Minnesota Arts: Media Art

Grade 3

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.** 2.3.2.2

1 Generate multiple ideas for a sequenced media artwork using a variety of tools and materials. For example: Take a series of photographs; observational drawing; journaling. 2.3.2.2.1

3 **Create original artistic work.** 2.3.2.3

1 Construct media arts content to communicate a purpose or idea, using elements of artistic foundations. For example: Photo collage considering attention; poster design considering composition; character design and development considering convention. 2.3.2.3.1

4 **Revise and complete original artistic work.** 2.3.2.4

1 When revising media artworks compare and contrast how the emphasis of elements alters effect and purpose. For example: Use of space in live action filming; manipulation of light in an image. 2.3.2.4.1

Present

5 **Develop and refine artistic techniques and work for presentation.** 2.3.3.5

1 Discuss techniques used in editing media artworks. For example: Cutting and splicing; volume; transitions; fade. 2.3.3.5.1

6 **Make artistic choices in order to convey meaning through presentation.** 2.3.3.6

1 Explain how the meaning of a media artwork might change depending on the venue. For example: Formal vs informal (movie theater vs at home); still photo vs. film. 2.3.3.6.1

Respond

7 **Analyze and construct interpretations of artistic work.** 2.3.4.7

1 Identify and describe how messages are created by components in media artworks, and share how the components affect mood. For example: Watch a variety of media arts clips and discuss different clips express or influence different moods. 2.3.4.7.1

8 **Evaluate artistic work by applying criteria.** 2.3.4.8

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1 Evaluate media artworks and identify possible improvements based on given criteria. For example: Discuss how given criteria are evident in a media artwork and suggest ways to improve the media artwork such as keeping movements smaller and more controlled in stopmotion animation, or use of techniques to stabilize the captured video, or how to increase focus in digital images. 2.3.4.8.1

Connect

9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work. 2.3.5.9

1 Identify and show how media artworks form meaning, situations, and culture. For example: Popular media. 2.3.5.9.1

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. 2.3.5.10

1 Explain how knowing the time and place in which a media artwork was made influences interpretation of the work. For example: Describe how labor-intensive films and animations used to be when they were shot frame-by-frame or by creating using cel animation techniques; describe how special effects in film have changed over time and how they impact what media artists are able to communicate. 2.3.5.10.1