



### **Develop Craft**

*Technique:* Learning to use tools (e.g., viewfinders, brushes), materials (e.g., charcoal, paint). Learning artistic conventions (e.g., perspective, color mixing).

*Studio Practice:* Learning to care for tools, materials, and space.



### **Engage & Persist**

Learning to embrace problems of relevance within the art world and/or of personal importance, to develop focus and other mental states conducive to working and persevering at art tasks.



### **Envision**

Learning to picture mentally what cannot be directly observed and imagine possible next steps in making a piece.



### **Express**

Learning to create works that convey an idea, a feeling, or a personal meaning.



### **Observe**

Learning to attend to visual contexts more closely than ordinary “looking” requires, and thereby to see things that otherwise might not be seen.



### **Reflect**

*Question & Explain:* Learning to think and talk with others about an aspect of one’s work or working process.

*Evaluate:* Learning to judge one’s own work and working process and the work of others in relation to standards of the field.



### **Stretch & Explore**

Learning to reach beyond one’s capacities, to explore playfully without a preconceived plan, and to embrace the opportunity to learn from mistakes and accidents.



### **Understand Art World**

*Domain:* Learning about art history and current practice.

*Communities:* Learning to interact as an artist with other artists (i.e., in classrooms, in local arts organizations, and across the art field) and within the broader society.

**Figure 2.1 Eight Studio Habits of Mind**

From Hetland, L., Winner, E., Veenema, S., & Sheridan, K. (2007). *Studio thinking: The real benefits of visual arts education*. New York: Teachers College.