

Art Subject Matter Requirements Matrix (2009)

Domains for Art	Coursework, Assignments, Assessments	Reviewers Comments
Domain 1. Artistic Perception		
<p>1.1 Elements of Art</p> <p>a. Demonstrate knowledge of the elements of art (i.e., line, color, shape/form, texture, value, space) and how they are used in visual art and design.</p> <p>b. Analyze and discuss the characteristics and qualities of the elements of art in given artworks in various media.</p> <p>c. Describe how the elements of art are used to achieve specific effects in given works of two- and three-dimensional art.</p> <p>d. Analyze and describe how the elements of art are used and how they contribute to meaning or expressive qualities in given artworks.</p> <p>e. Apply knowledge of the elements of art to analyze and describe the environment, works of art, and design.</p>		
<p>1.2 Principles of Design</p> <p>a. Demonstrate understanding of the principles of design (e.g., balance, contrast, dominance, subordination, emphasis, movement, repetition, rhythm, variation, unity).</p> <p>b. Identify and describe the principles of design in given visual compositions.</p> <p>c. Identify the principles of design as observed in natural and human-made objects and environments.</p> <p>d. Analyze how the composition of a work of art is affected by the use of a particular principle of design.</p> <p>e. Analyze how various principles of design are used in given works of art.</p> <p>f. Analyze how various elements of art are used to illustrate principles of design in given artworks.</p>		
Domain 2. Creative Expression		
<p>2.1 Creating Original Art</p> <p>a. Identify the artistic problem to be solved and generate a variety of solutions.</p> <p>b. Apply divergent thinking processes to the production of original works of art.</p> <p>c. Analyze how meaning or expressive qualities of artworks are affected by compositional decisions in various media.</p>		

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<ul style="list-style-type: none"> d. Develop a possible solution to an artistic problem that expresses individual commitment, thematic content, and artistic style and vision; explain the rationale for the choice. e. Demonstrate knowledge of appropriate tools, techniques, and materials to create an original work of art. f. Articulate the process and rationale for refining and reworking a work of art. g. Analyze the intent, purpose, and technical proficiency of an artwork based on the elements of art and principles of design. 		
<p>2.2 Two-Dimensional Art and Design</p> <ul style="list-style-type: none"> a. Demonstrate knowledge of materials, tools, and techniques used in drawing (e.g., contour, gesture, perspective). b. Demonstrate knowledge of materials, tools, and techniques used in painting (e.g., tempera, acrylic, oil, watercolor). c. Demonstrate knowledge of materials, tools, and techniques used in printmaking (e.g., relief, screenprinting, lithography, intaglio). d. Apply knowledge of the elements of art and principles of design to create and express meaning in original two-dimensional works of art and of design. e. Demonstrate knowledge of safety issues associated with materials, tools, and techniques used in the production of two-dimensional art. f. Demonstrate knowledge of the uses of appropriate technological tools in two-dimensional art (e.g., overhead/slide projector, printmaking press, computer, scanner). 		
<p>2.3 Three-Dimensional Art and Design</p> <ul style="list-style-type: none"> a. Demonstrate knowledge of techniques (e.g., additive, subtractive, casting) used in sculptural processes. b. Demonstrate knowledge of materials and tools used in three-dimensional art (e.g., wood, stone, metal). c. Demonstrate knowledge of materials and tools used in ceramics (e.g., hand-built, wheel-thrown, decorative techniques). d. Apply knowledge of the elements of art and principles of design to create 		

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<p>and express meaning in original three-dimensional works of art and of design.</p> <p>e. Demonstrate knowledge of safety issues associated with materials, tools, and techniques used in the production of three-dimensional art.</p> <p>f. Demonstrate knowledge of the uses of appropriate technological tools in three-dimensional art (e.g., kiln, potter's wheel, power tools).</p>		
<p>2.4 Media Art</p> <p>a. Demonstrate knowledge of materials, tools, techniques, and procedures used in photography.</p> <p>b. Demonstrate knowledge of materials, tools, techniques, and procedures used in film and animation.</p> <p>c. Demonstrate knowledge of materials, tools, techniques, and procedures used in the manipulation of digital imagery (e.g., computer-generated art, digital photography, videography).</p> <p>d. Apply knowledge of the elements of art and principles of design to create and express meaning in original works of media art.</p> <p>e. Demonstrate knowledge of safety issues associated with materials, tools, and techniques used in the production of media art.</p>		
<p>2.5 New and Emerging Art Forms</p> <p>a. Demonstrate knowledge of materials, tools, and processes used in new genres of art (e.g., site-specific, installation, environmental, performance, multimedia).</p> <p>b. Apply knowledge of the elements of art and principles of design to create and express meaning in original works of visual art in new genres.</p> <p>c. Demonstrate knowledge of safety issues associated with materials, tools, and techniques used in the production of artworks in new genres.</p> <p>d. Demonstrate knowledge of documentation techniques used in the creation and installation of works of visual art in new genres.</p>		
<p>Domain 3. Historical and Cultural Context of the Visual Arts</p>		

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<p>3.1 Visual Art and Society</p> <ul style="list-style-type: none"> a. Demonstrate knowledge of how visual art is used to communicate ideas or document experiences. b. Demonstrate knowledge of how visual art is used to express emotions and share experiences (e.g., rites of passage, celebrations). c. Recognize the influences of the visual arts on communities. d. Analyze themes and ideas expressed in art (e.g., religion, social commentary). e. Demonstrate knowledge of the relationships between technological tools and visual art. f. Analyze the purposes of art in societies past and present. g. Analyze diverse social, economic, and political developments (e.g., feminism, environmentalism) reflected in works of past and present art. h. Analyze ways in which the works of contemporary artists reflect, play a role in, and influence present-day culture. i. Demonstrate knowledge of the roles and functions of arts agencies and institutions (e.g., arts councils, art museums, galleries, collectors). 		
<p>3.2 World Arts</p> <ul style="list-style-type: none"> a. Demonstrate knowledge of artworks and artists, both male and female, in terms of their role and social context, from various times, places, and cultures. b. Recognize the characteristics of art forms from various times, places, and cultures (e.g., fine art, traditional art, folk arts). c. Analyze how artworks from various times, places, and cultures reflect features and characteristics of those societies. d. Identify similarities and differences among art forms or art objects from various times and places within and across cultures. e. Recognize how artworks from various times, places, and cultures both reflect and influence society. f. Demonstrate knowledge of the cultural contributions of various native, immigrant, and underrepresented groups 		

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<p>to the art of the United States.</p> <p>g. Compare and contrast utilitarian and nonutilitarian artworks across times, places, and cultures.</p> <p>h. Analyze how artworks from different cultures past and present have contributed to California's history and art heritage.</p> <p>i. Identify major works of art created by women and describe the impact of those works on society at that time.</p>		
Domain 4. Aesthetic Valuing		
<p>4.1 Derive Meaning</p> <p>a. Demonstrate knowledge of the relationship involving the art maker (artist), the making (process), the artwork (product), and the viewer.</p> <p>b. Demonstrate knowledge of the use and interpretation of symbols in the visual arts.</p> <p>c. Analyze the intentions and motivations of artists creating works of visual art.</p> <p>d. Analyze and articulate how form and content influence the interpretation and message of a work of visual art.</p> <p>e. Analyze and describe how society and culture influence the message of a work of art and its interpretation.</p> <p>f. Understand factors that influence the perception of art (e.g., personal beliefs; cultural traditions; past and present social, economic, and political contexts).</p>		
<p>4.2 Make Informed Judgments</p> <p>a. Apply knowledge of the elements of art and principles of design to describe similarities and differences in works of art and in the environment.</p> <p>b. Demonstrate knowledge of various aesthetic theories (e.g., deconstructionism, formalism, cultural perspectives) to critique one's own and others' artworks.</p> <p>c. Construct rationales for the validity of specific artworks and aesthetic theories outside one's own conceptions of art.</p> <p>d. Employ current and emerging art criticism models in writing and speaking about works of art.</p> <p>e. Develop and apply strategies and criteria to assess and critique a creative process</p>		

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<p>and its resulting work of art.</p> <p>f. Develop criteria with a rationale for the selection of a body of work from one's own portfolio that represents significant achievements.</p>		
<p>Domain 5. Connections, Relationships, and Applications</p>		
<p>5.1 Connections and Applications Between Visual Arts and Other Disciplines</p> <p>a. Demonstrate knowledge of the common or interrelated concepts, areas of concern, and methods of inquiry among the arts disciplines.</p> <p>b. Demonstrate knowledge of content-specific connections between visual arts and one or more major subject areas.</p> <p>c. Demonstrate knowledge of how to substantively integrate visual art with other subject areas.</p> <p>d. Demonstrate knowledge of how art can be used to gain and express learning in other disciplines.</p>		
<p>5.2 Visual Literacy</p> <p>a. Recognize how different visual representations of the same object or event can lead to different interpretations of meaning.</p> <p>b. Analyze uses of visual images and symbols to communicate and persuade (e.g., advertising, propaganda).</p> <p>c. Demonstrate understanding of how visual communication media (e.g., television, music videos, film, Internet) influence all aspects of society.</p> <p>d. Compare and contrast works of art, probing beyond the obvious and identifying content (e.g., psychological, metaphorical, cultural) found in the symbols and images.</p>		
<p>5.3 Art Careers and Career-Related Skills</p> <p>a. Demonstrate knowledge of careers in the visual arts.</p> <p>b. Analyze the relationship between commercial products (e.g., appliances, home furnishings, automobiles) and careers in art.</p> <p>c. Demonstrate awareness of the skills required in art-related careers (e.g.,</p>		

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<p>designer, curator, animator, interactive game developer, photographer).</p> <p>d. Demonstrate knowledge of what various types of artists (e.g., architects, product designers, graphic artists, illustrators) produce and how their works play a role in the everyday environment.</p> <p>e. Demonstrate knowledge of how portfolios can be used for a variety of career-related purposes.</p>		
<p>Domain 6. History and Theories of Learning in Art</p>		
<p>6.1 Art and Human Development</p> <p>a. Demonstrate knowledge of the role of the visual arts in human development.</p> <p>b. Demonstrate knowledge of how cultural backgrounds, learning styles, and developmental levels are related to learning in the visual arts.</p>		
<p>6.2 Theories of Learning in Art</p> <p>Demonstrate knowledge of current and historical purposes, philosophies, and theories of learning in art.</p>		