

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)	
Creating	VA:Cr1.1.6 (a) Combine concepts collaboratively to generate innovative ideas for creating art.	SE	Unit 1	Unit 1 STEAM Focus on Technology	29	
			Unit 2	Unit 2 STEAM Focus on Science	59	
			Unit 3	3.9 Remembering Stories	84	
				Unit 3 STEAM Focus on Math	89	
				Unit 4	4.3 Collaborative Structure	98
			Unit 4	4.8 People and Parks	113	
				Unit 4 STEAM Focus on Science	119	
				Unit 5	Unit 5 STEAM Focus on Technology	149
			Unit 6	6.6 Remembering Events	166	
				Unit 6 STEAM Consider Intersecting Themes When Creating Art	179	
			TE	Unit 1	Unit 1 STEAM Focus on Technology	28
				Unit 2	2.6 Animal Sculptures	47
					Unit 2 STEAM Focus on Science	58
					Unit 3	3.3 Creating a Visual Story
				Unit 3	3.9 Remembering Stories	84
					Unit 3 STEAM Focus on Math	88
					Unit 4	4.2 Architectural Forms
				4.3 Collaborative Structure		98
	4.8 People and Parks	112				
	Unit 5	Unit 5 STEAM Focus on Technology		148		
	Unit 6	Unit 6 STEAM Consider Intersecting Themes When Creating Art		179		
	VA:Cr1.2.6 (a) Formulate an artistic investigation of personally relevant content for creating art.	SE		Unit 1	1.9 Portrait of Myself as an Artist	24
				Unit 5	5.5 Graphic Identity	135
				Unit 6	6.3 Honoring Someone Special	158
		6.5 People to Remember			165	
		TE	Unit 1	1.1 Observing People	4	
				1.2 Portraits with Light and Shadow	7	
				1.3 Capturing Moods and Expression	8	
				1.4 People in Everyday Life	12	
				1.5 People Abstracted	15	
				1.6 Cardboard Sculpture	19	
				1.7 Colorful Surroundings	20	
				1.8 Colorful Objects	22	
Unit 2			2.3 Close to Nature	39		
			2.6 Animal Sculptures	46		
Unit 3			3.1 The Art of Caricature	65		
	3.5 Picturing Stories		75			
	3.6 Handmade Books		77			
	3.8 Animal Symbolism		82			
Unit 4	4.6 Artful Teapots		109			
	Unit 5		Intro/Unit 5 Communicating Ideas	123		
			5.3 Images and Ideas	129		
			5.4 Graphic Design	132		
			5.5 Graphic Identity	134		
			5.6 Getting Attention	137		
	5.7 Art to Wear		140			
5.9 Batik Expressions	145					
Unit 6	6.3 Honoring Someone Special		158			
	6.5 People to Remember		164			
	6.9 Festival Traditions		177			
VA:Cr2.1.6 (a) Demonstrate openness in trying new ideas, materials, methods, and approaches in making works of art and design.	SE		Unit 1	1.1 Observing People	5	
				1.2 Portraits with Light and Shadow	7	
		1.3 Capturing Moods and Expression		10		
		1.4 People in Everyday Life		13		
		1.5 People Abstracted		15		
		1.6 Cardboard Sculpture		16		
		1.7 Colorful Surroundings		21		
		1.8 Colorful Objects		23		
		1.9 Portrait of Myself as an Artist		26		
		Unit 1 STEAM Focus on Technology		29		
		Unit 2		2.1 Perspective in Nature	35	
				2.2 Atmospheric Perspective	37	
				2.3 Close to Nature	38	
				2.4 Looking at Nature	43	
				2.5 In Touch with Nature	45	
			2.6 Animal Sculptures	46		
			2.7 Details in Nature	51		
			2.8 Animal Prints	53		
			2.9 Animal Patterns	54		
		Unit 2 STEAM Focus on Science	59			
		Unit 3	3.1 The Art of Caricature	65		
			3.2 Cartoons and Commentary	67		
			3.4 Narrative Art	73		
			3.5 Picturing Stories	75		
			3.6 Handmade Books	76		

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)					
				3.7 Mythic Animals	81					
				3.8 Animal Symbolism	83					
				Unit 3 STEAM Focus on Math	89					
				Unit 4	4.1 Observing Architecture	95				
					4.2 Architectural Forms	97				
					4.4 Working Baskets	103				
					4.5 Vessel Forms	105				
					4.6 Artful Teapots	106				
					4.7 Trading Spaces	111				
					Unit 4 STEAM Focus on Science	119				
					Unit 5	5.1 Wordless Messages	125			
				5.2 Trees as Symbols		127				
				5.3 Images and Ideas		128				
				5.4 Graphic Design		133				
				5.6 Getting Attention		136				
				5.7 Art to Wear		141				
				5.8 A Woven Tapestry		143				
				5.9 Batik Expressions		144				
				Unit 5 STEAM Focus on Technology		149				
				Unit 6		6.1 People We Know	155			
					6.2 Remembering Others	157				
					6.4 Remembering Places	163				
					6.7 Masks for Celebration	171				
					6.8 Celebrating Puppets	173				
				TE				1.1 Observing Puppets	4	
								1.2 Portraits with Light and Shadow	6	
								1.4 People in Everyday Life	12	
								1.5 People Abstracted	14	
								1.6 Cardboard Sculpture	16	
								1.9 Portrait of Myself as an Artist	24	
								Unit 2	2.1 Perspective in Nature	34
									2.2 Atmospheric Perspective	36
									2.3 Close to Nature	38
									2.4 Looking at Nature	42
									2.5 In Touch with Nature	44
2.7 Details in Nature	50									
2.8 Animal Prints	52									
2.9 Animal Patterns	54									
Unit 2 STEAM Focus on Science	58									
Unit 3	3.1 The Art of Caricature	64								
	3.2 Cartoons and Commentary	66								
	3.3 Creating a Visual Story	68								
	3.4 Narrative Art	72								
	3.5 Picturing Stories	74								
	3.6 Handmade Books	76								
	3.7 Mythic Animals	80								
Unit 4	4.1 Observing Architecture	94								
	4.2 Architectural Forms	96								
	4.3 Collaborative Structure	99								
	4.4 Working Baskets	102								
	4.5 Vessel Forms	104								
	4.6 Artful Teapots	106								
	4.7 Trading Spaces	110								
	Unit 4 STEAM Focus on Science	118								
Unit 5	5.1 Wordless Messages	124								
	5.2 Trees as Symbols	126								
	5.6 Getting Attention	136								
	5.7 Art to Wear	140								
	5.8 A Woven Tapestry	142								
	5.9 Batik Expressions	144								
Unit 6	6.1 People We Know	154								
	6.2 Remembering Others	156								
	6.4 Remembering Places	162								
	6.7 Masks for Celebration	170								
	6.8 Celebrating Puppets	172								
	6.9 Festival Traditions	174								
VA:Cr2.2.6 (a) Explain environmental implications of conservation, care, and cleanup of art materials, tools, and equipment.		SE	Unit 2	Unit 2 Review	60					
		TE	Unit 4	4.3 Collaborative Structure	100					
				4.4 Working Baskets	103					
				4.6 Artful Teapots	107					
		Unit 5	5.8 A Woven Tapestry	143						
			Unit 5 STEAM Focus on Technology	148						
			Unit 6	6.3 Honoring Someone Special	161					

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/ Unit	Lesson	Page (Print and Digital)		
	VA:Cr3.3.6 (a) Design or redesign objects, places, or systems that meet the identified needs of diverse users.	SE	Unit 4	4.9 Design for Living	114		
			Unit 6	Unit 6 STEAM Consider Intersecting Themes When Creating Art	179		
		TE	Unit 2	2.5 In Touch with Nature	45		
			Unit 3	3.6 Handmade Books	76		
				3.9 Remembering Stories	85		
			Unit 4	4.2 Architectural Forms	97		
				4.3 Collaborative Structure	99		
				4.7 Trading Spaces	111		
				4.9 Design for Living	114		
			Unit 6	6.8 Celebrating Puppets	173		
			VA:Cr3.1.6 (a) Reflect on whether personal artwork conveys the intended meaning and revise accordingly.	SE	Unit 1	1.3 Capturing Moods and Expression	10
						1.6 Cardboard Sculpture	18
		1.9 Portrait of Myself as an Artist				26	
	Unit 1 STEAM Focus on Technology	29					
	Unit 2	2.3 Close to Nature			40		
		2.6 Animal Sculptures			48		
	Unit 3	3.3 Creating a Visual Story			70		
		3.6 Handmade Books			78		
		3.9 Remembering Stories			86		
	Unit 3 STEAM Focus on Math				89		
		Unit 4			4.3 Collaborative Structure	100	
					4.6 Artful Teapots	108	
	4.9 Design for Living			116			
	Unit 5	5.3 Images and Ideas		130			
		5.6 Getting Attention		138			
		5.9 Batik Expressions		146			
	Unit 6	6.3 Honoring Someone Special		160			
		6.6 Remembering Events		168			
		6.9 Festival Traditions		176			
	TE	Unit 1		1.3 Capturing Moods and Expression	10		
				1.6 Cardboard Sculpture	18		
				1.9 Portrait of Myself as an Artist	26		
		Unit 2		2.3 Close to Nature	40		
				2.6 Animal Sculptures	48		
		Unit 2		2.9 Animal Patterns	56		
				Unit 3	3.3 Creating a Visual Story	69	
		3.6 Handmade Books			78		
		3.9 Remembering Stories	86				
		Unit 3 STEAM Focus on Math		88			
			Unit 4	4.6 Artful Teapots	108		
4.9 Design for Living		116					
Unit 4 STEAM Focus on Science		118					
Unit 5		5.3 Images and Ideas	130				
		5.6 Getting Attention	138				
		5.9 Batik Expressions	146				
Unit 6		6.3 Honoring Someone Special	160				
		6.6 Remembering Events	168				
	6.9 Festival Traditions	176					
Presenting	VA:Pr4.1.6 (a) Analyze similarities and differences associated with preserving and presenting two-dimensional, three-dimensional, and/or digital artwork.	TE	Unit 1	1.9 Portrait of Myself as an Artist	27		
			Unit 2	2.9 Animal Patterns	55		
			Unit 3	3.9 Remembering Stories	85		
			Unit 4	4.1 Observing Architecture	95		
				4.3 Collaborative Structure	101		
				4.5 Vessel Forms	105		
			Unit 5	5.3 Images and Ideas	131		
				5.5 Graphic Identity	135		
			5.6 Getting Attention	139			
			Unit 6	6.9 Festival Traditions	177		
			VA:Pr5.1.6 (a) Individually or collaboratively, develop a visual plan for displaying works of art, analyzing exhibit space, the needs of the viewer, and the layout of the exhibit.	SE	Unit 1	1.6 Cardboard Sculpture	18
					Unit 2	2.9 Animal Patterns	56
					Unit 4	4.3 Collaborative Structure	100
	4.6 Artful Teapots	108					
	4.9 Design for Living	116					
	Unit 5	5.6 Getting Attention			138		
	Unit 6	6.3 Honoring Someone Special			160		
	6.6 Remembering Events	168					
	TE	Unit 1	1.6 Cardboard Sculpture	18			
			Unit 1 Review	31			
Unit 2		2.1 Perspective in Nature	35				
		2.3 Close to Nature	40				
		Unit 2 Review	61				
Unit 3		3.3 Creating a Visual Story	70				
		3.5 Picturing Stories	75				
		3.6 Handmade Books	78				
		3.8 Animal Symbolism	83				

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)			
			Unit 4	3.9 Remembering Stories	86			
				Unit 3 Review	91			
				4.3 Collaborative Structure	100			
				4.6 Artful Teapots	108			
				4.9 Design for Living	116			
			Unit 5	Unit 4 Review	121			
				5.6 Getting Attention	138			
				5.9 Batik Expressions	146			
			Unit 6	Unit 5 Review	151			
				6.3 Honoring Someone Special	160			
				6.6 Remembering Events	168			
				6.9 Festival Traditions	175			
				Unit 6 Review	181			
			VA:Pr6.1.6 (a) Analyze how museums or other venues reflect history and/or values of a community.	SE	Unit 3	3.9 Remembering Stories	85	
						Unit 6	Unit 6 STEAM Consider Intersecting Themes When Creating Art	179
				TE	Unit 1	1.6 Cardboard Sculpture	17	
						Unit 2	2.5 In Touch with Nature	45
						Unit 3	Intro/Unit 3 Stories	63
					Unit 3	3.2 Cartoons and Commentary	67	
						3.4 Narrative Art	72	
						3.5 Picturing Stories	75	
						3.8 Animal Symbolism	83	
						Unit 4	4.4 Working Baskets	103
Unit 5	5.4 Graphic Design	133						
	5.8 A Woven Tapestry	143						
Unit 6	5.9 Batik Expressions	147						
	Intro/Unit 6 Celebration	153						
	6.2 Remembering Others	157						
	6.4 Remembering Places	163						
	6.9 Festival Traditions	177						
Unit 6 STEAM Consider Intersecting Themes When Creating Art	178							
Responding	VA:Re7.1.6 (a) Identify and interpret works of art or design that reveal how people live around the world and what they value.	SE			Unit 1	1.3 Capturing Moods and Expression	8	
						1.8 Colorful Objects	22	
				1.9 Portrait of Myself as an Artist		25		
				Unit 1 Review		30		
				Unit 2		Intro/Unit 2 Harmony	33	
			2.3 Close to Nature	39				
			Unit 2 Review	61				
			Unit 3	3.2 Cartoons and Commentary	66			
			Unit 4	4.8 People and Parks	113			
			Unit 4 STEAM Focus on Science	118				
			Unit 6	6.2 Remembering Others	156			
			Unit 6 Review	180				
			TE	Unit 1	Intro/Unit 1 Day-to-Day Observation	3		
					1.2 Portraits with Light and Shadow	7		
					1.3 Capturing Moods and Expression	11		
					1.4 People in Everyday Life	13		
					1.6 Cardboard Sculpture	19		
					1.8 Colorful Objects	23		
		1.9 Portrait of Myself as an Artist			27			
		Unit 1 Review			30			
		Unit 2			2.2 Atmospheric Perspective	37		
					2.3 Close to Nature	38		
				2.4 Looking at Nature	43			
				2.6 Animal Sculptures	47			
				2.8 Animal Prints	52			
				2.9 Animal Patterns	57			
				Unit 3	3.1 The Art of Caricature	65		
					3.3 Creating a Visual Story	71		
					3.6 Handmade Books	79		
		3.8 Animal Symbolism			82			
		Unit 4		3.9 Remembering Stories	87			
				Intro/Unit 4 Design	91E			
				4.2 Architectural Forms	97			
				4.3 Collaborative Structure	98			
				4.5 Vessel Forms	104			
				4.8 People and Parks	112			
				4.9 Design for Living	117			
		Unit 4 STEAM Focus on Science		119				
		Unit 5		5.2 Trees as Symbols	126			
				5.5 Graphic Identity	135			
				5.7 Art to Wear	141			
			5.9 Batik Expressions	145				
		Unit 6	Intro/Unit 6 Celebration	151E				
			6.3 Honoring Someone Special	161				

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)
				6.4 Remembering Places	162
				6.5 People to Remember	165
				6.6 Remembering Events	169
				6.7 Masks for Celebration	170
				Unit 6 Review	180
	VA:Re7.2.6 (a) Analyze ways that visual components and cultural associations suggested by images influence ideas, emotions, and actions.	SE	Unit 1	Intro/Unit 1 Day-to-Day Observation	2
				Unit 1 Review	30
			Unit 2	Unit 2 STEAM Focus on Science	58
			Unit 5	5.9 Batik Expressions	146
			Unit 6	6.9 Festival Traditions	176
				Unit 6 STEAM Consider Intersecting Themes When Creating Art	178
				Unit 6 Review	181
		TE	Unit 1	1.3 Capturing Moods and Expression	11
				1.4 People in Everyday Life	12
				1.5 People Abstracted	15
				Unit 1 STEAM Focus on Technology	28
				Unit 1 Review	30
			Unit 2	2.3 Close to Nature	39
				2.4 Looking at Nature	43
			Unit 3	3.1 The Art of Caricature	65
				3.2 Cartoons and Commentary	66
				3.3 Creating a Visual Story	71
				3.4 Narrative Art	73
				3.5 Picturing Stories	75
				3.7 Mythic Animals	80
				3.8 Animal Symbolism	82
				3.9 Remembering Stories	84
			Unit 4	Intro/Unit 4 Design	92
				4.1 Observing Architecture	95
				4.2 Architectural Forms	97
				4.3 Collaborative Structure	101
				4.6 Artful Teapots	109
				4.7 Trading Spaces	111
				4.9 Design for Living	115
			Unit 5	Intro/Unit 5 Communicating Ideas	123
				5.1 Wordless Messages	124
				5.2 Trees as Symbols	127
				5.4 Graphic Design	133
				5.6 Getting Attention	137
				5.8 A Woven Tapestry	142
			Unit 6	6.2 Remembering Others	157
				6.5 People to Remember	165
				6.7 Masks for Celebration	170
				6.8 Celebrating Puppets	173
				6.9 Festival Traditions	176
				Unit 6 Review	180
	VA:Re8.1.6 (a) Interpret art by distinguishing between relevant and non-relevant contextual information and analyzing subject matter, characteristics of form and structure, and use of media to identify ideas and mood conveyed.	SE	Unit 1	1.2 Portraits with Light and Shadow	7
				1.3 Capturing Moods and Expression	11
				1.6 Cardboard Sculpture	17
				1.9 Portrait of Myself as an Artist	27
				Unit 1 STEAM Focus on Technology	28
				Unit 1 Review	31
			Unit 2	2.3 Close to Nature	41
				2.6 Animal Sculptures	49
			Unit 3	Intro/Unit 3 Stories	62
				3.1 The Art of Caricature	64
				Unit 3 STEAM Focus on Math	88
				Unit 3 Review	90
			Unit 4	4.1 Observing Architecture	94
				4.2 Architectural Forms	96
				4.3 Collaborative Structure	101
				4.4 Working Baskets	103
				4.6 Artful Teapots	109
				4.9 Design for Living	117
				Unit 4 Review	121
			Unit 5	Intro/Unit 5 Communicating Ideas	122
				5.2 Trees as Symbols	126
				5.3 Images and Ideas	129
				5.6 Getting Attention	137
				5.9 Batik Expressions	145
				Unit 5 Review	151
		TE	Unit 1	Intro/Unit 1 Day-to-Day Observation	2
				1.1 Observing People	4
				1.2 Portraits with Light and Shadow	6
				1.3 Capturing Moods and Expression	8

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)
				1.5 People Abstracted	14
				1.6 Cardboard Sculpture	16
				1.7 Colorful Surroundings	20
				1.8 Colorful Objects	22
				1.9 Portrait of Myself as an Artist	24
				Unit 1 Review	30
			Unit 2	Intro/Unit 2 Harmony	32
				2.1 Perspective in Nature	34
				2.2 Atmospheric Perspective	36
				2.4 Looking at Nature	42
				2.5 In Touch with Nature	44
				2.6 Animal Sculptures	46
				2.7 Details in Nature	50
				2.8 Animal Prints	53
				2.9 Animal Patterns	54
				Unit 2 STEAM Focus on Science	58
				Unit 2 Review	60
			Unit 3	Intro/Unit 3 Stories	62
				3.1 The Art of Caricature	64
				3.3 Creating a Visual Story	68
				3.5 Picturing Stories	74
				3.6 Handmade Books	76
				3.7 Mythic Animals	80
				3.9 Remembering Stories	84
				Unit 3 STEAM Focus on Math	88
				Unit 3 Review	90
			Unit 4	Intro/Unit 4 Design	92
				4.1 Observing Architecture	94
				4.2 Architectural Forms	96
				4.3 Collaborative Structure	98
				4.4 Working Baskets	102
				4.6 Artful Teapots	106
				4.8 People and Parks	112
				4.9 Design for Living	114
				Unit 4 STEAM Focus on Science	118
				Unit 4 Review	120
			Unit 5	Intro/Unit 5 Communicating Ideas	122
				5.1 Wordless Messages	124
				5.2 Trees as Symbols	126
				5.3 Images and Ideas	128
				5.4 Graphic Design	132
				5.5 Graphic Identity	134
				5.6 Getting Attention	136
				5.7 Art to Wear	140
				5.8 A Woven Tapestry	142
				5.9 Batik Expressions	144
				Unit 5 STEAM Focus on Technology	148
				Unit 5 Review	150
			Unit 6	Intro/Unit 6 Celebration	152
				6.1 People We Know	154
				6.2 Remembering Others	156
				6.3 Honoring Someone Special	158
				6.4 Remembering Places	162
				6.5 People to Remember	164
				6.6 Remembering Events	166
				6.8 Celebrating Puppets	172
				6.9 Festival Traditions	174
				Unit 6 STEAM Consider Intersecting Themes When Creating Art	178
				Unit 6 Review	180
				Unit 6 Review	180
			Unit 1	1.3 Capturing Moods and Expression	10
			Unit 2	2.6 Animal Sculptures	48
				Unit 2 STEAM Focus on Science	58
			Unit 3	Unit 3 Review	90
			Unit 4	4.9 Design for Living	115
				Unit 4 Review	120
			Unit 5	5.3 Images and Ideas	130
				Unit 5 STEAM Focus on Technology	148
				Unit 5 Review	150
			Unit 6	Unit 6 Review	180
			Unit 1	1.3 Capturing Moods and Expression	10
				1.4 People in Everyday Life	13
				Unit 1 Review	31
			Unit 2	2.9 Animal Patterns	56
				Unit 2 Review	60
			Unit 3	Unit 3 Review	90
			Unit 4	Intro/Unit 4 Design	93
	VA:Re9.1.6 (a) Develop and apply relevant criteria to evaluate a work of art.	SE	Unit 1	1.3 Capturing Moods and Expression	10
			Unit 2	2.6 Animal Sculptures	48
				Unit 2 STEAM Focus on Science	58
			Unit 3	Unit 3 Review	90
			Unit 4	4.9 Design for Living	115
				Unit 4 Review	120
			Unit 5	5.3 Images and Ideas	130
				Unit 5 STEAM Focus on Technology	148
				Unit 5 Review	150
			Unit 6	Unit 6 Review	180
		TE	Unit 1	1.3 Capturing Moods and Expression	10
				1.4 People in Everyday Life	13
				Unit 1 Review	31
			Unit 2	2.9 Animal Patterns	56
				Unit 2 Review	60
			Unit 3	Unit 3 Review	90
			Unit 4	Intro/Unit 4 Design	93

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)				
				4.5 Vessel Forms	105				
				4.7 Trading Spaces	110				
				4.8 People and Parks	113				
				4.9 Design for Living	117				
				Unit 4 Review	120				
				5.2 Trees as Symbols	127				
				Unit 5	5.3 Images and Ideas	130			
					5.5 Graphic Identity	135			
					5.6 Getting Attention	139			
				Unit 6	Unit 5 Review	150			
			6.2 Remembering Others		157				
			6.3 Honoring Someone Special		159				
			6.7 Masks for Celebration		171				
			Connecting	VA:Cn10.1.6 (a) Generate a collection of ideas reflecting current interests and concerns that could be investigated in art-making.	SE	Unit 4	Intro/Unit 4 Design	93	
							Unit 4 STEAM Focus on Science	119	
						Unit 5	Unit 5 Review	150	
							Unit 6	6.4 Remembering Places	162
						TE	Unit 1	6.9 Festival Traditions	174
								Intro/Unit 1 Day-to-Day Observation	3
								1.1 Observing People	5
								1.2 Portraits with Light and Shadow	7
								1.4 People in Everyday Life	13
								1.5 People Abstracted	15
								1.7 Colorful Surroundings	20
1.8 Colorful Objects	22								
1.9 Portrait of Myself as an Artist	27								
Unit 1 STEAM Focus on Technology	28								
Unit 2	Intro/Unit 2 Harmony	32							
	2.1 Perspective in Nature	35							
	2.2 Atmospheric Perspective	36							
	2.3 Close to Nature	41							
	2.5 In Touch with Nature	44							
	2.7 Details in Nature	50							
	Unit 2 STEAM Focus on Science	59							
	Unit 3	Intro/Unit 3 Stories			62				
		3.1 The Art of Caricature			64				
		3.2 Cartoons and Commentary			67				
3.4 Narrative Art		73							
3.5 Picturing Stories		74							
3.6 Handmade Books		79							
3.7 Mythic Animals		81							
Unit 3 STEAM Focus on Math		88							
Unit 4		4.2 Architectural Forms	97						
		4.3 Collaborative Structure	101						
	4.4 Working Baskets	103							
	4.5 Vessel Forms	104							
	4.6 Artful Teapots	109							
	4.7 Trading Spaces	110							
	4.8 People and Parks	113							
	4.9 Design for Living	115							
	Unit 5	Intro/Unit 5 Communicating Ideas	121E						
		5.1 Wordless Messages	125						
5.2 Trees as Symbols		127							
5.3 Images and Ideas		128							
5.4 Graphic Design		132							
5.7 Art to Wear		141							
5.8 A Woven Tapestry		143							
5.9 Batik Expressions		147							
Unit 5 Review		150							
Unit 6		Intro/Unit 6 Celebration	153						
	6.1 People We Know	155							
	6.3 Honoring Someone Special	161							
	6.5 People to Remember	165							
	6.6 Remembering Events	167							
	6.7 Masks for Celebration	171							
	6.8 Celebrating Puppets	173							
	6.9 Festival Traditions	174							
	SE	VA:Cn11.1.6 (a) Analyze how art reflects changing times, traditions, resources, and cultural uses.	Unit 1	Intro/Unit 1 Day-to-Day Observation	3				
				Unit 1 STEAM Focus on Technology	30				
Unit 2			Unit 2 Review	60					
			Unit 4	Unit 4 Review	120				
TE			Unit 1	Intro/Unit 1 Day-to-Day Observation	2				
				1.1 Observing People	5				
				1.7 Colorful Surroundings	21				

Indiana Visual Arts Standards 2023
Explorations in Art 2E Grade 6
Correlations

Domain	Correlation: Standard #	Student Edition/ Teacher Edition	Chapter/Unit	Lesson	Page (Print and Digital)
			Unit 2	2.1 Perspective in Nature	35
				2.3 Close to Nature	41
				2.4 Looking at Nature	43
				2.6 Animal Sculptures	49
				2.7 Details in Nature	51
				2.8 Animal Prints	53
				2.9 Animal Patterns	57
				Intro/Unit 2 Harmony	31E
			Unit 3	Intro/Unit 3 Stories	63
				3.1 The Art of Caricature	65
				3.2 Cartoons and Commentary	67
				3.3 Creating a Visual Story	69
				3.4 Narrative Art	73
				3.7 Mythic Animals	81
			Unit 4	3.9 Remembering Stories	87
				Intro/Unit 4 Design	93
				4.1 Observing Architecture	95
				4.3 Collaborative Structure	99
				4.4 Working Baskets	101
				4.7 Trading Spaces	111
				4.9 Design for Living	117
			Unit 4 Review	120	
			Unit 5	Intro/Unit 5 Communicating Ideas	122
				5.3 Images and Ideas	131
				5.4 Graphic Design	133
				5.5 Graphic Identity	134
				5.7 Art to Wear	141
				5.9 Batik Expressions	147
			Unit 6	Unit 5 STEAM Focus on Technology	149
				6.1 People We Know	155
				6.3 Honoring Someone Special	161
				6.4 Remembering Places	163
				6.7 Masks for Celebration	171
				6.8 Celebrating Puppets	172
			Unit 6 STEAM Consider Intersecting Themes When Creating Art	179	