Visual Arts:

Kindergarten
VAK.CR.1 Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning.
VAK.CN.3 Develop life skills through the study and production of art (e.g. collaboration, creativity, critical thinking, communication).

Grade 1
VA1.CR.1 Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning.
VA1.CN.3 Develop life skills through the study and production of art (e.g. collaboration, creativity, critical thinking, communication).

Grade 2
VA2.CR.1 Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning.
VA2.CN.3 Develop life skills through the study and production of art (e.g. collaboration, creativity, critical thinking, communication).

Grade 3
VA3.CR.1 Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning.
VA3.CN.3 Develop life skills through the study and production of art (e.g. collaboration, creativity, critical thinking, communication).

Grade 4
VA4.CR.1 Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning.
VA4.RE.1 Discuss personal works of art and the artwork of others to enhance visual literacy.
VA4.CN.3 Develop life skills through the study and production of art (e.g. collaboration, creativity, critical thinking, communication).

Grade 5
VA5.CR.1 Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning.
VA5.RE.1 Discuss personal works of art and the artwork of others to enhance visual literacy.
VA5.CN.3 Develop life skills through the study and production of art (e.g. collaboration, creativity, critical
thinking, communication).

Grade 6
VA6.CR.1 Visualize and generate ideas for creating works of art.
VA6.CR.3 Engage in an array of processes, media, techniques, and/or technology through
experimentation, practice, and persistence.
VA6.RE.3 Engage in the process of art criticism to make meaning and increase visual literacy.
VA6.CN.3 Utilize a variety of resources to understand how artistic learning extends beyond the walls of
the classroom.

Grade 7
VA7.CR.1 Visualize and generate ideas for creating works of art.
VA7.CR.3 Engage in an array of processes, media, techniques, and/or technology through
experimentation, practice, and persistence.
VA7.RE.3 Engage in the process of art criticism to make meaning and increase visual literacy.
VA7.CN.3 Utilize a variety of resources to understand how artistic learning extends beyond the walls of
the classroom

Grade 8
VA8.CR.1 Visualize and generate ideas for creating works of art.
VA8.CR.3 Engage in an array of processes, media, techniques, and/or technology through
experimentation, practice, and persistence.
VA8.RE.3 Engage in the process of art criticism to make meaning and increase visual literacy.
VA8.CN.3 Utilize a variety of resources to understand how artistic learning extends beyond the walls of
the classroom

Grades 9-12
Applied Design
VAHSAD.CR.1 Visualize and generate ideas for creating applied design art products and/or designs.
VAHSAD.CR.2 Choose from a range of materials and methods of traditional and contemporary artistic
practices to plan and create applied design art products and designs.
VAHSAD.CR.3 Engage in an array of processes, media, techniques, and technology through
experimentation, practice, and persistence.

Digital Design
VAHSDD.CR.3 Engage in an array of processes, media, techniques, and technology through
experimentation, practice, and persistence.
VAHSDD.CN.2 Develop life skills through the study and production of art (e.g. collaboration, creativity,
critical thinking, communication).
VAHSDD.CN.3 Utilize a variety of resources to understand how artistic learning extends beyond the walls of
the classroom
**Media Arts:**

**Grade 4**
MA4.CR.1 Generate and conceptualize artistic ideas and work.
MA4.CN.2 Synthesize and relate knowledge and personal experiences to make art.

**Grade 5**
MA5.CR.1 Generate and conceptualize artistic ideas and work.
MA5.CN.2 Synthesize and relate knowledge and personal experiences to make art.

**Grade 6**
MA6.CR.1 Generate and conceptualize artistic ideas and work.
MA6.CN.2 Synthesize and relate knowledge and personal experiences to make art.

**Grade 7**
MA7.CR.1 Generate and conceptualize artistic ideas and work.
MA7.CN.2 Synthesize and relate knowledge and personal experiences to make art.

**Grade 8**
MA8.CR.1 Generate and conceptualize artistic ideas and work.
MA8.CN.2 Synthesize and relate knowledge and personal experiences to make art.

**Grades 9-12**
MAHS.CR.1 Generate and conceptualize artistic ideas and work.
MAHS.CN.2 Synthesize and relate knowledge and personal experiences to make art.

**Computer Science:**

**Kindergarten-Grade 2**
CSS.EL.K-2.1 Recognize that technology provides the opportunity to enhance relevance, increase confidence, offer authentic choice, and produce positive impacts in learning.
CSS.KC.K-2.2 Use digital tools (e.g. computers, tablets, cameras, software, 3D printers, etc....) to build knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others.
CSS.IDC.K-2.4 Use the Design Process (use, modify, create) with a variety of tools to identify and solve problems by creating new, modified, or imaginative solutions.
CSS.CC.K-2.6 Use digital tools to creatively share and express ideas.
CSS.GC.K-2.7 Use digital tools to collaborate with others both locally and globally
CSS.DA.K-2.9 Understand how people can use technology

**Grades 3-5**
CSS.EL.3-5.1 Identify the features of current technologies and use that knowledge to understand emerging technologies.
CSS.IDC.3-5.4 Use a variety of technologies within a design process to identify and solve problems by creating new, useful, or imaginative solutions.
Grades 6-8
CSS.DC.6-8.6 Apply strategies for troubleshooting hardware and software problems that may occur during use.
CSS.IDC.6-8.18 Recognize that there may be multiple approaches to solving a problem.
CSS.IDC.6-8.19 Approach problem solving iteratively, using a cyclical process.

Grades 9-12
Digital Design
IT-DD-1.2 Demonstrate creativity by asking challenging questions and applying innovative procedures and methods.
IT-DD-1.3 Exhibit critical thinking and problem solving skills to locate, analyze and apply information in career planning and employment situations.
IT-DD-1.5 Apply the appropriate skill sets to be productive in a changing, technological, diverse workplace to be able to work independently and apply teamwork skills.