Minnesota Arts: Media Art

# Grade 4

**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.** 2.4.2.2

1 Generate multiple ideas for media artworks using a variety of creative methods that explore time and motion. For example: Investigation with video; reverse designing media artworks; mindmapping. 2.4.2.2.1

**3 Create original artistic work.** 2.4.2.3

1 Structure and arrange content and components to convey purpose and meaning in the creation of media artworks, applying artistic foundations. For example: Hand drawn animation considering balance and contrast; design music for video clip considering emphasis; photo manipulation considering fairness, fair use, juxtaposition, and imaging. 2.4.2.3.1

**4 Revise and complete original artistic work.** 2.4.2.4

1 Revise content to convey purpose and meaning in various media artworks, using artistic foundations. For example: Editing filters considering texture, editing, and mixing qualities considering sound elements. 2.4.2.4.1

**Present**

**5 Develop and refine artistic techniques and work for presentation.** 2.4.3.5

1 Combine and coordinate a variety of media content into a media artwork presentation. For example: A mixed media performance. 2.4.3.5.1

**6 Make artistic choices in order to convey meaning through presentation.** 2.4.3.6

1 Identify and describe presentation conditions, and take on a role in presenting media artworks. For example: Exporting and distributing completed movie into online portfolio. 2.4.3.6.1

**Respond**

**7 Analyze and construct interpretations of artistic work.** 2.4.4.7

1 Compare how messages are created by components in media artworks, and explain how the components affect mood and audience experience. For example: Watch a variety of media arts clips and discuss how different clips express mood, and how they affect how the audience experiences the media art works. 2.4.4.7.1

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**8 Evaluate artistic work by applying criteria.** 2.4.4.8

1 Apply given criteria for evaluating and improving media artworks and production processes. For example: Keeping movements smaller and more controlled in stopmotion animation, use of techniques to stabilize the captured video, or how to increase focus in digital images. 2.4.4.8.1

**Connect**

**9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.** 2.4.5.9

1 Examine and use personal interests, research, and cultural understanding to create media artworks. For example: Autobiographical stories; creating media artworks illustrating personal statements/positions; media art works that display personal life experiences. 2.4.5.9.1

**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.** 2.4.5.10

1 Identify how media artworks are used to inform or change beliefs, values or behaviors of an individual or society. For example: Identify how media arts influences what we perceive, think, or believe; identify how media arts can influence our culture for positive change. 2.4.5.10.1