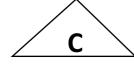
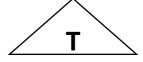
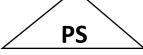
# **ARTS EDUCATION - GRADE 10-12**

#### **DISCIPLINE:**

### **Core Competencies**







## **Big Ideas**

Artists communicate ideas, emotions, & perspectives in different ways through movement, sound, imagery, & language.

The Arts develop innovative thinking and problem-solving skills by encouraging a diversity of solutions.

Active participation in the Arts is essential to building culture, expressing & exploring personal identity, & revealing insights into the human experience.

The Arts influence, and are influenced by, culture, time, place, and environment.

Students will be able to use creative processes to create and respond to the arts.

The Arts nurture creativity and collaboration in a variety of contexts.

#### **Curricular - Competencies**

**Exploring and creating:** 

Reasoning and reflecting:

**Communicating and documenting:** 

**Connecting and expanding:** 

#### **Content:**

#### Students are expected to know the following:

- that in each arts discipline dance, drama, music, and visual arts specific elements, principles, techniques, vocabulary, and symbols are used to create mood and convey ideas
- a variety of materials, tools, strategies, techniques, and technologies that support creative processes
- that movement, sound, imagery, language, and form convey meaning in the Arts
- the influence of time and place on the emergence of artistic forms
- the roles of artists and audiences in a variety of contexts
- · traditional and contemporary Aboriginal worldviews and cross-cultural perspectives as communicated through the Arts
- contributions of innovative artists from a variety of styles, genres, cultures, and contexts
- a range of local, national, global, and intercultural artists, movements, and genres
- the influence and interconnectedness of the Arts with social, cultural, historical, and political movements
- personal and social responsibility associated with creatting, experiencing, performing, and responding to the Arts
- the ethics of cultural appropriation and plagiarism
- safety protocols involving, but not limited to: environment, biomechanics, equipment
- procedures to prevent injury and harm to self and others

# **First Peoples Principles of Learning**

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