**Fine Art Academic Content Standards Covered**

**Standard:** Historical, Cultural, & Social Contexts  
**Benchmark:** List sources of visual culture in society. (gr. 7)  
Explain how social, cultural, & political factors affect what artists, architects or designers create. (gr. 8)

**Standard:** Creative Expression & Communication  
**Benchmark:** Use current, available technology as the primary medium to create an original work of art. (gr. 7)  
Explain & defend their artistic decisions using appropriate visual vocabulary.

**Standard:** Analyzing & Responding  
**Benchmark:** Use appropriate vocabulary to explain how the elements of art communicate different meanings. (gr. 7)  
Explain how personal experience influences their opinions of artworks. Analyze & discuss qualities in the artwork of peers to better understand the qualities in their own artwork. (gr. 8)

**Standard:** Valuing the Arts/Aesthetic Reflection  
**Benchmark:** Discuss personal beliefs, values, feelings, & assumptions when explaining their own perspectives on artwork & connect their responses to what they see in the work. (gr. 7)  
Articulate an understanding of different aesthetic theories related to viewing & interpreting artworks. (gr. 8)

**Standard:** Connections, Relationships, & Applications  
**Benchmark:** Apply computer skills to explore & create a range of visual effects to enhance projects & presentations. (gr. 7)  
Collaborate to crate a thematic work that incorporates visual art.

**National Education Technology Standards for Students**

**Standards:**

1. **Basic operations & concepts**  
- Students are proficient in the use of technology

2. **Social, ethical & human issues**  
- Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, & productivity.

3. **Technology productivity tools**  
- Students use productivity tools to collaborate in constructing technology-enhanced, models, prepare publications & produce other creative works.

4. **Technology communications tools**  
- Students use telecommunications to collaborate, publish & interact w/ peers, experts & other audiences.

5. **Technology research tools**  
- Students use technology to locate, evaluate, & collect information from a variety of sources.