## **Indigenous Arts**

## **Grade 3**

## **ARTS EDUCATION BIG IDEAS**

Creative experiences involve an interplay between exploration, inquiry, and purposeful choice.

The **arts** connect our experiences to the experiences of others.

## **Learning Standards**

<ul> <li>Students will be able to use creative processes to:</li> <li>Exploring and creating</li> <li>Create artistic works collaboratively and as an individual, using ideas inspired by imagination, inquiry, experimentation, and purposeful play</li> <li>Explore identity, place, culture, and belonging through arts experiences</li> <li>Explore relationships among cultures, communities, and the arts</li> <li>Pobserve, listen, describe, inquire, and predict how artists (dancers, actors, musicians, and visual artists) use processes, materials, movements, technologies, tools, and techniques</li> <li>Connect knowledge and skills from other areas of learning in planning, creating, and interpreting works for art</li> <li>Communicating and documenting</li> <li>Students are expected to know the following:          <ul> <li>elements in the arts, including but not limited to:</li></ul></li></ul>	Curricular Competencies	Content
<ul> <li>Create artistic works collaboratively and as an individual, using ideas inspired by imagination, inquiry, experimentation, and purposeful play</li> <li>Explore identity, place, culture, and belonging through arts experiences</li> <li>Explore relationships among cultures, communities, and the arts</li> <li>Reasoning and reflecting</li> <li>Observe, listen, describe, inquire, and predict how artists (dancers, actors, musicians, and visual artists) use processes, materials, movements, technologies, tools, and techniques</li> <li>Connect knowledge and skills from other areas of learning in planning, creating, and interpreting works for art</li> <li>Communicating and documenting</li> <li>visual arts: elements of design: line, shape, space, texture, colour, form; principles of design: pattern, repetition, rhythm, contrast, emphasis</li> <li>processes, materials, technologies, tools, and techniques to support arts activities</li> <li>symbolism as ways of creating and representing meaning</li> <li>traditional and contemporary Aboriginal arts and arts-making processes</li> <li>personal and collective responsibility associated with creating, experiencing, or sharing in a safe learning environment</li> </ul>	Students will be able to use creative processes to:	Students are expected to know the following:
- Experience decument and chare erective works in a veriety of ways	<ul> <li>Create artistic works collaboratively and as an individual, using ideas inspired by imagination, inquiry, experimentation, and purposeful play</li> <li>Explore identity, place, culture, and belonging through arts experiences</li> <li>Explore relationships among cultures, communities, and the arts</li> <li>Reasoning and reflecting</li> <li>Observe, listen, describe, inquire, and predict how artists (dancers, actors, musicians, and visual artists) use processes, materials, movements, technologies, tools, and techniques</li> <li>Connect knowledge and skills from other areas of learning in planning, creating, and interpreting works for art</li> </ul>	<ul> <li>visual arts: elements of design: line, shape, space, texture, colour, form; principles of design: pattern, repetition, rhythm, contrast, emphasis</li> <li>processes, materials, technologies, tools, and techniques to support arts activities</li> <li>symbolism as ways of creating and representing meaning</li> <li>traditional and contemporary Aboriginal arts and arts-making processes</li> <li>personal and collective responsibility associated with creating, experiencing, or sharing</li> </ul>

Source: All information provided above has been extracted from the Province of British Columbia's Curriculum for Grades K to 9 <a href="https://curriculum.gov.bc.ca/curriculum/arts-education">https://curriculum.gov.bc.ca/curriculum/arts-education</a>