

# Visual Arts: Grade Pre-K

Adopted 2017

## Creating

### 1 Generate and conceptualize artistic ideas and work.

1.1 Creativity and innovative thinking are essential life skills that can be developed.

a. Engage in self-directed imaginative play with materials. [VA:CR1.1.PK.A](#)

1.2 Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative artmaking goals.

a. Engage in self-directed, creative making. [VA:CR1.2.PK.A](#)

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### 2 Organize and develop artistic ideas and work.

2.1 Artists and designers experiment with forms, structures, materials, concepts, media, and artmaking approaches.

a. Use a variety of artmaking tools [VA:CR2.1.PK.A](#)

2.2 Artists and designers balance experimentation and freedom with safety and responsibility while developing and creating artwork.

a. Share materials with others. [VA:CR2.2.PK.A](#)

2.3 People create, respond to, and interact with objects and places in ways that define, shape, enhance, and empower their lives.

a. Create and tell about art that communicates a story about a familiar place or object. [VA:CR2.3.PK.A](#)

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### 3 Refine and complete artistic work.

3.1 Artists and designers develop excellence through practice and constructive critique; and reflecting on, revising, and refining work over time.

a. Share and talk about personal artwork. [VA:CR3.1.PK.A](#)

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## Presenting

### 4 Select, analyze and interpret artistic work for presentation.

4.1 Artists, collectors, curators, and other arts professionals consider a variety of criteria when analyzing and selecting objects, artifacts, and artwork for presentation and preservation.

a. Select art objects for saving and display, explaining why they are chosen. [VA:PR4.1.PK.A](#)

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**5 Develop and refine artistic techniques and work for presentation.**

- 5.1** Artists, curators, and other arts professionals engage appropriate methods and resources when preparing artwork for presentation and preservation.
- a.** Identify places where art may be displayed or saved. [VA:PR5.1.PK.A](#)

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**6 Convey meaning through the presentation of artistic work.**

- 6.1** Objects, artifacts, and artworks collected, preserved, or presented communicate meaning and function as a record of social, cultural, and political experiences; resulting in the cultivating of appreciation and understanding.
- a.** Identify where art is displayed both inside and outside of school. [VA:PR6.1.PK.A](#)

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**Responding****7 Perceive and analyze artistic work.**

- 7.1** Individual aesthetic and empathetic awareness developed through engagement with art can lead to understanding and appreciation of self, others, and the world.
- a.** Recognize art in one's environment. [VA:RE7.1.PK.A](#)
- 7.2** Visual imagery influences understanding of and responses to the world.
- a.** Distinguish between images and real objects. [VA:RE7.2.PK.A](#)

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**8 Interpret meaning in artistic work.**

- 8.1** People gain insight into meanings of artwork by engaging in a process of art criticism.
- a.** With guidance, share reactions to artwork. [VA:RE8.1.PK.A](#)

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**9 Apply criteria to evaluate artistic work.**

- 9.1** People evaluate art, based on various criteria.
- a.** Select a preferred artwork. [VA:RE9.1.PK.A](#)

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**Connecting****10 Relate and synthesize knowledge and personal experiences to inspire and inform artistic work.**

- 10.1** Through artmaking, people make meaning by investigating and developing awareness of perceptions, knowledge, and experiences.
- a.** Create art that tells a story about a life experience. [VA:CN10.1.PK.A](#)

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**11 Investigate ways that artistic work is influenced by societal, cultural, and historical context and, in turn, how artistic ideas shape cultures past, present, and future.**

**11.1** Works of art and design embody and influence the needs, desires, beliefs, traditions, and values of people within a culture.

**a.** Recognize that people make works of art and design. [VA:CN11.1.PK.A](#)

**11.2** Generating and solving artistic problems prepares people to contribute to innovative solutions within a society or culture.

**a.** Imagine and invent through guided play. [VA:CN11.2.PK.A](#)