Arizona Arts

Media Arts: Grade 6

Adopted 2015

Creating

1. Generate and conceptualize artistic ideas and work

a. Envision original ideas and innovations for media artworks using personal experiences and/or the work of others.

2. Organize and develop artistic ideas and work

a. Develop, organize, propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering purposeful intent.

3. Refine and complete artistic work

a. Experiment with multiple approaches to produce content and components for determined purpose and meaning in media arts productions, utilizing a range of associated principles (such as point of view and perspective).

b. Evaluate how elements and components can be altered for intentional effects and audience, and refine media artworks to reflect purpose and audience.

Producing

4. Select, Analyze and Interpret artistic work for performance

a. Validate how integrating multiple contents and forms can support a central idea in a media artwork (such as media, narratives, and performance).

5. Develop and refine artistic techniques and work for presentation

a. Develop a variety of artistic, design, technical, and soft skills (such as invention, formal technique, production, self-initiative, and problem-solving) through performing various assigned roles in producing media artworks.

b. Utilize teacher-identified creative and adaptive innovation techniques (such as testing constraints) for developing solutions in media arts productions.

c. Demonstrate adaptability using tools and techniques in standard and experimental ways in constructing media artworks.

6. Convey meaning through the presentation of artistic work

a. Analyze various presentation formats and fulfill various tasks and defined processes in the presentation and/or distribution of media artworks.

b. Analyze results of and improvements for presenting media artworks.

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Re

Perceive and analyze artistic work

a. Identify, describe, and analyze how message and meaning are created by components in media artworks.

b. Identify, describe, and analyze how various forms, methods, and styles in media artworks manage audience experience.

8. **Interpret intent and meaning in artistic work**

   a. Analyze the intent and message of a variety of media artworks, using given criteria.

9. **Apply criteria to evaluate artistic work**

   a. Determine and apply criteria for evaluating media artworks and production processes, considering context, and practicing constructive feedback.

Connecting

10. **Synthesize and relate knowledge and personal experiences to make art**

    a. Access, evaluate, and use internal and external resources to create media artworks (such as knowledge, experiences, interests, and research).

    b. Explain and show how media artworks form new meanings, situations, and cultural experiences (such as historical events).

11. **Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding**

    a. Research and show how media artworks and ideas relate to personal life, and social, community, and cultural situations (such as personal identity, history, and entertainment).

    b. Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright, ethics, and media literacy, social media, virtual worlds, and digital identity.