

**Sculpture 225 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
Understand the elements of art and principles of design in works of art.	<ul style="list-style-type: none"> • Know elements shape/ form, line, color, value, texture, and space. • Understand principles of design (balance, rhythm/movement, proportion unity, harmony, and emphasis). 		
Know the vocabulary of design and sculpture.	Identify and explain: <ul style="list-style-type: none"> • Subtractive/Additive • Modeling/carving • Three-dimensional • Two-dimensional • Scale • Form • Balance • Mobile • Stable • Assemblage • Low relief • Casting 		

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 discipline in historical periods.	In various historical periods understand and be able to explain: <ul style="list-style-type: none"> • Major themes • Elements • Principles • Balance 		

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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
Identify the tools and materials of sculpture.	Recognize and explain: <ul style="list-style-type: none"> • Abstract-realism • Minimalism • Clay • Stone • Plaster • Wood • Metal • Glass • Clay tools • Wood carving tools • Sculpture tools • Wire 		
Analyze effective and ineffective compositions.	<ul style="list-style-type: none"> • Identify and explain the criteria used to do the analysis. 		

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

Benchmarks	Body of Knowledge	Performance Tasks	Assessment
Experiment with the elements of art to increase understanding of design potential.	Identify, explain, and demonstrate: <ul style="list-style-type: none"> • Assemblage • Subtractive/additive • Low/high relief • Functional and non-functional 		

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.	Recognize and explain: <ul style="list-style-type: none"> • Realism • Renaissance • Neo-classicism • Minimalism 		