

**7<sup>TH</sup> GRADE VISUAL ARTS CHECKLIST**  
**Fine Arts Goals 25 – 27**  
**Illinois Learning Standards A – B**  
**Performance Descriptors**

**PRINCIPLES OF VISUAL ART**

- \_\_\_\_\_ Demonstrate an understanding of dimension and value in black/white and in color.
- \_\_\_\_\_ Recognize color schemes in a work of art.
- \_\_\_\_\_ Demonstrate an understanding of contour and cross contour.
- \_\_\_\_\_ Point out a specific element or group of elements that create the center of interest in an art work.
- \_\_\_\_\_ Compare and contrast the use of the expressive qualities in a series of works with the same theme (e.g., nature, family values, political or social issues).
- \_\_\_\_\_ Compare and contrast the use of the same symbols in different art works (e.g., cross, ring, flag).

**CONNECTIONS TO THE ARTS**

- \_\_\_\_\_ Compare and contrast two works in one art form that share similar themes or subject matter examining artistic components (i.e., elements, principles, expressive ideas; tools, processes, technologies; creative processes).

**PROCESSES, TOOLS, AND TECHNOLOGIES**

- \_\_\_\_\_ Create unique specific effects using a combination of media, tools, and processes (e.g., clay tools to texturize, glue to attach textural objects, computer word programs/fonts and sizes).
- \_\_\_\_\_ Analyze how the selection of media or tools can enhance the communication of an idea (e.g., using watercolors to paint seascapes or clouds; using computer programs to create animation).
- \_\_\_\_\_ Compare and contrast how materials are used when depicting similar subjects.
- \_\_\_\_\_ Create special effects in 2-D art work.
- \_\_\_\_\_ Distinguish among the processes of film, animation, and video.

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**CREATION AND PERFORMANCE**

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- \_\_\_\_\_ Create a decorative 2-D art work.
- \_\_\_\_\_ Create an abstract art work using shapes and color to convey mood.
- \_\_\_\_\_ Use linear perspective to create the illusion of 3-D on a flat surface.
- \_\_\_\_\_ Use a computer to create a simple animated art work.
- \_\_\_\_\_ Investigate the use of video in a performance work.
- \_\_\_\_\_ Create an art work based on a plan incorporating research and problem solving.

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**HISTORY, SOCIETY OF THE ARTS**

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- \_\_\_\_\_ Demonstrate good audience behavior and evaluate the behavior of self and others.
- \_\_\_\_\_ Describe how audience behavior changes a product or performance.
- \_\_\_\_\_ Compare and contrast the function of the arts in two similar types of ceremonies (e.g., parades - Thanksgiving Day Parade and Mardi Gras; Opening Ceremony - Super Bowl and World Series).
- \_\_\_\_\_ Explain the way the various arts are used to persuade and promote ideas in advertising.
- \_\_\_\_\_ Explain the ways technology is used to communicate in each of the arts.
- \_\_\_\_\_ Describe in each art form at least two artists' roles and how those roles contribute to the world of work.
- \_\_\_\_\_ Determine the reasons why certain artists or works of art reflect culture (e.g. totems, ritual).
- \_\_\_\_\_ Connect artists or their works with the trends and/or influences they create(d).