

STEAM in the Standards

Grade Level	STEM Process	Visual Art Standard CR = Creating; PR = Presenting; RE = Responding; CN = Connecting
K	Science Science Science	<p>VA.CR.1.Ka: Engage in <u>exploration</u> and imaginative play with materials.</p> <p>VA.CR.2.Ka: Through <u>experimentation</u>, build skills in various media and approaches to art-making.</p> <p>VA.CR.2.Kc: Create art that represents natural and constructed <u>environments</u>.</p>
1	Science Tech & Eng Technology Sci & Tech	<p>VA.CR.1.1b: Use <u>careful observation</u> in preparation for making a work of art.</p> <p>VA.CR.2.1a: Explore uses of <u>materials, tools, approaches</u>.</p> <p>VA.CR.2.1b: Demonstrate safe and proper procedures for using <u>materials, tools, and equipment</u> while making art.</p> <p>VA.CR.2.1c: Identify and classify uses of everyday objects through <u>drawings, diagrams, sculptures, or other visual means</u>.</p>
2	Engineering Engineering Sci, Tech & Eng Technology Engineering Technology	<p>VA.CR.1.2a: Brainstorm collaboratively multiple approaches to an art or <u>design problem</u>.</p> <p>VA.CR.1.2b: Make art or <u>design</u> to explore personal interests, questions, and curiosity.</p> <p>VA.CR.2.2a: <u>Experiment</u> with various <u>materials, tools, and approaches</u> to explore personal interests in work of art or <u>design</u>.</p> <p>VA.CR.2.2b: Demonstrate safe and proper procedures for <u>using and cleaning art tools, equipment and studio space</u>.</p> <p>VA.CR.2.2c: <u>Repurpose objects</u> to make something new.</p> <p>VA.PR.5.2: Distinguish between different <u>materials or artistic techniques</u> for preparing artwork for presentation.</p>
3	Tech & Eng Tech & Eng Sci & Tech Mathematics Science	<p>VA.CR.2.3a: Create artwork using a variety of artistic <u>processes, materials, and approaches</u>.</p> <p>VA.CR.2.3b: Demonstrate an understanding of the <u>safe and proficient use of materials, tools, and equipment</u> for a variety of artistic processes.</p> <p>VA.CR.2.3c: Individually or collaboratively <u>construct representations, diagrams</u> or maps of places that are part of everyday life.</p> <p>VA.PR.4.3: Investigate and discuss possibilities and <u>limitations of spaces</u> for exhibiting artwork.</p> <p>VA.CN.10.3: Develop a work of art based on <u>observations of surroundings</u>.</p>
4	Engineering Technology Sci & Tech Technology	<p>VA.CR.1.4a: Independently brainstorm multiple approaches to solve a creative art or <u>design problem</u>.</p> <p>VA.CR.2.4a: Develop <u>technical skills and explore art-making approaches</u>.</p> <p>VA.CR.2.4c: Describe, and <u>visually represent regional constructed environments</u>.</p> <p>VA.PR.4.4: Analyze how past, present, and <u>emerging technologies</u> have impacted the presentation of artwork.</p>
5	Science Engineering Engineering Engineering	<p>VA.CR.2.5a: Develop skills in multiple art making techniques and <u>experiment</u> with approaches through practice.</p> <p>VA.CR.2.5b: Demonstrate quality craftsmanship through care for and <u>use of materials, tools, and equipment</u>.</p> <p>VA.PR.4.5: Define the roles and responsibilities of museum professionals explain the <u>skills and knowledge needed in maintaining</u> and presenting objects, artifacts, and artwork.</p> <p>VA.PR.5.5: Develop a logical argument for <u>safe and effective use of materials and techniques</u> for preparing and presenting artwork.</p>
6	Sci & Eng Engineering Mathematics	<p>VA.CR.2.6a: Demonstrate openness in <u>trying new ideas, materials, methods, and approaches</u> in making works of art and design.</p> <p>VA.CR.2.6c: <u>Design or redesign objects or places that meet the identified needs of diverse users</u>.</p> <p>VA.PR.5.6: Individually or collaboratively, develop a visual <u>plan</u> for displaying works of art.</p>
7	Technology Technology Tech & Eng	<p>VA.CR.2.7a: Demonstrate <u>persistence in developing skills with various materials, methods, and approaches</u> in creating works of art or design.</p> <p>VA.PR.4.7: Compare how <u>technologies</u> have changed the way artwork is presented and experienced.</p> <p>VA.CN.11.7: Analyze how response to art is influenced by understanding the time and place in which it was created, the <u>available resources, and cultural uses</u>.</p>
8	Technology Tech & Eng	<p>VA.CR.1.8.a: Document early stages of the creative process with images or words in traditional or <u>new media</u>.</p> <p>VA.CR.2.8b: Use <u>tools, materials, and processes purposefully</u> and demonstrate awareness of practices, issues, and ethics of appropriation, fair use, copyright, open source, and creative commons as they apply to creating works of art and design.</p>
HS1	Sci & Eng Technology Sci & Tech	<p>VA.CR1.HS1a: Use <u>multiple approaches</u> to begin creative endeavors.</p> <p>VA.CR2.HS1b: Demonstrate <u>safe and skillful handling of materials, tools, and equipment</u>; explain how traditional and <u>non-traditional materials</u> may impact human health and the environment.</p> <p>VA.CN.10.HS1: Document the <u>process of developing ideas</u> that reflect group concerns from early stages to fully elaborated work.</p>
HS2	Sci & Tech Technology Science	<p>VA.CR.2.HS2a: Through <u>experimentation, practice, and persistence</u>, demonstrate acquisition of skills and knowledge in a chosen art form using various approaches.</p> <p>VA.CR.2.HS2c: <u>Redesign</u> an artwork, <u>everyday object, or place</u> in response to contemporary issues.</p> <p>VA.CN.10.HS2: Utilize <u>inquiry methods of observation, research, and experimentation</u> to explore community concerns through artmaking.</p>
HS3	Sci & Eng Science Sci & Eng	<p>VA.CR.1.HS3a: <u>Visualize and hypothesize to generate plans</u> for creating art or design that explores social issues.</p> <p>VA.CR.1.HS3b: <u>Follow or break established conventions</u> in the making of multiple works of art or design based on a theme, idea, or concept.</p> <p>VA.CR.2.HS3a: <u>Experiment, plan, and make</u> multiple works of art and design that explore a personally meaningful theme, idea, or concept.</p>