

Trinity Lutheran School

Curriculum Framework for: **Art**

- **Philosophy** ✠

Art is the exploration and appreciation of the world created by God the Father. Students will learn to express themselves through sensory methods that communicate thought, appreciate differences, and give praise to God.

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• **Broad Goals** ✠

From a Christ-Centered Perspective, Students Will:

1. *Know and remember information and ideas about the art and design around them and throughout the world*
2. *Understand the value and significance of the visual arts, media and design in relation to history, citizenship, the environment, and social and Christian development*
3. *Design and produce quality original images and objects, such as paintings, sculptures, designed objects, photographs, graphic designs, videos, and computer images*
4. *Apply their knowledge of people, places, ideas, and language of art and design to their daily lives*
5. *Produce quality images and objects that effectively communicate and express ideas using varied media, techniques, and processes*
6. *Understand the role of, and be able to use, computers, video, and other technological tools and equipment*
7. *Interpret visual experiences, such as artwork, designed objects, architecture, movies, television, and multimedia images, using a range of subject matter, symbols, and ideas*
8. *Develop perception, visual discrimination, and media literacy skills to become visually educated people*
9. *Use their senses and emotions through art and design to develop their minds and to improve social relationships*

10. *Reflect upon the nature of art and design and meaning in art and culture*
11. *Make connections among the arts, other disciplines, other cultures, and the world of work*
12. *Use their imaginations and God-given talents to develop multiple solutions to problems, expand their minds, and form new ideas for original works of art and design.*