

**Design 215 Standards and Benchmarks – High School
Body of Knowledge**

Goal 25: Know the language of the arts.

Learning Standard A: Demonstrate an understanding of the sensory elements, organizational principles, and expressive qualities in each of the arts.

Benchmarks	Body of Knowledge	Performance Tasks	Assessment
Recognize the elements of art and principles of design in works of art.	<ul style="list-style-type: none"> Recognize elements (line, color, shape/form, texture, value, and space). Recognize principles of design (balance, unity, rhythm/movement, proportion, harmony, variety, and emphasis). 		
Recognize and identify the vocabulary that pertains to design and sculpture.	<ul style="list-style-type: none"> Recognize and identify unity, contrast, rhythm, balance, color, asymmetrical, symmetrical, balance, emphasis, and two-and three-dimensional. 		

Learning Standard B: Demonstrate similarities, differences, and connections within the arts.

Benchmarks	Body of Knowledge	Performance Tasks	Assessment
Identify and describe characteristics that cross-artistic disciplines in historical periods (e.g., Classical-Formal).	<ul style="list-style-type: none"> Recognize stage design, architecture of performance areas, functional and non-functional. 		

Goal 26: Through creating and performing understand how works of art are produced.

Learning Standard A: Describe and/or demonstrate how works of art are produced.

Benchmarks	Body of Knowledge	Performance Tasks	Assessment
Develop proficiency in use of tools and materials.	<ul style="list-style-type: none"> Identify wood, wire, clay, various metals, construction tools, computer, various adhesives, pens/pencils, paint/paint tools, and other supplies and tools. 		
Analyze effective and ineffective compositions.	<ul style="list-style-type: none"> Understand effective/ineffective composition. 		

Learning Standard B: Create and/or perform in one or more of the arts.

Benchmarks	Body of Knowledge	Performance Tasks	Assessment
Plan and create works of art, which use the elements of art and principles of design.	<ul style="list-style-type: none"> Understand elements/principles and create pure two- dimensional and three-dimensional design. 		

Goal 27: Understand the role of the arts in civilizations, past and present.

Learning Standard A: Describe the role of the arts in civilizations, past and present.

Benchmarks	Body of Knowledge	Performance Tasks	Assessment
Identify general categories and styles of Western and non-Western art.	<ul style="list-style-type: none"> Prairie-style of Frank Lloyd Wright, Greek/Roman architecture post and lintel. 		
Identify past and present artists who influenced design.	<ul style="list-style-type: none"> Identify Peter Max, Andy Warhol, Hirschborn, Dali, and Lautrec. 		
Recognize technology's impact on design.	<ul style="list-style-type: none"> Identify computer-generated images. 		