Minnesota Arts: Media Art

Grade 2

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.** 2.2.2.2

1 Generate multiple ideas for media artworks through the development of sketches, models or stories. For example: Develop soft skills through small group pitching. 2.2.2.2.1

3 **Create original artistic work.** 2.2.2.3

1 Choose and use sketches, models or stories to create unified media artworks. For example: Use storyboard to make a stop motion; Pick from thumbnail sketches for graphic design. 2.2.2.3.1

4 **Revise and complete original artistic work.** 2.2.2.4

1 Test and describe expressive effects in altering, revising, and completing media artworks. For example: Changing the frame rate in an animation; comparing spacing in a design; trying different shot types for an action. 2.2.2.4.1

Present

5 **Develop and refine artistic techniques and work for presentation.** 2.2.3.5

1 Identify techniques and sequencing in media artworks. For example: Flipbooks; storyboard; frames for stop motion. 2.2.3.5.1

6 **Make artistic choices in order to convey meaning through presentation.** 2.2.3.6

1 Compare and contrast venues where media arts are shared and their effects on the audience. For example: Explore media environments like movie theatre, computer, home movie. 2.2.3.6.1

Respond

7 **Analyze and construct interpretations of artistic work.** 2.2.4.7

1 Identify and describe the components and messages in media artworks, and share how the work creates different experiences. For example: Watch a suspenseful video and discuss feelings and why. 2.2.4.7.1

8 **Evaluate artistic work by applying criteria.** 2.2.4.8

1 Discuss the effectiveness of and improvements for media artworks, considering their context. For example: Change the color, texture or feel of a digital illustration to improve the tone of the media artwork. 2.2.4.8.1

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Connect

9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work. 2.2.5.9

1 Use personal experiences, interests, and research in creating media artworks. For example: Personal stories; media art works that display personal life experience; or media artworks that exhibit research to create story. 12.2.5.9.1

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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. 2.2.5.10

1 Discuss how media artworks relate to everyday cultural life. For example: Describe how media arts is used in our everyday life, how it influences what we think, and how it can be used in our lives. 2.2.5.10.1