationships between printmaking and other subject areas (e.g., technology, media, communication, world events).**

- 8. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of print art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit print art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 10. Demonstrate awareness of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing print art.**
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0110310  
**Course Title:** Printmaking II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop understanding of printmaking processes, techniques, and skills necessary to create and communicate a range of subject matter, symbols, ideas, and concepts.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and printmaking vocabulary
- printmaking processes and techniques
- elements of art and principles of design
- formal, expressive, and conceptual elements
- critical thinking and analysis
- historical and cultural perspectives
- connections between printmaking and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities, the use of printmaking equipment, and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, materials, and chemicals used in printmaking in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and printmaking vocabulary.**
- 3. Demonstrate advanced use of printmaking processes and techniques (e.g., relief printing, etching and engraving, screen printing, lithography) and their unique characteristics to produce prints that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional *and three-dimensional* media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both* two-dimensional *and* three-dimensional works of art.

**4. Create prints using varied processes that communicate ideas through formal, expressive, and conceptual elements.**

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Analyze prints according to aesthetic qualities and technical elements.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate knowledge of major trends and events in the development of printmaking in varied historical periods and cultures.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

7. **Demonstrate knowledge of the reciprocal relationships between printmaking and other subject areas (e.g., technology, media, communication, world events).**
8. **Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of print art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
9. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit print art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
10. **Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing print art.**
11. **Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0110320  
**Course Title:** AICE Art and Design – Print Making  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

Students should develop traditional materials and methods as well as explore new print making techniques to include:

- relief prints using images from any kind may be used, either in color or tone (reduction prints, multiple blocks of any texture or shape, figurative or abstract work may be used)
- intaglio etching or dry point may be used on any suitable surface in color or tone (figurative or abstract work may be used)
- planographic methods including silk screening, lithography, or card printing may be used

Student work should reveal the qualities of an edition print. Students should have an understanding of both the historical development of printmaking and the work of contemporary printmakers.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**



## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0111300  
**Course Title:** Three-Dimensional Art/Sculpture  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop fundamental skills necessary to communicate a range of ideas using knowledge of three-dimensional art and sculpture media, design, processes, and techniques.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- standard and unconventional materials
- functional and nonfunctional form
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for three-dimensional art and sculpture in a safe and appropriate manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate fundamental knowledge of technology, processes, and techniques to produce functional and nonfunctional three-dimensional art and sculptures in varied media.**
  - VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
- 4. Produce three-dimensional art and sculptures of varied sizes and materials, in round relief and bas-relief, to communicate ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.

- VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Compare and contrast the elements of art and principles of design used in three-dimensional art and sculptures.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**6. Demonstrate awareness of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Demonstrate awareness of the reciprocal relationships between visual arts and other subject areas (e.g., technology, media, communication, world events).**

**8. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of three-dimensional art and sculpture.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**9. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**10. Identify career opportunities related to visual arts.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0111310  
**Course Title:** Sculpture I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic skills in the use of sculpture media, design, processes, and techniques. Emphasis shall be placed on the use of visual, spatial, and compositional concepts to communicate a range of ideas.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- additive and subtractive techniques
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of high-quality art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for sculpture in a safe and appropriate manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art vocabulary.**
- 3. Demonstrate basic knowledge of technology, processes, and techniques to produce sculptures in varied media.**  
VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.  
VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
- 4. Produce sculptures of varied sizes and materials, employing additive and subtractive techniques, to communicate ideas through application of the elements of art and principles of design.**  
VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.  
VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems *at a proficient level*.

**5. Demonstrate use of basic visual, spatial, and compositional concepts to produce representational and abstract sculptures.**

**6. Compare and contrast the elements of art and principles of design used in sculptures.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through *evaluative criteria and judgment*.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate awareness of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate awareness of the reciprocal relationships between sculpture and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of sculpture.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.



## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0111320  
**Course Title:** Sculpture II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level skills in the use of sculpture media, design, processes, and techniques. Emphasis shall be placed on the use of visual, spatial, and compositional concepts to communicate a range of ideas.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- additive and subtractive techniques
- elements of art and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for sculpture in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art vocabulary.**
- 3. Demonstrate intermediate-level knowledge of technology, processes, and techniques to produce sculptures in varied media.**
  - VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
- 4. Produce sculptures of varied sizes and materials, employing additive and subtractive techniques, to communicate ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of intermediate-level visual, spatial, and compositional concepts to produce representational and abstract sculptures.**

**6. Analyze the elements of art and principles of design used in sculptures.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate knowledge of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate knowledge of the reciprocal relationships between sculpture and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of sculpture.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0111330  
**Course Title:** Sculpture III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced skills in the use of sculpture media, design, processes, and techniques. Emphasis shall be placed on the use of visual, spatial, and compositional concepts to communicate a range of ideas.

The content should include, but not be limited to, the following:

- use of tools and materials
- art vocabulary
- additive and subtractive techniques
- elements of art and principles of design
- critical thinking and evaluation
- historical and cultural perspectives
- connections between visual arts and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. The benchmarks printed in regular type are required for this course. **The portions printed in *italic type* are not required for this course.** Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of tools and materials for sculpture in a consistently safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art vocabulary.**
- 3. Demonstrate advanced knowledge of technology, processes, and techniques to produce sculptures in varied media.**
  - VA.A.1.4.1 use *two-dimensional and* three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in *both two-dimensional and* three-dimensional works of art.
- 4. Produce sculptures of varied sizes and materials, employing additive and subtractive techniques, to communicate complex ideas through application of the elements of art and principles of design.**
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

- VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
- VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
- VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Demonstrate use of advanced visual, spatial, and compositional concepts to produce representational and abstract sculptures.**

**6. Analyze and evaluate the elements of art and principles of design used in sculptures.**

- VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
- VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**7. Demonstrate understanding of the role of art and artists through history, culture, and society.**

- VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
- VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
- VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**8. Demonstrate understanding of the reciprocal relationships between sculpture and other subject areas (e.g., technology, media, communication, world events).**

- 9. Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of sculpture.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
  
- 10. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
  
- 11. Identify career opportunities related to visual arts.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.



**COURSE DESCRIPTION – GRADES 9 – 12**

**Subject Area:** Art – Visual Arts  
**Course Number:** 0111340  
**Course Title:** AICE Art and Design – Sculpture  
**Credit:** 1.0

**Will meet graduation requirements for Performing Fine Arts.**

For complete AICE-approved syllabus for this course:

[http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef\\_id=733](http://www.cie.org.uk/qualifications/academic/uppersec/alevel/subject?assdef_id=733)

**A. Major Concepts/Content.** The purpose of this course is to enable students to communicate and express through visual perception and aesthetic experiences a language in addition to those used by literary, mathematical, scientific and factually-based subjects. This studio-based language will enable students to develop their abilities of observation and analysis of the visual world, sensitivity, skill, personal expression and imagination. Students should also learn to relate these skills to an enhanced knowledge of their own and other cultures, past and present, and an appreciation of practical design problems.

Students may work with traditional or new materials and should be able to solve problems of related mass, space, and form in carving, modeling, construction, and soft sculpture. The work may be figurative or abstract. Students should have an understanding of sculpture in society – as personal response to form, mass, space and void, as a magical, religious, celebratory or political image or as an integral part of architecture.

The content of the course should actively seek to develop, but not be limited to, the following abilities and qualities:

- the ability to perceive, understand and express concepts and feelings
- the ability to record from direct observation and personal experience
- the ability to communicate by using appropriate materials and techniques in a disciplined way
- experimentation, innovation and the use of intuition and imagination
- critical and analytical faculties; the ability to identify, research and evaluate problems in a systematic way
- confidence, initiative and a sense of adventure and achievement
- the acquisition of a relevant working vocabulary
- an awareness and appreciation of the interdependence of Art & Design and the individual within cultural contexts

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

**B. Special Note.** The Advanced International Certificate of Education (AICE) is an international pre-university curriculum and examination system administered by University of Cambridge International Examinations. The AICE courses include embedded assessments and an internationally scored end-of-course assessment.

**C. After successfully completing this course, the student will:**

- 1. Demonstrate their ability to show an individual, sensitive and creative response to a stimulus; to develop an idea, theme or subject; and independence in concept and execution.**
- 2. Demonstrate their ability to select and control materials, processes and techniques in an informed and disciplined way appropriate to an intention; and select and record analytically from direct observation and personal experience.**
- 3. Demonstrate their ability to use and compose formal elements as appropriate (contour, shape, color/tone, texture, structure and the relationships between form and space).**
- 4. Demonstrate their ability to select and communicate information relevant to an idea, subject or theme and evaluate this in a systematic way; make critical judgments and show a developing appreciation and cultural awareness through personal ideas and images.**
- 5. Demonstrate their understanding of evaluating one's own works to create a portfolio for presentation, critique, and evaluation.**

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0112300  
**Course Title:** Commercial Art I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop basic commercial art skills. Students will use basic typography, layout, and design techniques to create images and products that reflect knowledge of the elements of art and principles of design to attract and influence consumers.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and commercial art vocabulary
- media, processes, and techniques
- elements of art and principles of design
- commercial art in marketing, publishing, and printing
- formal, expressive, and conceptual elements
- economic, social, and cultural perspectives
- critical thinking and analysis
- connections between commercial art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and cameras is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and responsible manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and commercial art vocabulary.**
- 3. Demonstrate basic use of graphic media, processes, and techniques (e.g., layout, typography, image production, Computer Aided Design and Drafting (CADD)) to produce images and products that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

- 4. Demonstrate awareness of the use of commercial art to influence target audiences in marketing, publishing, and printing.**
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Create images and products that communicate messages that employ formal, expressive, and conceptual elements to influence consumers.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  
- 6. Demonstrate awareness of the economic, social, and cultural influences on commercial art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Compare and contrast commercial artwork according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

8. **Demonstrate awareness of the reciprocal relationships between commercial art and other subject areas (e.g., technology, media, communication, world events).**
9. **Demonstrate awareness of personal and social benefits associated with the design, production, and exhibition of commercial art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
10. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
11. **Demonstrate awareness of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing commercial art.**
12. **Identify career opportunities related to commercial art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0112310  
**Course Title:** Commercial Art II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop intermediate-level commercial art skills. Students will use intermediate-level typography, layout, and design techniques to create images and products that reflect knowledge of the elements of art and principles of design to attract and influence consumers.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and commercial art vocabulary
- media, processes, and techniques
- elements of art and principles of design
- commercial art in marketing, publishing, and printing
- formal, expressive, and conceptual elements
- economic, social, and cultural perspectives
- critical thinking and analysis
- connections between commercial art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and cameras is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and commercial art vocabulary.**
- 3. Demonstrate intermediate-level use of graphic media, processes, and techniques (e.g., layout, typography, image production, Computer Aided Design and Drafting (CADD)) to produce images and products that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.



- 4. Demonstrate knowledge of the use of commercial art to influence target audiences in marketing, publishing, and printing.**
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.
  - VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.
  
- 5. Create images and products that communicate messages that employ formal, expressive, and conceptual elements to influence consumers.**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.
  
- 6. Demonstrate knowledge of the economic, social, and cultural influences on commercial art.**
  - VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.
  - VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.
  - VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.
  
- 7. Analyze commercial artwork according to aesthetic qualities and technical elements.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  - VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

8. **Demonstrate knowledge of the reciprocal relationships between commercial art and other subject areas (e.g., technology, media, communication, world events).**
9. **Demonstrate knowledge of personal and social benefits associated with the design, production, and exhibition of commercial art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
10. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
11. **Demonstrate knowledge of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing commercial art.**
12. **Identify career opportunities related to commercial art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0112320  
**Course Title:** Commercial Art III  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop advanced commercial art skills. Students will use advanced typography, layout, and design techniques to create images and products that reflect knowledge of the elements of art and principles of design to attract and influence consumers.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and commercial art vocabulary
- media, processes, and techniques
- elements of art and principles of design
- commercial art in marketing, publishing, and printing
- formal, expressive, and conceptual elements
- economic, social, and cultural perspectives
- critical thinking and evaluation
- connections between commercial art and other subject areas
- personal and social benefits
- collaborative skills
- legal and ethical issues
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art materials. Access to computer equipment, relevant software, and cameras is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, tools, and materials in a safe and proficient manner.**
  - VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate understanding of appropriate art and commercial art vocabulary.**
- 3. Demonstrate advanced use of graphic media, processes, and techniques (e.g., layout, typography, image production, Computer Aided Design and Drafting (CADD)) to produce images and products that reflect the elements of art and principles of design.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.

**4. Demonstrate understanding of the use of commercial art to influence target audiences in marketing, publishing, and printing.**

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**5. Create images and products that communicate messages that employ formal, expressive, and conceptual elements to influence consumers.**

VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

**6. Demonstrate understanding of the economic, social, and cultural influences on commercial art.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**7. Analyze and evaluate commercial artwork according to aesthetic qualities and technical elements.**

VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

8. **Demonstrate understanding of the reciprocal relationships between commercial art and other subject areas (e.g., technology, media, communication, world events).**
9. **Demonstrate understanding of personal and social benefits associated with the design, production, and exhibition of commercial art.**
  - VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.
10. **Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit works of art in the school and/or community.**
  - VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.
11. **Demonstrate understanding of copyright law and ethical issues (e.g., manipulation, misrepresentation, fraud) as well as the need to acquire permission to include images when creating and publishing commercial art.**
12. **Identify career opportunities related to commercial art.**
  - VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0113300  
**Course Title:** Architectural Design I  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop awareness of architectural concepts, functions, and historical and cultural perspectives needed to design appropriate spaces and structures for human use. Emphasis shall be placed on the design process through developing skills in drawing, creating three-dimensional models, and using computer applications to solve design problems.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and design vocabulary
- structure, space, environment, and human factors
- designing, drafting, drawing, modeling, and computer skills
- environmental, building, and accessibility requirements
- purpose and function of architectural plans
- design concept and purpose
- elements and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between architecture and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art, design, and drafting materials. Access to computer equipment, relevant software, and model-making tools is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, tools, and materials in a safe and appropriate manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate awareness of appropriate art and architectural design vocabulary.**
- 3. Demonstrate awareness of the relationship between structure, space, environment, and human factors in architectural design.**  
VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.



- 4. Demonstrate basic knowledge and skills in designing, drafting, drawing, and use of Computer Aided Design and Drafting (CADD) to create and construct architectural renderings and three-dimensional models.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
  
- 5. Demonstrate awareness of the importance of compliance with state and local environmental and building codes, as well as accessibility requirements of the Americans with Disabilities Act (ADA), 1990.**
  
- 6. Demonstrate awareness of the purpose and function of architectural plans and blueprints.**
  
- 7. Demonstrate awareness of how the design process is used in the conceptualization of an architectural project as it relates to the function and purpose of structure and space.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  
- 8. Create basic architectural plans for specific purposes that reflect the elements and principles of design (i.e., texture, form, light, scale, color, pattern, proportion, emphasis, rhythm, contrast, harmony, and balance).**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**9. Compare and contrast architectural plans, drawings, designs, and models according to functional and aesthetic qualities and technical elements.**

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**10. Demonstrate awareness of the role of architecture and architects through history, culture, and society.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**11. Demonstrate awareness of the reciprocal relationships between architecture and other subject areas (e.g., technology, media, communication, world events).**

**12. Demonstrate awareness of personal and social benefits associated with the production and exhibition of architectural designs and models.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**13. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit architectural designs and models in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**14. Identify career opportunities related to architecture.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0113310  
**Course Title:** Architectural Design II  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of architectural concepts, functions, and historical and cultural perspectives needed to design appropriate spaces and structures for human use. Emphasis shall be placed on applying the design process to develop architectural plans and models as solutions to practical design problems.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and design vocabulary
- structure, space, environment, and human factors
- designing, drafting, drawing, modeling, and computer skills
- environmental, building, and accessibility requirements
- purpose and function of architectural plans
- design concept and purpose
- elements and principles of design
- critical thinking and analysis
- historical and cultural perspectives
- connections between architecture and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art, design, and drafting materials. Access to computer equipment, relevant software, and model-making tools is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, tools, and materials in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and architectural design vocabulary.**
- 3. Demonstrate knowledge of the relationship between structure, space, environment, and human factors in architectural design.**  
VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

- 4. Demonstrate intermediate-level knowledge and skills in designing, drafting, drawing, and use of Computer Aided Design and Drafting (CADD) to create and construct architectural renderings and three-dimensional models.**
  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
  
- 5. Demonstrate knowledge of the importance of compliance with state and local environmental and building codes, as well as the accessibility requirements of the Americans with Disabilities Act (ADA), 1990.**
  
- 6. Demonstrate knowledge of the purpose and function of architectural plans and blueprints.**
  
- 7. Demonstrate knowledge of how the design process is used in the conceptualization of an architectural project as it relates to the function and purpose of structure and space.**
  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  
- 8. Create plans and three-dimensional models for specific purposes that reflect the elements and principles of design (i.e., texture, form, light, scale, color, pattern, proportion, emphasis, rhythm, contrast, harmony, and balance).**
  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.
  - VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**9. Analyze architectural plans, drawings, designs, and models according to functional and aesthetic qualities and technical elements.**

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**10. Demonstrate knowledge of the role of architecture and architects through history, culture, and society.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**11. Demonstrate knowledge of the reciprocal relationships between architecture and other subject areas (e.g., technology, media, communication, world events).**

**12. Demonstrate knowledge of personal and social benefits associated with the production and exhibition of architectural designs and models.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**13. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit architectural designs and models in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**14. Identify career opportunities related to architecture.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.



## Florida Department of Education

## COURSE DESCRIPTION - GRADES 9-12, ADULT

**Subject Area:** Art - Visual Arts  
**Course Number:** 0113350  
**Course Title:** Interior Design  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major Concepts/Content.** The purpose of this course is to enable students to develop knowledge of the design process, concepts, purposes, and historical and cultural perspectives needed to design functional and aesthetically pleasing interior spaces for human use.

The content should include, but not be limited to, the following:

- use of equipment, tools, and materials
- art and design vocabulary
- structure, space, environment, and human factors
- illumination, surfaces, and furniture design
- designing, drafting, drawing, modeling, and computer skills
- environmental, building, and accessibility requirements
- purpose and function of design plans
- design concept and purpose
- plans for specific interior spaces
- critical thinking and analysis
- historical and cultural perspectives
- connections between interior design and other subject areas
- personal and social benefits
- collaborative skills
- career opportunities

This course shall integrate the Goal 3 Student Performance Standards of the Florida System of School Improvement and Accountability as appropriate to the content and processes of the subject matter.

Course student performance standards must be adopted by the district, and they must reflect appropriate Sunshine State Standards benchmarks.

- B. Special Note.** This course incorporates hands-on activities and consumption of art, design, and drafting materials. Access to computer equipment, relevant software, and model-making tools is required.
- C. Course Requirements.** These requirements include, but are not limited to, the benchmarks from the Sunshine State Standards that are most relevant to this course. Benchmarks correlated with a specific course requirement may also be addressed by other course requirements as appropriate. Some requirements in this course are not addressed in the Sunshine State Standards.

**After successfully completing this course, the student will:**

- 1. Demonstrate use of equipment, peripheral devices, tools, and materials in a safe and proficient manner.**  
VA.A.1.4.2 use tools, media, processes, and techniques proficiently, knowledgeably, and in a safe and responsible manner.
- 2. Demonstrate knowledge of appropriate art and interior design vocabulary.**
- 3. Demonstrate knowledge of the relationship between structure, space, environment, and human factors in interior design, including the use of illumination, surface selection, and furniture design.**  
VA.B.1.4.3 understand some of the implications of intentions and purposes in particular works of art.

- 4. Demonstrate knowledge and skills in designing, drafting, drawing, and use of Computer Aided Design and Drafting (CADD) to create and construct renderings and three-dimensional models of interior spaces that reflect the elements and principles of design (i.e., texture, form, light, scale, color, pattern, proportion, emphasis, rhythm, contrast, harmony, and balance).**

  - VA.A.1.4.1 use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination.
  - VA.A.1.4.3 know how the elements of art and the principles of design can be used to solve specific art problems.
  - VA.A.1.4.4 use effective control of media, techniques, and tools when communicating an idea in both two-dimensional and three-dimensional works of art.
  
- 5. Demonstrate knowledge of the importance of compliance with state and local environmental and building codes, as well as the accessibility requirements of the Americans with Disabilities Act (ADA), 1990.**
  
- 6. Demonstrate knowledge of the purpose and function of design plans or renderings.**
  
- 7. Demonstrate knowledge of how the design process is used in the conceptualization of space planning and component selection (e.g., lighting, furniture, fabrics, finishes, window treatments) as it relates to the function and purpose of the room.**

  - VA.D.1.4.1 understand and determine the differences between the artist's intent and public interpretation through evaluative criteria and judgment.
  
- 8. Create plans for specific interior spaces that reflect economic and physical considerations, building codes, energy efficiency, and traffic flow.**

  - VA.B.1.4.1 apply various subjects, symbols, and ideas in works of art.

VA.B.1.4.2 understand that works of art can communicate an idea and elicit a variety of responses through the use of selected media, techniques, and processes.

VA.B.1.4.4 know how the elements of art and the principles of design can be used and solve specific visual-art problems at a proficient level.

**9. Analyze interior designs and models according to functional and aesthetic qualities and technical elements.**

VA.D.1.4.3 know the difference between the intentions of artists in the creation of original works and the intentions of those who appropriate and parody those works.

**10. Demonstrate knowledge of furniture styles, fabrics, and finishes in the development of interior design in major historical periods and cultures.**

VA.C.1.4.1 understand how social, cultural, ecological, economic, religious, and political conditions influence the function, meaning, and execution of works of art.

VA.C.1.4.2 understand how recognized artists recorded, affected, or influenced change in a historical, cultural, or religious context.

VA.D.1.4.2 understand critical and aesthetic statements in terms of historical reference while researching works of art.

**11. Demonstrate knowledge of the reciprocal relationships between interior design and other subject areas (e.g., technology, media, communication, world events).**

**12. Demonstrate knowledge of personal and social benefits associated with the production and exhibition of interior designs and models.**

VA.E.1.4.3 know how to communicate with the public, the consumer, and the artistic community about aesthetic questions, entertainment, resources, and choices in education.

**13. Demonstrate use of collaborative skills to maintain the studio and to produce and exhibit interior designs and models in the school and/or community.**

VA.E.1.4.1 know and participate in community-based art experiences as an artist or observer.

**14. Identify career opportunities related to interior design.**

VA.E.1.4.2 understand and identify the skills that artists use in various careers to promote creativity, fluency, flexibility, and elaboration within the arts and across life.

Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114800  
**Course Title:** Art I - Preinternational Baccalaureate  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- visual elements and compositional principles
- media, tools, and techniques
- artistic styles, periods, and cultures
- judgment of aesthetic merit of art works
- portfolio development

- B. Special note.** Art I - Preinternational Baccalaureate is intended for students planning to enroll in the International Baccalaureate program.

Extensive multicultural and visual arts research materials, such as slides, videos, reproductions, reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

- C. Course Requirements.** After successfully completing this course, the student will:

1. Identify and demonstrate through studio experience, the visual elements and compositional principles.
2. Apply knowledge of a variety of media, tools, and techniques.
3. Identify and analyze major works of art, styles, periods, and cultures.

4. Develop an understanding of the aesthetic merit of art works through the study, analysis, and discussion of aesthetics.
5. Describe, analyze, interpret, and judge works of art.
6. Initiate the development of a portfolio consistent with the aims of the International Baccalaureate program.

Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114810  
**Course Title:** Art II - Preinternational Baccalaureate  
**Credit:** 1.0  
**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- visual elements and compositional principles
- media, tools, and techniques
- artistic styles, periods, and cultures
- judgment of aesthetic merit of art works
- portfolio development

- B. Special note.** In Art II - Preinternational Baccalaureate, concepts and style will be further developed and refined.

Art II - Preinternational Baccalaureate is intended for students planning to enroll in the International Baccalaureate program.

Extensive multicultural and visual arts research materials, such as slides, videos, reproductions, reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

- C. Course Requirements.** After successfully completing this course, the student will:

1. Identify and demonstrate through studio experience, the visual elements and compositional principles.



2. Apply knowledge of a variety of media, tools, and techniques.
3. Identify and analyze major works of art, styles, periods, and cultures.
4. Develop an understanding of the aesthetic merit of art works through the study, analysis, and discussion of aesthetics.
5. Describe, analyze, interpret, and judge works of art.
6. Initiate the development of a portfolio consistent with the aims of the International Baccalaureate program.

Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114820  
**Course Title:** Art I-B - Art/Design (Research) Sub  
Level - International Baccalaureate  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

**A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- opportunities for students to develop aesthetic, imaginative, and creative faculties
- activities that stimulate and train visual awareness, perception, and criticism of the arts of various cultures
- activities that will enable students to discover, develop, and enjoy means of creative visual expression which are suited to their temperament and capabilities in the studio and elsewhere
- activities that will encourage the pursuit of quality through training, individual experiment, and persistent endeavor
- activities that will exemplify and encourage a lively, inquiring, and informed attitude toward art and design in all their forms, in history and today

**B. Special note.** Extensive multicultural and visual arts research materials, such as slides, videos, reproductions, reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

**C. Course Requirements.** After successfully completing this course, the student will:

1. Demonstrate clearly in verbal and graphic terms how personal research has led to an understanding of the topics or concepts under consideration.
2. Analyze critically the formal, technical, and aesthetic qualities of the art forms studied.
3. Relate the material to its cultural, historical, and/or social contexts.

**Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT**

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114830  
**Course Title:** Art II-B - Art/Design (Research) Sub  
Level - International Baccalaureate  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- opportunities for students to develop aesthetic, imaginative, and creative faculties
- activities that stimulate and train visual awareness, perception, and criticism of the arts of various cultures
- activities that will enable students to discover, develop, and enjoy means of creative visual expression, which are suited to their temperament and capabilities in the studio and elsewhere
- activities that will encourage the pursuit of quality through training, individual experiment, and persistent endeavor
- activities that will exemplify and encourage a lively, inquiring, and informed attitude toward art and design in all their forms, in history and today

- B. Special note.** In Art II-B - Art/Design (Research) Subsidiary Level - International Baccalaureate concepts and style will be further developed and refined. A student may take Art II-B - Art/Design (Research) Subsidiary Level - International Baccalaureate based on the instructor's approval. Extensive multicultural and visual arts research materials, such as slides, videos, reproductions, reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

**C. Course Requirements.** After successfully completing this course, the student will:

1. Demonstrate clearly in verbal and graphic terms how personal research has led to an understanding of the topics or concepts under consideration.
2. Analyze critically the formal, technical, and aesthetic qualities of the art forms studied.
3. Relate the material to its cultural, historical, and/or social contexts.

**Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT**

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114840  
**Course Title:** Art I-A - Art/Design (Studio) Sub  
Level - International Baccalaureate  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- opportunities for students to develop aesthetic, imaginative, and creative faculties
- activities that stimulate and train visual awareness, perception, and criticism of the arts of various cultures
- activities that will enable students to discover, develop, and enjoy means of creative visual expression, which are suited to their temperament and capabilities, in the studio and elsewhere
- activities that will encourage the pursuit of quality through training, individual experiment, and persistent endeavor
- activities that will exemplify and encourage a lively, inquiring, and informed attitude toward art and design in all their forms, in history and today

- B. Special note.** Extensive multicultural and visual arts research materials, such as slides, videos, reproductions, reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

- C. Course Requirements.** After successfully completing this course, the student will:

1. Demonstrate an inquiring attitude toward a variety of visual phenomena expressed in persistent research and regular studio work.
2. Demonstrate imaginative and creative thinking and feeling.
3. Demonstrate a sensitive appreciation of the medium in hand and of its expressive potential.
4. Demonstrate a feeling for the fundamentals of design.
5. Develop a comprehension of the aesthetic and technical problems encountered in studio practice.
6. Demonstrate the acquisition of sufficient technical skill to produce some works of quality.
7. Demonstrate an ability to select and present his or her own work appropriately.

**Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT**

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114850  
**Course Title:** Art II-A - Art/Design (Studio) Sub  
Level - International Baccalaureate  
**Credit:** 1.0

**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- opportunities for students to develop aesthetic, imaginative, and creative faculties
- activities that stimulate and train visual awareness, perception, and criticism of the arts of various cultures
- activities that will enable students to discover, develop, and enjoy means of creative visual expression, which are suited to their temperament and capabilities in the studio and elsewhere
- activities that will encourage the pursuit of quality through training, individual experiment, and persistent endeavor
- activities that will exemplify and encourage a lively, inquiring, and informed attitude toward art and design in all their forms, in history and today

- B. Special note.** In Art II-A - Art/Design (Studio) Subsidiary Level - International Baccalaureate concepts and style will be further developed and refined.

A student may take Art II-A - Art/Design (Studio) Subsidiary Level - International Baccalaureate based on the instructor's approval.

Extensive multicultural and visual arts research materials, such as slides, videos, reproductions,



reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

**C. Course Requirements.** After successfully completing this course, the student will:

1. Demonstrate an inquiring attitude toward a variety of visual phenomena expressed in persistent research and regular studio work.
2. Demonstrate imaginative and creative thinking and feeling.
3. Demonstrate a sensitive appreciation of the medium in hand and of its expressive potential.
4. Demonstrate a feeling for the fundamentals of design.
5. Develop a comprehension of the aesthetic and technical problems encountered in studio practice.
6. Demonstrate the acquisition of sufficient technical skill to produce some works of quality.
7. Demonstrate an ability to select and present his or her own work appropriately.

**Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT**

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114860  
**Course Title:** Art I-A and B - Art/Design Higher Level -  
International Baccalaureate  
**Credit:** 1.0  
**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- opportunities for students to develop aesthetic, imaginative, and creative faculties
- activities that stimulate and train visual awareness, perception, and criticism of the arts of various cultures
- activities that will enable students to discover, develop, and enjoy means of creative visual expression, which are suited to their temperament and capabilities in the studio and elsewhere
- activities that will encourage the pursuit of quality through training, individual experiment, and persistent endeavor
- activities that will exemplify and encourage a lively, inquiring, and informed attitude toward art and design in all their forms, in history and today

- B. Special note.** Requirements 1-7 constitute Part A of the course, outcomes 8-10, Part C.

Extensive multicultural and visual arts research materials, such as slides, videos, reproductions, reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

**C. Course Requirements.** After successfully completing this course, the student will:

1. Demonstrate an inquiring attitude toward a variety of visual phenomena expressed in persistent research and regular studio work.
2. Demonstrate imaginative and creative thinking and feeling.
3. Demonstrate a sensitive appreciation of the medium in hand and of its expressive potential.
4. Demonstrate a feeling for the fundamentals of design.
5. Develop a comprehension of the aesthetic and technical problems encountered in studio practice.
6. Demonstrate the acquisition of sufficient technical skill to produce some works of quality.
7. Demonstrate an ability to select and present his or her own work appropriately.
8. Demonstrate clearly in verbal and graphic terms how personal research has led to an understanding of the topics or concepts under consideration.
9. Analyze critically the formal, technical, and aesthetic qualities of the art forms studied.
10. Relate the material to its cultural, historical, and/or social contexts.

**Florida Department of Education  
COURSE DESCRIPTIONS - GRADES 9-12, ADULT**

**Subject Area:** Art-Visual Arts  
**Course Number:** 0114870  
**Course Title:** Art II-A and B - Art/Design Higher Level -  
International Baccalaureate  
**Credit:** 1.0  
**Will meet graduation requirement for Performing Fine Arts**

- A. Major concepts/content.** The purpose of this course is to produce personal visual statements that search for a synthesis of aesthetic values and functional requirements and to understand the complex language of visual symbols which form part of every culture.

The content should include, but not be limited to, the following:

- opportunities for students to develop aesthetic, imaginative, and creative faculties
- activities that stimulate and train visual awareness, perception, and criticism of the arts of various cultures
- activities that will enable students to discover, develop, and enjoy means of creative visual expression, which are suited to their temperament and capabilities, in the studio and elsewhere
- activities that will encourage the pursuit of quality through training, individual experiment, and persistent endeavor
- activities that will exemplify and encourage a lively, inquiring, and informed attitude toward art and design in all their forms, in history and today

- B. Special note.** Requirements 1-7 constitute Part A of the course, requirements 8-10, Part C.

In Art II-A and B - Art/Design Higher Level - International Baccalaureate concepts and style will be further developed and refined.

A student may take Art II-A and B - Art/Design Higher Level - International Baccalaureate based on the instructor's approval.

Extensive multicultural and visual arts research materials, such as slides, videos, reproductions, reference books, magazines, etc. must be made available to students in this program to satisfy International Baccalaureate expectations.

**C. Course Requirements.** After successfully completing this course, the student will:

1. Demonstrate an inquiring attitude toward a variety of visual phenomena expressed in persistent research and regular studio work.
2. Demonstrate imaginative and creative thinking and feeling.
3. Demonstrate a sensitive appreciation of the medium in hand and of its expressive potential.
4. Demonstrate a feeling for the fundamentals of design.
5. Develop a comprehension of the aesthetic and technical problems encountered in studio practice.
6. Demonstrate the acquisition of sufficient technical skill to produce some works of quality.
7. Demonstrate an ability to select and present his or her own work appropriately.
8. Demonstrate clearly in verbal and graphic terms how personal research has led to an understanding of the topics or concepts under consideration.
9. Analyze critically the formal, technical, and aesthetic qualities of the art forms studied.
10. Relate the material to its cultural, historical, and/or social contexts.
11. Demonstrate the interrelationship between the personal research (Part B) and the studio work (Part A).