

ARTS – Visual EPSOM P.S.

Time allocation: 1 hour per week -

Rationale:

The Arts are unique, expressive, creative and communicative forms that engage students in critical and creative thinking and help them understand themselves and the world. In every society the Arts play a pivotal role socially, economically and culturally. The Arts encourage the development of skills and the exploration of technologies, forms and processes through single and multimodal forms. They fuel the exploration of ideas that cross the gamut of human emotions and moods through holistic learning using cognitive, emotional, sensory, aesthetic, kinesthetic and physical fields.

Purpose:

1. To develop the intellectual, perceptual and expressive potential of students through aural, spatial, kinesthetic, interpersonal and visual experiences.
2. To equip students to use and understand the arts forms as symbolic languages by: • developing skills, techniques and processes • developing abilities to perform or present arts works • exploring how different social and cultural groups engage in, and convey meaning through, The Arts.
3. To develop students' skills in arts criticism and aesthetics through describing, analyzing, interpreting and evaluating their own and others' arts works.
4. To develop students' understanding that The Arts evolve within particular social and cultural contexts by: • studying how The Arts reflect, construct, reinforce and challenge values in different cultures • studying The Arts from both historical and contemporary perspectives.
5. To demonstrate the accessibility and relevance of The Arts skills and experiences to life, particularly in community responsibility, recreation and employment.
6. To expose students to a broad range of Arts experiences including excursions.

Guidelines for implementation:

1. Students will be given the opportunity to undertake programs in the Domain of Visual Arts.
2. Students will experience The Arts discipline as discrete learning experiences.
3. The skills and understandings for each strand will be developed on a sequential basis.
4. The Arts program will be integrated across the curriculum and the classroom curriculum integrated in The Visual Arts program.
5. The Visual Arts Domain will be organised under the following dimensions:

Arts Practice- Creating and Making

- **Arts ideas**
 - developing arts ideas using a range of starting points
 - exploring personal experiences, ideas, feelings and understandings through making arts works
 - developing arts works by imagining, experimenting, planning and applying arts elements, processes and techniques
 - creating and presenting arts works individually and in groups
- **Arts skills, techniques and processes**
 - developing knowledge of and using arts elements, principles, materials and presentation spaces

- developing knowledge of arts skills, techniques and processes in creating and presenting art works for a variety of purposes and audiences
- developing an understanding of and using Domain-specific terminology and symbols

Exploring and Responding to the Arts

• Arts criticism and aesthetics

- analyzing and refining own arts works
- analyzing and responding to the expressive qualities of arts works by referring to the use of elements, content and techniques
- developing and expressing understandings and making personal and informed judgment of arts works
- discussing the nature and aesthetic qualities of arts works
- Using appropriate ICT tools to further enrich ARTS knowledge and understanding the use of ICT as a means of exploring and appreciating the 'Arts' globally eg. Online galleries and blogs

• Arts contexts

- developing an understanding of the social, cultural and historical contexts of arts works
- describing the various purposes, functions and audiences of arts works
- evaluating own works within cultural and artistic contexts
- analyzing the ways in which the art works reflect, construct, reinforce and challenge cultural values

Resources:

AUSVELS (D.E.T.)