

Indiana Visual Arts Standards 2023  
Explorations in Art 2E Grade 4  
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)		
Creating	VA:Cr1.1.4 (a) Brainstorm multiple approaches to a creative art or design problem.	SE	Unit 2	Unit 2 STEAM Focus on Technology	59		
			Unit 3	3.1 Picturing Open Spaces	64		
				3.9 Our Colorful Town	84		
		TE	Unit 2	2.4 Inventive Communication	42		
			Unit 3	3.5 On the Outside	74		
				3.7 Creating a Model	81		
				3.8 Buildings That Matter	82		
			Unit 4	4.4 The Light of Day	103		
			Unit 5	5.8 A Tradition of Masks	142		
				Unit 5 STEAM Focus on Math	148		
			Unit 6	6.1 Imagining the Impossible	155		
				6.7 Thinking Differently	171		
		6.9 Uncommonly Common		174			
		VA:Cr1.2.4 (a) Collaboratively set goals and create artwork that is meaningful and has purpose to the makers.	SE	Unit 1	Unit 1 STEAM Focus on Science	29	
	Unit 2			2.1 Face-to-Face	35		
	Unit 3			3.6 Trading Spaces	76		
	TE		Unit 1	1.7 Up, Down, and Straight Ahead	20		
			Unit 3	3.9 Our Colorful Town	84		
			Unit 5	5.7 A Puppet Tradition	141		
			Unit 6	6.4 Making Things Look Real	163		
				6.9 Uncommonly Common	175		
			VA:Cr2.1.4 (a) Explore and invent art-making techniques and approaches.	SE	Unit 1	1.2 Seeing People	7
						1.3 Seeing Bodies in Motion	10
	1.4 Looking at Colors Together	13					
	1.5 Seeing Shadows and Light	15					
	1.6 Seeing Cities	18					
	1.7 Up, Down, and Straight Ahead	21					
	1.8 Looking at Trees	23					
	1.9 Painting a Bird's-Eye View	26-27					
	Unit 1 STEAM Focus on Science	29					
	Unit 2	2.2 Telling Stories				37	
		2.3 Sculptures That Tell Stories			40		
		2.4 Inventive Communication			43		
2.5 Playful Messages		45					
2.6 Play on Words		48					
2.7 Animal Absurdity		51					
2.8 Animated Stories		53					
2.9 Zoetrope Toys		56					
Unit 2 STEAM Focus on Technology		59					
Unit 3		3.1 Picturing Open Spaces			65		
	3.2 Textures in Places	67					
	3.3 A Place for Quiet Times	70					
	3.4 Symbols on Walls and Floors	73					
	3.5 On the Outside	75					
	3.7 Creating a Model	81					
	Unit 3 STEAM Focus on Engineering	89					
	Unit 4	4.1 In the Wild			95		
4.2 Animals at Play		97					
4.4 The Light of Day		103					
4.5 Looking at the Land		105					
4.6 Natural Habitats		109					
4.7 Tools from Nature		111					
4.8 Gifts from Nature		113					
4.9 Containers from the Earth		116					
Unit 4 STEAM Focus on Science		119					
Unit 5		5.1 A Tradition of Quilting	125				
	5.2 A Tradition of Paper Cutting	127					
	5.4 Weaving Bands of Cloth	133					
	5.6 A Story in Stitches	138					
	5.7 A Puppet Tradition	141					
	5.8 A Tradition of Masks	143					
	Unit 5 STEAM Focus on Math	149					
	Unit 6	6.1 Imagining the Impossible	155				
6.2 Using Materials Inventively		157					
6.3 Dumpster Dragons		160					
6.4 Making Things Look Real		163					
6.5 Changing Appearances		165					

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				6.6 Keeping It Simple	166-169						
				6.7 Thinking Differently	171						
				6.8 Differences in Style	173						
				6.9 Uncommonly Common	174-177						
				Unit 6 STEAM Focus on Engineering	179						
	TE				1.1 Looking Closely	4					
					Unit 3	3.6 Trading Spaces	76				
					Unit 4	4.3 Creatures Up Close	99				
					Unit 5	5.5 Designs on Fabric	135				
					Unit 6	Unit 6 STEAM Focus on Engineering	179				
	VA:Cr2.2.4 (a) When making works of art, utilize and care for materials, tools, and equipment in a manner that prevents danger to oneself and others.		SE		Unit 1	1.4 Looking at Colors Together	12				
					Unit 3	3.2 Textures in Places	67				
						3.3 A Place for Quiet Times	71				
						4.2 Animals at Play	96				
					Unit 4	4.7 Tools from Nature	111				
						4.8 Gifts from Nature	113				
						Unit 5	5.3 A Cloth Tradition	129			
						5.6 A Story in Stitches	137				
					VA:Cr2.3.4 (a) Document, describe, and represent regional constructed environments.		SE		Unit 1	1.6 Seeing Cities	16
									Unit 3	3.8 Buildings That Matter	83
	TE	Unit 1	1.7 Up, Down, and Straight Ahead	21							
		Unit 3	3.5 On the Outside	75							
			3.7 Creating a Model	80							
	Unit 3	3.9 Our Colorful Town	87								
		VA:Cr3.1.4 (a) Revise artwork in progress based on insights gained through peer discussion.	SE		Unit 2	2.6 Play on Words	48				
	Unit 4				4.9 Containers from the Earth	116					
	TE				Unit 1	1.3 Seeing Bodies in Motion	10				
					Unit 1	1.6 Seeing Cities	18				
						1.9 Painting a Bird's-Eye View	26				
	Unit 2				2.3 Sculptures That Tell Stories	40					
					2.9 Zoetrope Toys	56					
	Unit 3				3.9 Our Colorful Town	86					
Unit 4					4.3 Creatures Up Close	100					
Unit 4	4.6 Natural Habitats				108						
	Unit 5	5.6 A Story in Stitches	138								
Unit 5	5.9 Celebration Traditions	145									
	Unit 6	6.6 Keeping It Simple	168								
Presenting	VA:Pr4.1.4 (a) Analyze how past, present, and emerging technologies have impacted the preservation and presentation of artwork.	SE		Unit 6	6.3 Dumpster Dragons	160					
				VA:Pr5.1.4 (a) Analyze the various considerations for presenting and protecting art in various locations, such as indoor or outdoor settings, temporary or permanent forms, and physical and/or digital formats.	TE		Unit 3	Unit 3 Review	91		
Unit 4	4.3 Creatures Up Close	100									
	Unit 4 Review	121									
Unit 5	Unit 5 Review	151									
Unit 6	6.2 Using Materials Inventively	157									
	Unit 6 Review	181									
VA:Pr6.1.4 (a) Compare and contrast purposes of art museums, art galleries, and other venues, as well as the types of personal experiences they provide.		SE		Unit 4	Unit 4 Review	120					
				TE	Unit 3	3.3 A Place for Quiet Times	68				
					Unit 4	Unit 4 Review	120				
Responding	VA:Re7.1.4 (a) Compare responses to a work of art before and after working in similar media.	SE		Unit 4	4.3 Creatures Up Close	100					
				TE	Unit 1	Unit 1 STEAM Focus on Science	28				
					Unit 2	2.3 Sculptures That Tell Stories	40				
					Unit 3	3.6 Trading Spaces	79				
				Unit 3 STEAM Focus on Engineering		89					
				Unit 5	5.4 Weaving Bands of Cloth	133					
					5.5 Designs on Fabric	135					
				Unit 6	6.6 Keeping It Simple	169					
				VA:Re7.2.4 (a) Analyze components in visual imagery that convey messages.		SE		Unit 1	1.1 Looking Closely	5	
									1.3 Seeing Bodies in Motion	9	
	1.9 Painting a Bird's-Eye View	25									
	Intro/Unit 1 Appearances	3-4									
	Unit 1 Review	31									
	Unit 2	2.2 Telling Stories	36								
		Unit 2 Review	61								
Unit 2 STEAM Focus on Technology		58									
Unit 3	Unit 3 Review	91									

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			Unit 4	4.1 In the Wild	94			
				4.2 Animals at Play	96			
				4.4 The Light of Day	102			
				4.6 Natural Habitats	107			
				4.7 Tools from Nature	110			
				Unit 4 Review	121			
			Unit 5	5.1 A Tradition of Quilting	124			
				5.9 Celebration Traditions	145			
				Intro/Unit 5 Traditions	123			
				Unit 5 Review	150			
			Unit 6	6.3 Dumpster Dragons	159			
				6.4 Making Things Look Real	162			
				Unit 6 Review	181			
			TE			Unit 1	1.2 Seeing People	6
							1.4 Looking at Colors Together	12
							1.5 Seeing Shadows and Light	14
							1.6 Seeing Cities	16
						Unit 2	2.1 Face-to-Face	34
							2.5 Playful Messages	44
							2.6 Play on Words	46
							2.7 Animal Absurdity	50
							2.8 Animated Stories	52
							2.9 Zoetrope Toys	54
						Intro/Unit 2 Sharing Ideas	32	
						Unit 3	3.1 Picturing Open Spaces	64
							3.2 Textures in Places	66
							3.4 Symbols on Walls and Floors	72
							3.8 Buildings That Matter	82
							Intro/Unit 3 Presenting Places	62
						Unit 3 STEAM Focus on Engineering	88	
Unit 4	4.5 Looking at the Land	104						
	4.8 Gifts from Nature	112						
	4.9 Containers from the Earth	114						
	Intro/Unit 4 Natures' Gifts	92						
	Unit 4 STEAM Focus on Science	118						
Unit 5	5.2 A Tradition of Paper Cutting	126						
	5.3 A Cloth Tradition	128						
	5.5 Designs on Fabric	134						
	5.7 A Puppet Tradition	140						
5.8 A Tradition of Masks	142							
Unit 6	6.1 Imagining the Impossible	154						
	6.2 Using Materials Inventively	156						
	6.5 Changing Appearances	164						
	6.7 Thinking Differently	170						
	6.8 Differences in Style	172						
	Intro/Unit 6 Imagination	152						
VA:Re8.1.4 (a) Interpret art by referring to contextual information and analyzing relevant subject matter, characteristics of form, and use of media.		SE	Unit 1	1.2 Seeing People	6			
				1.8 Looking at Trees	23			
				Unit 1 Review	31			
				Unit 1 STEAM Focus on Science	28			
			Unit 2	2.3 Sculptures That Tell Stories	39			
				2.4 Inventive Communication	42			
				2.5 Playful Messages	44-45			
				2.6 Play on Words	49			
				2.7 Animal Absurdity	50-51			
				Intro/Unit 2 Sharing Ideas	32			
			Unit 2 Review	61				
			Unit 3	Intro/Unit 3 Presenting Places	63			
				Unit 3 Review	90			
			Unit 4	4.1 In the Wild	94			
				4.5 Looking at the Land	104			
				Unit 4 Review	120			
			Unit 4 STEAM Focus on Science	118				
			Unit 5	5.3 A Cloth Tradition	131			
				Unit 5 Review	150			
			Unit 6	6.6 Keeping It Simple	167			
				6.7 Thinking Differently	170			

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Connecting		TE		Unit 6 Review	180					
				Unit 6 STEAM Focus on Engineering	178					
			Unit 1	1.5 Seeing Shadows and Light	14					
				Intro/Unit 1 Appearances	3					
			Unit 2	2.2 Telling Stories	36					
				2.8 Animated Stories	52					
				Unit 2 STEAM Focus on Technology	58					
			Unit 3	3.3 A Place for Quiet Times	68					
				3.4 Symbols on Walls and Floors	72					
				3.6 Trading Spaces	76					
				3.7 Creating a Model	80					
				Unit 3 STEAM Focus on Engineering	88					
			Unit 4	4.2 Animals at Play	96					
				4.9 Containers from the Earth	114					
				Intro/Unit 4 Natures' Gifts	92					
			Unit 5	5.2 A Tradition of Paper Cutting	126					
				5.6 A Story in Stitches	136					
				5.9 Celebration Traditions	144					
				Intro/Unit 5 Traditions	122					
				Unit 5 STEAM Focus on Math	148					
			Unit 6	6.1 Imagining the Impossible	154					
				6.2 Using Materials Inventively	156					
				6.3 Dumpster Dragons	158					
				6.5 Changing Appearances	164					
				6.8 Differences in Style	172					
				6.9 Uncommonly Common	174					
				Intro/Unit 6 Imagination	152					
			Connecting	VA:Re9.1.4 (a) Apply one set of criteria to evaluate more than one work of art.	SE	Unit 1	1.9 Painting a Bird's-Eye View	26		
					TE	Unit 1	Unit 1 Review	31		
						Unit 2	2.9 Zoetrope Toys	56		
							Unit 2 Review	61		
						Unit 3	Unit 3 Review	91		
						Unit 4	Unit 4 Review	121		
						Unit 5	Unit 5 Review	151		
					Unit 6	Unit 6 Review	181			
					Connecting	VA:Cn10.1.4 (a) Create works of art that reflect community and/or cultural traditions.	SE	Unit 5	5.4 Weaving Bands of Cloth	132
									5.5 Designs on Fabric	135
			5.7 A Puppet Tradition	141						
			TE	Unit 5			5.9 Celebration Traditions	146		
							5.1 A Tradition of Quilting	124		
							5.8 A Tradition of Masks	142		
			Connecting	VA:Cn11.1.4 (a) Through observation, infer information about the time, place, and culture in which a work of art was created.	SE	Unit 1	1.8 Looking at Trees	23		
Unit 4	Unit 1 Review	31								
	4.5 Looking at the Land	104								
Unit 5	5.3 A Cloth Tradition	129								
TE	Unit 1	1.7 Up, Down, and Straight Ahead			21					
		Unit 2			2.2 Telling Stories	36				
					2.5 Playful Messages	44				
	2.7 Animal Absurdity				50					
	Unit 3	Intro/Unit 2 Sharing Ideas			32					
		3.8 Buildings That Matter			82					
	Intro/Unit 3 Presenting Places	62								
Unit 5	Intro/Unit 5 Traditions	122								