

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.
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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.
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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.
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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).
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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.
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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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Responding

7. 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.
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8. Interpret intent and meaning in artistic work

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