All three areas of programming at the Center for Puppetry Arts (performances, Create-A-Puppet Workshops and Museum exhibits) support Georgia Performance Standards (GPS) across the curriculum. Listed below are relevant Georgia Performance Standards for Grade 2 for all three programming areas. Access a complete list of Georgia Performance Standards at [http://www.georgiastandards.org/](http://www.georgiastandards.org/).

**NOTE:** Classroom Implementation for the national Common Core standards in the state of Georgia is being rolled out during academic year 2012-2013. Please visit [http://www.corestandards.org](http://www.corestandards.org) for more information about the Common Core State Standards Initiative in English Language Arts and Mathematics and [https://www.georgiastandards.org/Common-Core/Pages/default.aspx](https://www.georgiastandards.org/Common-Core/Pages/default.aspx) for specifics as they relate to Georgia.

A visit to the Center for Puppetry Arts can support Common Core standards/initiatives in the following ways:

1) Encourage higher-level thinking skills and rich conversation as students analyze how their lessons are a part of the puppet play/workshop/Museum exhibits
2) Introduce live performance as a type of text
3) Provide a living, breathing example of the blend of informational and literary text
4) Present new academic vocabulary
5) Reinforce content-area knowledge

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### I. PERFORMANCE
Here are some of the Grade 2 Georgia Performance Standards that can be met when your students attend a puppet theatre performance at the Center for Puppetry Arts:

**ENGLISH LANGUAGE ARTS & READING: LISTENING/SPEAKING/VIEWING**

**ELA2LSPI1** The student uses oral and visual skills to communicate. The student
   a. Interprets information presented and seeks clarification when needed.
   d. Listens to and views a variety of media to acquire information.
   e. Increases vocabulary to reflect a growing range of interests and knowledge.

**FINE ARTS: THEATRE ARTS**

**TAES2.1** Analyzing and constructing meaning from theatrical experiences, dramatic literature, and electronic media (post-show discussion of puppet play in classroom)
   a. Defines theatre terminology.
   b. Discusses connections between theatre and life experiences.
   c. Uses dramatic elements such as plot, setting, theme, problem, resolution, and character to discuss theatre experiences.
   d. Summarizes the main idea of the theatrical experience, dramatic literature, and electronic media.
   e. Investigates the main ideas, details, sequence of events, and cause-effect relationships of the theatrical experience, dramatic literature, and electronic media.
TAES2.9 Exploring the relevance of theatre to careers (post-show discussion of puppet play in classroom)
   a. Identifies and describes major jobs in the theatre business, such as director, actor, (puppeteer), designer, and playwright.

TAES2.10 Critiquing various aspects of theatre and other media using appropriate supporting evidence (post-show discussion of puppet play in classroom)
   a. Interprets what is felt, seen and heard in a theatre experience.
   b. Reflects on theatre experiences using a variety of written, graphic, non-verbal and oral responses.

TAES2.11 Engaging actively and appropriately as an audience member in theatre or other media experiences
   a. Describes the roles and responsibilities of the audience.
   b. Identifies the elements of theatre etiquette.

SCIENCE, HABITS OF MIND
S2CS1. Students will be aware of the importance of curiosity, honesty, openness, and skepticism in science and will exhibit these traits in their own efforts to understand how the world works.

SCIENCE, LIFE SCIENCE
S2L1. Students will investigate the life cycles of different living organisms.
   a. Determine the sequence of the life cycle of common animals in your area: a mammal such as a cat or dog or classroom pet, a bird such as a chicken, an amphibian such as a frog, and an insect such as a butterfly.

II. PUPPET MAKING WORKSHOPS
Here are some of the Grade 2 Georgia Performance Standards that can be met when your students participate in a Create-A-Puppet Workshop at the Center for Puppetry Arts:

FINE ARTS: VISUAL ARTS, PRODUCTION
VA2PR.1 Creates artworks based on personal experience and selected themes
   a. Creates artworks to express individual ideas, thoughts and feelings from memory, imagination, and observation.
   c. Combines materials in new and inventive ways to make a finished work of art.

VA2PR.3 Understands and applies media, techniques, and processes of three-dimensional works of art (ceramics, sculpture, crafts, and mixed media) using tools and materials in a safe and appropriate manner to develop skills
   a. Creates sculpture using a variety of materials and methods (e.g., papier-mâché, paper sculpture, assemblage, found objects).

FINE ARTS: VISUAL ARTS, CONNECTIONS
VA2C.1 Applies information from other disciplines to enhance the understanding and production of artworks
   a. Explores and creates art inspired by ideas from literature, science, music, and/or math.
   b. Creates works of art inspired by universal themes (e.g., self, family, community, world).
VA2C.2 Develops life skills through the study and production of art
   a. Manages goals and time.
   b. Adapts to change.
   c. Works in teams.
   d. Guides and leads others.

MATHEMATICS: MEASUREMENT
M2M1. Students will know the standard units of inch, foot, yard, and metric units of centimeter and meter and measure length to the nearest inch or centimeter.
   b. Estimate lengths, and then measure to determine if estimations were reasonable.

MATHEMATICS: GEOMETRY
M2G1. Students will describe and classify plane figures (triangles, square, rectangle, trapezoid, quadrilateral, pentagon, hexagon, and irregular polygonal shapes) according to the number of sides and vertices and the sizes of angles (right angle, obtuse, acute).

M2G3. Students will describe the change in attributes as two and three-dimensional shapes are cut and rearranged.

III. MUSEUM
Here are some of the Grade 2 Georgia Performance Standards that can be met when your students tour our Special Exhibit Gallery and global puppetry museum featuring the Center’s permanent collection: PUPPETS: The Power of Wonder (including the rotating Passports exhibit):

FINE ARTS: VISUAL ARTS, CONTEXTUAL UNDERSTANDING
VA2CU.1 Identifies artists as creative thinkers who make art and share their ideas
   a. Recognizes unique contributions of contemporary and historical Georgia artists and art forms.

VA2CU.2 Views and discusses selected artworks
   a. Names subject and theme.
   b. Uses context clues to identify time and place.
   c. Theorizes and suggests how culture and environment provide inspiration for creating artworks.
   d. Recognizes media and technique.

FINE ARTS: VISUAL ARTS, ASSESSMENT AND REFLECTION
VA2AR.1 Discusses his or her artwork and the artwork of others
   a. Demonstrates a respect for art forms and art objects.
   b. Identifies the differences between photographs, paintings, drawings and sculptures.
   c. Uses art terminology with emphasis on the principles of design: contrast, rhythm/movement, and pattern/repetition.
   n. Distinguishes between the textures of materials, such as fabric, yarn, paper, clay, and found objects.

VA2AR.2 Uses a variety of approaches to understand and critique works of art
   c. Compares and contrasts artworks based on subject, theme, and or elements.
   d. Expresses preference for one of two or three artworks.
FINE ARTS: THEATRE ARTS
TAES2.8 Examining the roles of theatre as a reflection of past and present civilizations
   a. Identifies and describes various theatrical experiences.
   b. Identifies basic periods in theatre history.