Minnesota Arts: Media Art

Grade 1

Foundations

1 **Use foundational knowledge and skills while responding to, creating, and presenting artistic work.** 2.A.1.1

Create

2 **Generate and develop original artistic ideas.** 2.1.2.2

1 Plan and prototype a media artwork idea. For example: Group brainstorm; draw a picture of idea; practice using the camera. 2.1.2.2.1

3 **Create original artistic work.** 2.1.2.3

1 Choose and use a media arts tool to capture an idea. For example: Camera; digital drawing; sound recording. 2.1.2.3.1

4 **Revise and complete original artistic work.** 2.1.2.4

1 After reviewing media artwork, make changes to the form of the work. For example: The order of sequencing photos; the color of objects and images. 2.1.2.4.1

Present

5 **Develop and refine artistic techniques and work for presentation.** 2.1.3.5

1 Sort media artwork by styles and types. For example: Comparing work by a single artist. 2.1.3.5.1

6 **Make artistic choices in order to convey meaning through presentation.** 2.1.3.6

1 Identify where you see media arts in the community. For example: Bank kiosk, billboards. 2.1.3.6.1

Respond

7 **Analyze and construct interpretations of artistic work.** 2.1.4.7

1 Identify components and messages in media artworks. For example: List parts of a movie such as beginning, middle and end, and identify how these parts tell stories or share messages. 2.1.4.7.1

8 **Evaluate artistic work by applying criteria.** 2.1.4.8

1 Identify effective parts and possible changes to media artworks. For example: Utilize a process to provide and use feedback such as praise/polish/ponder activities. 2.1.4.8.1

Connect

9 **Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.** 2.1.5.9

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1 Use personal experiences and interests in creating media artworks. For example: Personal stories; media art works that display personal life experience; or media artworks that exhibit choices of content/tools. 2.1.5.9.1

10 Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities. 2.1.5.10

1 Describe media art from various times and places. For example: Describe how media arts has changed over time, such as hand drawn cel animation to computer generated animations; describe how media arts has existed in theaters and television, but now also exist online, within apps, social media, personal devices, smartphones, etc.; describe how media arts exists across the world. 2.1.5.10.1