

Minnesota K-12 Academic Standards in the Arts: Visual Arts

4th Grade		
Strand	Code	Benchmark
Create	5.4.2.2.1	Generate new ideas by combining dissimilar ideas together.
Create	5.4.2.2.2	Incorporate personal choice into devising a <i>solution</i> for a creative <i>art</i> problem.
Create	5.4.2.3.1	Create <i>art</i> that is representational and non-representational using <b><i>artistic foundations</i></b> .
Create	5.4.2.3.2	Identify issues involving copying and originality in artmaking.**
Create	5.4.2.4.1	Revise in-process <i>artwork</i> , on the basis of insights gained through peer discussion.
Present	5.4.3.5.1	Identify considerations for presenting <i>art</i> in various locations. <i>For example:</i> Indoor or outdoor settings; in temporary or permanent forms; in physical or <i>digital spaces</i> .**
Present	5.4.3.6.1	Select <i>artwork</i> for display in a <i>collection</i> with a specific purpose or <i>theme</i> .
Present	5.4.3.6.2	Identify how an <i>exhibition</i> in a <i>museum</i> or other <i>venue</i> presents ideas and provides information about a specific concept or topic.

Respond	5.4.4.7.1	Describe <b><i>aesthetic characteristics</i></b> of the natural world and <i>constructed environments</i> .
Respond	5.4.4.8.1	Analyze <i>form and content</i> in <i>visual representations</i> that convey messages.
Respond	5.4.4.8.2	Apply one set of <i>criteria</i> to evaluate more than one work of <i>art</i> .
Connect	5.4.5.9.1	Describe <i>form and content</i> in <i>visual representations</i> that convey personal identity.
Connect	5.4.5.10.1	Identify how <i>art</i> is used to inform or change beliefs, values or behaviors of an individual or society.