Junior Cycle Visual Art Strand

Element	Art Strand	Craft Strand	Design Strand
Critical and Visual Language	 Students should be able to: 1.1 analyse their work, or that of another, using appropriate vocabulary and knowledge 1.2 respond to an artwork using critical and visual language 1.3 critique an artwork using critical and visual language 	 Students should be able to: 1 identify and use the critical and visual language associated with more than one type of craft 2.2 interrogate and communicate ideas about different crafts using critical and visual language 2.3 reflect on their own, or another's, craftwork through the use of critical and visual language. 	 Students should be able to: 3.1 use critical and visual language to describe diverse design work 3.2 use critical and visual language to explain their own designs and those of others 3.3 respond to and critique works of design using appropriate visual language
Drawing	 Students should be able to: 1.4 demonstrate how they use drawing to observe, record and analyse the human figure and the world around them 1.5 interpret the world and communicate ideas through visual means 1.6 use drawings to communicate their personal outlook or understanding 	 Student should be able to: 2.4 show they can use their drawings to observe, record and analyse 2.5 develop their ideas for craftwork through drawing 2.6 investigate their own personal approach to craftwork through the technical and creative application of drawing and mark-making 	Student should be able to:3.4 interpret a design brief and represent this through their drawings3.5 experiment with design ideas through research and analytical drawing3.6 design a final work based on their drawings
Visual Culture and Appreciation	 Students should be able to: 1.7 examine the method of a number of artists and the artwork they created 1.8 discuss examples of historical and contemporary visual art 1.9 debate the value that they and society place on an artwork 	 Students should be able to: 2.7 identify the historical or contemporary skills and materials used in craft works from a number of different crafts 2.8 interpret the narrative, symbols and functions used in craftwork from their own and other world cultures 2.9 assess the visual culture references that are incorporated into craftwork/s 	 Students should be able to: 3.7 describe examples of historical and contemporary design 3.8 discuss historical and contemporary design practices 3.9 justify the design concepts made by historical and contemporary designers
Art Elements and Design Principles (AEDP)	 Students should be able to: 1.10 identify the use of art elements and design principles within an artwork 1.11 consider the use of the art elements and design principles in their own artwork 1.12 apply their understanding of the art elements and design principles to make an artwork. 	 Students should be able to: 1.10 describe art elements and design principles as they are used across a number of different crafts 2.11 research the use of art elements and design principles in historical and contemporary craftwork from their own and other cultures 2.12 justify the choice of art elements and design principles in their own or others' craftwork. 	Students should be able to: 3.10 explain the use of art elements and design principles in examples of design work 3.11 examine their own and others' design work through the use of art elements and design principles 3.12 assess their own and others' design work using their knowledge of art elements and design principles.
Media	 Students should be able to: 1.13 identify media which are used to create artwork 1.14 use media to create their own artwork 1.15 critique the choice of media in their own or others' artwork 	 Students should be able to: 2.13 identify the role of media in the development of craftwork 2.14 use media to create craftwork 2.15 justify the choice of media in their own or others' craftwork 	 Students should be able to: 3.13 describe the use of media in examples of design work 3.14 utilise media in their own design work based on a design brief 3.15 justify design concepts and the use of media in their own or others' work