Art

The Visual Art suite will provide students the foundational skills to be successful in a studio environment. Students will develop fine motor and critical thinking skills, flex their creativity muscles, and expand their appreciation for global communities. Using the Elements of Art and Principles of Design as the framework, students will create their own style of artwork. Students will explore a variety of materials during the creative process and learn art techniques through modeling. They will develop their observational and critiquing skills to reflect on and interpret works of art. Each multifaceted module makes connections between art and cultures around the world through art history. The Visual Art suite enables students to make connections to all subject areas, from Math, to Music, to Language Arts.

Kindergarten–Grade 2

In Kindergarten, students learn about how to use art tools and explore the Elements of Art through real-world connections. In Grade 1, students develop an understanding of the Elements of Art and begin to apply it to their own work. Grade 2 focuses on recognizing the Elements of Art and introduces the Principles of Design so students can begin to create their own unique style.

Grades 3–5

Grade 3 includes a closer look at the Elements of Art and Principles of Design. Students will study artists and art movements to broaden their art history knowledge. In Grade 4, students demonstrate art techniques while creating artworks that represent themselves. They learn about professional artists and a variety of art-based careers. In Grade 5, students apply their knowledge of art techniques, the Elements of Art, and the Principles of Design to create artwork inspired by cultures around the world.

Course Codes

| Kindergarten | 5001010 |
| Grade 1      | 5001020 |
| Grade 2      | 5001030 |
| Grade 3      | 5001040 |
| Grade 4      | 5001050 |
| Grade 5      | 5001060 |

Course Highlights

- Custom Videos, Songs, and Audio-visual Presentations to Promote Engagement
- Fun and Interactive Games, Animations, and Slideshows to Encourage Repeated Practice
- Real-world Age-appropriate Examples to Make Content and Skills Relevant to Learners
- Multi-modal Presentation and Assessment of Content
- Literacy Tools to Support Emerging Readers
- On-screen and Off-screen Activities to Provide Opportunities to Practice and Apply Learning

Course Assessment Tools

- Auto-graded Assessments/Quizzes
- Teacher-graded/Written Assessments
- Interactive Self-checks
- Interactive Sketchbook
- Project-based Assessments
- Module Reflections
- Discussion-based Assessments

For the most up-to-date information, including FLDOE standards, please visit flvs.net/courses.