Minnesota Arts: Media Art

Grade 5

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.** 2.5.2.2

1 Develop and test ideas, plans, models, and proposals for media artworks, considering artistic goals and audience. For example: Draw a layout of a stop motion set; practice in and compare different sound recording spaces; interview or investigate audience for a project. 2.5.2.2.1

3 **Create original artistic work.** 2.5.2.3

1 Create content and combine components for a specific audience to express purpose and meaning in media artworks, utilizing artistic foundations. For example: Stop motion animation considering force and exaggeration; live action filmmaking considering narrative structure; digital self-portraits exploring identity and meaning. 2.5.2.3.1

4 **Revise and complete original artistic work.** 2.5.2.4

1 Based on feedback, revise media artworks to improve clarity and purpose. For example: Review balance of components, including juxtaposition. 2.5.2.4.1

Present

5 **Develop and refine artistic techniques and work for presentation.** 2.5.3.5

1 Organize multiple media artworks to be combined into a single presentation. For example: A media broadcast. 2.5.3.5.1

6 **Make artistic choices in order to convey meaning through presentation.** 2.5.3.6

1 Explain different roles related to presenting media artworks, and fulfill one of those roles in a presentation. For example: Director; writer; actor; presenter. 2.5.3.6.1

Respond

7 **Analyze and construct interpretations of artistic work.** 2.5.4.7

1 Differentiate how components in media artworks impact message and mood to create meaning and how they affect audience experience. For example: Analyze how lighting design and sound design in a film impact mood and audience experience. 2.5.4.7.1

8 **Evaluate artistic work by applying criteria.** 2.5.4.8

Skip to main content

1 Develop and apply criteria to evaluate media artworks and production processes. For example: As a group, collaboratively develop a list of criteria to be used in evaluating a media artwork including how the media artwork was produced/created. 2.5.4.8.1

Connect

9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work. 2.5.5.9

1 Access and use multiple resources related to cultural understanding to create media artworks. For example: Interests, knowledge, and experiences. 2.5.5.9.1

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. 2.5.5.10

1 Make inferences about the time, place, or culture in which a media artwork was created, citing evidence. For example: Evaluate different video game designs for their history and context. 2.5.5.10.1