

Lincoln's Fine Arts Goal 2

Students will be able to identify tools, processes and demonstrate the basic skills necessary to perform/create in each of the arts.

State Goal 26 Through creating and performing, understand how arts are produced.

Production Overview

Students develop and expand visual arts knowledge and skills in order to express their ideas creatively and effectively. They enjoy a rich choice of media and activities that involve a wide variety of tools, techniques, and processes. These activities involve the process of selecting, arranging, and decision-making so that there is developmental sequence of skill development to express ideas and concepts. Students use different media, technology, techniques, and processes to communicate ideas, experiences, and concepts. They learn to make choices that enhance communication of ideas. Their natural inquisitiveness is promoted and they learn the value of perseverance.

The visual arts provide a framework that promotes the maturing students' thinking, working, communicating, reasoning, and investigating skills. As students gain related knowledge and skills, they gain in their ability to make applications in the visual arts. Students develop works of visual art that reflect the maturation of their creative and problem-solving skills. Students grow in their ability to apply knowledge and skills in the visual arts. They create products that reflect their thoughts, actions and add new directions to their widening personal worlds. As a component of the Product/Performance strand, students continue to develop skills in use of media, techniques, technology, and processes. They study the structures and functions (elements and principles) of art. Emphasis is placed on skill refinement and creative thinking. Concepts relating to the proper and safe use of tools and materials are continued. For some students, studies of possibilities in art careers and professional fields of work are conducted.

While the visual arts range from the folk arts, drawing, and painting to sculpture and design: from architecture to film and video, any of these media can be used to help students meet the educational goals embodied in the performance standards. For example, any of the visual arts can be used as the basis for creative activity, historical and cultural investigations, or analysis through the standards. The visual arts involve tools, technology, techniques, and processes, all of which provide opportunities for working toward the achievement of the standards. It is the responsibility of the art specialist to choose from among the array of possibilities offered by the visual arts to accomplish specific educational objectives in specific circumstances.