Artwork
Artifact or action that has been put forward by an artist or other person as something to be experienced, interpreted, and appreciated

Criteria
In art and design, principles that direct attention to significant aspects of a work and provide guidelines for evaluating its success

Materials
Substances out of which art is made or composed, ranging from the traditional to “non-art” material and virtual, cybernetic, and simulated materials

Play
Spontaneous engaged activity through which children learn to experience, experiment, discover, and create

Source

National Core Art Standards Glossary-Visual Arts:
Arts Education Standards Glossary

**Aesthetic Judgments**
Judgments about the aesthetics of choreography, judgments about a dance’s impact or beauty

**Analyze**
Examine in detail the structure and context of the music

**Articulate**
Express (an idea or feeling) fluently and coherently, (of a person or a person's words) having or showing the ability to speak fluently and coherently

**Artwork**
Artifact or action that has been put forward by an artist or other person as something to be experienced, interpreted, and appreciated

**Context**
The situation surrounding the creation or experience of media artworks that influences the work, artist or audience. This can include how, where, and when media experiences take place, as well as additional internal and external factors (personal, societal, cultural, historical, physical, virtual, economic, systemic, etc.)

**Available Technology:** Computers and other personal devices, lighting systems, sound systems, set construction tools, and costume construction tools that are present in each school

**BEST Principles**
Body, Energy, Space, and Time
**Context**
Environment that surrounds music, influences understanding, provides meaning, and connects to an event or occurrence

**Craftsmanship**
Degree of skill and ability exhibited by a creator or performer to manipulate the elements of music in a composition or performance

**Criteria**
Guidelines used to judge the quality of a student’s performance

**Criteria**
In art and design, principles that direct attention to significant aspects of a work and provide guidelines for evaluating its success

**Demonstrate**
Show musical understanding through observable behavior such as moving, chanting, singing, or playing instruments

**Drama Experience**
Creative drama not for audience

**Dynamics**
Level or range of loudness of a sound or sounds

**Elements of Dance**
The elements of dance are the foundational concepts and vocabulary for developing movement skills as well as understanding dance as an art form
**Explore**
Discover, investigate, and create musical ideas through singing, chanting, playing instruments, or moving to music

**Expressive Qualities**
Qualities such as dynamics, tempo, articulation which -- when combined with other elements of music -- give a composition its musical identity; Qualities that convey feeling in the presentation of musical ideas

**Fundamental Dance Skills**
1. Non-locomotor movement – movement we make without moving from one place to another;
2. Locomotor movement – movements we make as we move from one place to another;
3. Body awareness

**Fundamentals of Composition**
In relation to time, force, space, and kinesthesia

**Given Organizer**
Graphic organizers used to assist students with organizing information and thoughts

**Guided Criteria**
Criteria that is generated by and facilitated by the teacher or a resource

**Imagine**
Ability to generate in the mind ideas, concepts, sounds, and images that are not physically present and may not have been previously experienced
**Improvisation/Improvise**
Music created and performed spontaneously or “in-the-moment,” often within a framework determined by the musical style

**Intent**
Meaning or feeling of the music planned and conveyed by a creator or performer

**Interpret/Interpretation**
Determine and demonstrate music’s expressive intent and meaning when responding and performing

**Inventive Singing**
Singing with sounds and words that have no real meaning

**Kinesphere**
The space of the kinesphere is voluminous and surrounds the body like a bubble

**Materials**
Substances out of which art is made or composed, ranging from the traditional to “non-art” material and virtual, cybernetic, and simulated materials

**Meaning**
The formulation of significance and purposefulness in media artworks

**Musical Idea**
Idea expressed in music, which can range in length from the smallest meaningful level (motive or short pattern) through a phrase, a section, or an entire piece
**Musical Contrasts**
A compositional device which has come to be one of the principal properties of good music; A variety of contrast(s) such as tempo (contrasting fast to slow), dynamics (contrasting loud to soft), and tempo (contrasting fast and slow) is essential to good composition. Contrast is a means to maintain listener interest.

**Perform**
Share work with others in a formal manner after practice/rehearsal

**Personal Meaning**
Having to do with something personal to the students, an experience, a feeling, an event, an opinion

**Plan**
Select and develop musical ideas for creating a musical work

**Play**
Spontaneous engaged activity through which children learn to experience, experiment, discover, and create

**Present**
Share work with others such as teacher or peers in an informal manner, may be improvised

**Purpose**
Reason for which music is created, such as, ceremonial, recreational/social, commercial, or generalized artistic expression
**Reason Effectively** - 21st Century Skill
Use various types of reasoning (inductive, deductive, etc.) as appropriate to the situation

**Refine**
Make changes in musical works or performances to more effectively realize intent through technical quality or expression

**Select**
Choose music for performing, rehearsing, or responding based on interest, knowledge, ability, and context

**Steady Beat**
The constant repeating pulse in music

**Structure**
Totality of a musical work

**Technical Dance Skills**
Technical skill is the ability to control what the body does. Proper technique underpins every movement in dance. It makes the work look easy to an audience and helps to develop physical facility

**Technical Proficiency**
Must be able to apply the technical knowledge and skills required of dance in order to achieve the expected outputs

**Tempo/Tempi**
Rate or speed of the beat in a musical work or performance
**Theatrical Experience:**
Devised, adapted, or scripted presentation for an audience of peers

**Theatrical Production:**
Theatrical production involving technical aspects and a formal audience

**Theatrical Work**
Theatrical presentation produced at the workshop level with an audience of peers or a formal audience

**Think Creatively**
Student-based ideas formed independently or presented in a brainstorming activity, new student-create ideas and concepts that expand given ideas and artistic choices and/or student-developed, unique solutions to artistic challenges

**Think Creatively**
Thinking creatively is a state of mind that enables you to approach tasks, problems, and situations with openness to alternatives

21st Century Skill definition
- Use a wide range of idea creation techniques (such as brainstorming)
- Create new and worthwhile ideas (both incremental and radical concepts)
- Elaborate, refine, analyze and evaluate their own ideas in order to improve and maximize creative efforts

**Think Critically** 21st Century Skill
- Critical thinking is the ability to think clearly and rationally about what to do or what to believe.
- It includes the ability to engage in reflective and independent thinking.
- Someone with critical thinking skills is able to do the following: understand the logical connections between ideas
**Vocalizing**
Vocal exercises/singing with no text using one or more vowel sounds

**Sources**
National Core Art Standards Glossary-Visual Arts:

National Core Art Standards Glossary-Music:

National Core Art Standards Glossary-Media Arts:

OnMusic Dictionary:
http://dictionary.onmusic.org