

HAVERHILL PUBLIC SCHOOLS
Grades 5 – 8 Visual Arts Benchmarks for Learning

PreK–12 STANDARD 3: Observation, Abstraction, Invention, and Expression

Students will demonstrate their powers of observation, abstraction, invention, and expression in a variety of media, materials, and techniques.

LEARNING STANDARD	5 Students will:	6 Students will:	7 Students will:	8 Students will:
3.4 Create 2D and 3D representational artwork from direct observation in order to develop skills of perception, discrimination, physical coordination, and memory of detail	Draw the human figure with correct proportions . Create papier-mâché action figures.	Create gesture drawings of figures in action from models. Create action figures in 3D media (wire, clay, papier-mâché).	Draw and paint landscapes. Use the rules of facial proportions in portraiture in a variety of 2D and 3D media.	Create anatomical studies from skeletons or visual references. Create a relief based on direct observation.
3.5 Create symbolic artwork by substituting symbols for objects, relationships, or ideas	Explore symbolism as an expression of feelings, moods, emotions in art work. Apply personal and/or object symbols to an artwork.	Recognize shapes as symbols to communicate an idea or concept. Create a Commercial Art piece (logo, product, poster)	Illustrate an idea using creative lettering.	Understand the concept of universal symbols. Create an original universal symbol.
3.6 Create artwork that employs the use of free form symbolic imagery that demonstrates personal invention, and/or conveys ideas and emotions	Create a painting that uses color and shape to convey an idea or feeling.	Create a collage that uses dreamlike images to convey an emotion or concept.	Explore mark making to convey ideas or emotions. Use Surrealist techniques (frottage grattage, decalcomania) in an artwork.	Create an abstract painting using color and shape to convey an idea or emotion.
3.7 Create artwork that shows knowledge of the ways in which architects, craftsmen, and designers develop abstract symbols by simplifying elements of the environment	Create a vessel (clay, box, papier-mâché) that expresses a personal attribute.	Explore costume design. Illustrate or create a costume or accessory for a character.	Explore a style of architecture (Victorian, Gothic, Contemporary). Create a dream house.	Create a symbolic 3D artwork to exemplify a legendary person. (chair, dinner plate, box). Create a Pop Art piece.