Name:	Score:	Teacher Name:

## **Visual Arts & Design School-wide Rubric**

Expectations	Exceeds standard 4	Meets standard 3	Nearly meets standard 2	Below standard 1
Creative Processes: VA: Cr1.2 (9-12) Generate & Conceptualize artistic ideas and work  VA: Cr2.1 (9-12) Organize & Develop artistic ideas and work  VA: Cr2.2 (9-12) Artists and Designers balance experimentation and safety, freedom and responsibility while developing and creating artworks.  VA: Cr3.1.1a (9-12) Refine and complete artistic work.	<ul> <li>1a. Individually or collaboratively formulate new creative problems based on the student's existing work.</li> <li>b. Visualize and hypothesize to generate plans for ideas and directions for creating art and design that can affect social change.</li> <li>2a Through experimentation, practice, and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.</li> <li>3a. Reflect on, re-engage, revise, and refine works of art and design considering relevant traditional and contemporary criteria as well as personal artistic vision.</li> </ul>	<ol> <li>Use multiple approaches to begin creative endeavors.</li> <li>Engage in making a work of art or design without having a preconceived plan</li> <li>Demonstrate safe handling of materials, tools, and equipment</li> <li>Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on, and plan revisions for works of art and design in progress. VOG-Critical; VOG-SDL</li> </ol>	<ul> <li>1a. Attempts to use multiple approaches to begin creative endeavors.</li> <li>2a. Attempts to engage in making a work of art or design without having a preconceived plan</li> <li>b. Attempts to demonstrate safe handling of materials, tools and equipment.</li> <li>3a. Attempts to apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on, and plan revisions for works of art and design in progress</li> </ul>	<ol> <li>Does not apply use of multiple approaches to begin creative endeavors.</li> <li>Does not engage in making a work of art or design without having a preconceived plan.</li> <li>Does not demonstrate safe handling of materials, tools and equipment.</li> <li>Does not apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on, and plan revisions for works of art and design in progress</li> </ol>
Connecting:  VA: Cn10.1 Synthesize and relate knowledge and personal experiences to make art.  VA: Cn11.1 Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding	<ul> <li>a. Synthesize knowledge of social, cultural, historical and personal life with art making approaches to create meaningful works of art or design.</li> <li>b. Compares uses of art in a variety of social, cultural, and historical contexts and makes connections to uses of art in contemporary and local contexts.</li> </ul>	<ul> <li>a. Document the process of developing ideas from early stages to fully elaborated ideas. VOG-Critical</li> <li>b. Describe how knowledge of culture, traditions, and history may influence personal responses to art. VOG-Critical</li> </ul>	a. Attempts to document the process of developing ideas from early stages to fully elaborated ideas,  b. Attempts to describe how knowledge of culture, traditions, and history may influence personal responses to art.	a. No evidence of documenting the process of developing ideas from early stages to fully elaborated ideas,  b. Does not describe how knowledge of culture, traditions, and history may influence personal responses to art.
Presenting & Responding  VA: Pr 5 Develop and refine artistic techniques and work for presentation.  VA: Re 7.2 Perceive and analyze artistic work	a. Evaluate, select, and apply methods or processes appropriate to display artwork in a specific place.  d. Determine the commonalities within a group of artists or visual images attributed to a particular type of art, timeframe or culture.	<ul> <li>a. Analyze and evaluate the reasons and ways an exhibition is presented. VOG-Critical</li> <li>b. Analyze how one's understanding of the world is affected by experiencing visual imagery. VOG-Critical</li> </ul>	a. Attempts to analyze and evaluate the reasons and ways an exhibition is presented.      b. Attempts to analyze how one's understanding of the world is affected by experiencing visual imagery.	a. Does not analyze and evaluate the reasons and ways an exhibition is presented.  d. No evidence of analyzing how one's understanding of the world is affected by experiencing visual imagery.