Revised Arts Standards Glossary of terms September, 2009

The following is a glossary of terms for use with the newly revised arts standards for the state of Minnesota. They are divided into the overall Artistic Processes as well as specific arts areas.

Artistic Processes

The arts processes—create or make, perform or present and respond or critique—ask students to engage in a variety of activities from generating ideas to presenting works of art. Some terms associated with these processes have generally agreed upon definitions among arts educators; other terms are not so easily defined. The terms—select, describe, analyze, interpret and evaluate—appear to need clarification. The definitions and examples below are offered as guidelines only in an attempt to develop consistency of language in statewide arts programs as well as for students within individual K-12 systems.

Select: Broadly defined as choosing criteria for selection or evaluation of art work and/or choosing art work based on criteria

When students *select* as part of an artistic process, they may do one or more of the following:

- establish or develop criteria for choosing art work
- choose art work based on established criteria
- develop or establish criteria for evaluation

Describe: Broadly defined as what is observed in the artwork

When students *describe* as part of an artistic process, they may do one or more of the following:

- specify or summarize what is observed in the work of art
- identify subject matter, elements, principles, qualities, techniques used to create work of art
- clarify how a art work meets established criteria for selection

Analyze: Broadly defined as looking at the parts and context or taking the work apart When students analyze as part of an artistic process, they may do one or more of the following:

- examine individual "parts" of the whole determine the relationships among the "parts" such as subject
- matter, elements, principles, qualities and techniques
- identify distinguishing characteristics including unique, interesting or unusual aspects
- examine the structure and/or organization of the parts or work as a whole categorize by style, genre, type
- identify relevant background including historical, social, and cultural as well as information about the artist

• compare and contrast with other works of art (it is alike in this way; it is different in that way)

Interpret/Translate: Broadly defined as how the parts work together to create a whole and develop

meaning

When students *interpret/translate* as part of an artistic process, they may do one or more of the following:

- explain or develop a representation of the meaning, message, and/or theme
- consider the intent or purpose
- consider artistic choices
- explain or develop a representation of the mood, feeling or tone
- consider particular effects
- explain or develop a representation of the unified whole

Evaluate: Broadly defined as a judgment about the artwork

When students *evaluate* as part of an artistic process, they may do one or more of the following:

- reflect on appeal to intended audience
- reflect on success in communicating intended message, meaning, theme
- reflect on overall effectiveness
- justify value, significance or importance
- suggest revisions or changes to improve
- support or justify personal reactions or opinions
- decide whether work met evaluation or selection criteria
- suggest changes in selection or evaluation criteria
- compare and contrast to similar works of art

Dance

Elements of Dance

Body

Body parts: head, face (ears, eyes, eyelashes, eyebrows, nose, tongue, cheeks, forehead, chin) neck, shoulders, arms, elbows, wrists, fingers, ribcage, torso, hips, thighs, knees, calves, ankles, feet, toes

Action

Non-locomotor/axial: stretch, bend, twist, circle orrotate, rise, fall, swing, sway, shake, suspend, collapse, tip, spin, turn in place, rock

Locomotor (steps): walk, run, hop, skip, jump, leap, roll, slide, crawl, cartwheel, dive

Space

Shape: rounded, flat, twisted, angles, horizontal, vertical, variations on symmetry and asymmetry

Level: high, middle, low

Direction: Forward, backward, sideways, turning, diagonally, up, down

Size and dimension: big, little, narrow, wide, short, long

Place: personal, general space

Pathway (air and floor): curved, straight, angled

Focus: internal, external, distant

Relationship: above, below, beside, far, near, behind, in front of, toward, away from

Time

Beat: underlying pulse Tempo: fast, slow

Accent: force, emphasis

Duration or notation: long, short, whole, half, quarter, eighth, sixteenth, uneven (dotted)

Pattern or form: combination, rhythmic pattern, motif, sequence, phrase

Relationships: before, during, after, in the middle, faster than, slower than, longer than,

shorter than

Energy

Attack: sharp, smooth Weight: heavy, light

Strength: tight (strong,) loose (weak) Flow: free, bound, balanced, neutral

Other: ebbing, flowing, tension, relaxation

Dance terms

Choreographic - Describes a dance sequence that has been created with specific intent.

Choreographic Structure - The specific compositional forms in which movement is structured to create a dance.

Classical - Dance that has been developed into highly stylized structures within a culture. Generally developed within the court or circle of power in a society.

Folk - Dances that are usually created and performed by a specific group within a culture. Generally these dances originated outside the courts or circle of power within a society.

Improvisation - Movement that is created spontaneously, ranging from free-form to highly structured environments, but always with an element of chance. Provides the dancer with the opportunity to bring together elements quickly, and requires focus and concentration. Improvisation is instant and simultaneous choreography and performance.

Kinesthetic - Refers to the ability of the body's sensory organs in the muscles, tendons, and joints to respond to stimuli while dancing or viewing a dance.

Style - A distinctive manner of moving; the characteristic way dance is done, created, or performed that identifies the dance of a particular performer, choreographer, or period.

Theatrical - Dance genres primarily developed for the stage (such as jazz and tap).

Traditional dance - The term "traditional" is used to denote those dances and dance

forms that have arisen out of the tradition of a people, such as the dances of bharata natyam, nob, or the folk dances of indigenous peoples of Europe or other areas.

Warmup - Movements and/or movement phrases designed to raise the core body temperature and bring the mind into focus for the dance activities to follow.

Media Arts

Image refers to what we view within a given frame, in either the natural or constructed environment. Composition, light and color are important aspects of the image that can be deliberately manipulated for specific expressive and communication purposes. Changes in attributes of *color*, such as hue, saturation, brightness, contrast and type of light (natural or artificial), influence emotions or perceptions. Attributes of *light* that affect the image include contrast, hardness or softness, direction and amount. The *composition* of the image is defined by the elements of visual arts (line, shape, form, texture, depth). In addition, the characteristic of the *lens* affects the composition through focal length, depth of field and focus.

Sound (dialogue, music, voice-over and sound effects)has five basic functions: information, outer orientation (environment), inner orientation (mood), energy (emotion), and structure. The formal elements of audio are: volume, mix, density, rhythm, tempo, spatial acoustics, and pitch.

Space in the image is structured by aspect ratio (frame dimension), object, and image size. Space is defined by the direction and movement of the lines in the composition within the frame, object framing, and balance. Height, width and depth are created through the use of camera position and action. Depth can be manipulated through the characteristics of lenses, motion within the frame, graphics, and text. The sense of space can be modified by sound through mixing and panning.

Time may be expanded or contracted, slowed down or speeded up. The viewer's experience of the passage of time is determined through capturing and editing. The pace of the piece may be consistent or varied. In photography, time is controlled with the use of the shutter speed. Rhythm and tempo in sound is manipulated to construct meaning. In interactive media, time is subjective because of the non-linear selection process.

Motion is articulated by action in front of the camera, the camera itself, editing, transitions, lens zoom or focus, and animation. In photography, the illusion of motion is constructed with the shutter speed to blur the image or stop the action.

Sequence is the ordering of images and sounds in the process of scripting, capturing, and editing through conventions of narrative, rhetoric and association.

Music

Melody is the relationships and patterns of pitch (contour, intervals, register, and range).

Rhythm is the relationships of time (beat, pulse, tempo, meter, duration, pattern).

Harmony is the vertical arrangement of pitches or the simultaneous sounding pitches (chords, key, tonality, modulation).

Dynamics is the volume or intensity (static or changing levels of volume).

Timbre - The character or quality of a sound that distinguishes one instrument, voice, or other sound source from another.

Tone Color is the timbre or quality of sound (vocal, instrumental, environmental).

Tonality - The harmonic relationship of tones with respect to a definite center or point of rest; fundamental to much of Western music from *ca.* 1600.

Texture is the simultaneous combination of musical lines (monophonic, homophonic, polyphonic, heterophonic, mixed).

Form is the organization of musical events within structure (same, different, verse, refrain, call and response, phrases, sections).

Genre - A type or category of music (e.g., sonata, opera, oratorio, art song, gospel, suite, jazz, madrigal, march, work song, lullaby, barbershop, Dixieland).

Style - The distinctive or characteristic manner in which the elements of music are treated. In practice, the term may be applied to, for example, composers (the style of Copland), periods (Baroque style), media (keyboard style), nations (French style), form or type of composition (fugal style, contrapuntal style), or genre (operatic style, bluegrass style).

Theater

Plot is the framework that holds the play together; the obstacles and objectives that propel the play forward; the development and outcome of the conflict and obstacles.

Character gives shape to the play through thought. Through the characters' speech and behavior the plot is revealed to the audience.

Theme or Thought is the "something" the play is about—the meaning, the message. Thought refers to the playwright's identifiable issues that help communicate theme; the playwright's inner landscape of philosophy with cultural and historical context reflected by the plot and characters.

Language is the words the playwright chooses for expressing thought.

Sound is the interrelationship of sound and silence throughout the drama. It may be referred to as "song" or "melody" which includes the rhythm and flow of the theatrical

piece.

Spectacle is technical aspects of lighting, sound, costume and set design—everything visual about the production.

Action - The core of a theatre piece; the sense of forward movement created by the sense of time and/or the physical and psychological motivations of characters.

Ensemble - The dynamic interaction and harmonious blending of the efforts of the many artists involved in the dramatic activity of theatrical production.

Environment - Physical surroundings that establish place, time, and atmosphere/mood; the physical conditions that reflect and affect the emotions, thoughts, and actions of characters.

Role - The characteristic and expected social behavior of an individual in a given position (e.g., mother, employer). Role portrayal is likely to be more predictable and one-dimensional than character portrayal.

Script - The written dialogue, description, and directions provided by the playwright.

Visual Arts

Elements of visual arts

Color is the perception of a distinct hue, intensity, or value of an object caused by the absorption of light by the object or the reflection of light off the object.

Hue is the name of color (red, blue, yellow)

Intensity is the degree of brightness or dullness (bright red, dull red)

Value is the lightness or darkness of color (pink is light red, burgundy is dark red)

Line is a continuous path of movement between points on the surface of an object or plane in three-dimensional space. Lines are characterized as being vertical, horizontal, diagonal, curved, straight, jagged or broken.

Shape is the enclosed space on a two-dimensional plane that is defined and determined by the other art elements such as line, color, value and texture (circle, square, triangle).

Form is the three-dimensional counterpart of shape that encloses volume (sphere, cube, pyramid).

Texture is the surface quality or feel (soft, rough, smooth) of actual three-dimensional spaces or implied as an illusion on a flat surface.

Space is the distance or area between, around, above, below or within areas in a work (either two- or three-dimensional).

Principals of visual arts

Balance is the way the art elements are arranged or distributed in an artwork to create a feeling of stability in the work.

The three types of balance are:

Symmetrical (formal)—equal weight on both sides of vertical, horizontal or diagonal axis Asymmetrical (informal)—different weight on both sides of vertical, horizontal or diagonal axis

Radial—emanates from the center of a composition (spiral or circular)

Emphasis combines various design elements and other design principles to stress one or more parts of a composition (focal point, center of interest).

Pattern/Repetition uses one or several elements over and over again to create movement, rhythm or harmony in a work.

Rhythm combines repeating and manipulating elements to achieve the look or feel of movement in a work.

Movement combines elements in a manner that will guide the eye of the viewer at particular pace or in a particular direction throughout the composition of the work.

Unity is a quality or arrangement of elements or parts that forms a sense of wholeness or completeness in work.

Variety combines elements and principles to create a diverse range of effects characterized by different visual qualities (contrast).

General terminology of Visual arts

Abstract art - Art that changes, simplifies, or distorts subject matter to express emotions or ideas. Abstract art may include recognizable subjects or may depict only lines, shapes, colors, and textures.

Art criticism - Describing and evaluating the media, processes, and meanings of works of visual art, and making comparative judgments.

Art history - A record of the visual arts, incorporating information, interpretations, and judgments about art objects, artists, and conceptual influences on developments in the visual arts.

Art materials - Resources used in the creation and study of visual art, such as paint, clay, card-board, canvas, film, videotape, models, watercolors, wood, and plastic.

Art media - Broad categories for grouping works of visual art according to the art materials used.

Contemporary art - The art of our time; art made by living artists.

Context - A set of interrelated conditions (such as social, economic, political) in the visual arts that influence and give meaning to the development and reception of thoughts, ideas, or concepts and that define specific cultures and eras.

installation art - Art that is designed to become a part of a specific space in which it is installed.

Modern art - A term usually used to describe art that questioned or abandoned traditional techniques, subjects, or ideas (specifically the movement begun in Europe in the mid-19th century that ended after World War II); can also refer to any art produced recently that is consciously in tune with the attitudes and beliefs of those times.

Perception - Visual and sensory awareness, discrimination, and integration of impressions, conditions, and relationships with regard to objects, images, and feelings.

Postmodern - The term literally means "after modern" and was coined to describe art and culture in the latter part of the 20th century and beginning of the 21st century. Postmodernism questions the modern artists' emphasis on logic, order, and originality, and suggests that ambiguity, uncertainty, diversity, and contradiction may be equally valid

Process - A complex operation involving a number of methods or techniques, such as the addition and subtraction processes in sculpture, the etching and intaglio processes in printmaking, or the casting or constructing processes in making jewelry.

Structures - Means of organizing the components of a work into a cohesive and meaningful whole, such as sensory qualities, organizational principles, expressive features, and functions of art.

Techniques - Specific methods or approaches used in a larger process; for example, graduation of value or hue in painting or conveying linear perspective through overlapping, shading, or varying size or color.