Minnesota Arts: Media Art

Grade 6

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.** 2.6.2.2

1 Organize and propose artistic ideas, plans, prototypes, and processes for media artworks, considering expressive intent. For example: Sketching; modeling; sequencing. 2.6.2.2.1

3 **Create original artistic work.** 2.6.2.3

1 Experiment with multiple approaches to produce content and components for a specific purpose in media artworks, utilizing a range of artistic foundations. For example: Digital illustration considering perspective; clay animation considering point of view; poster design considering media messages. 2.6.2.3.1

4 **Revise and complete original artistic work.** 2.6.2.4

1 Evaluate how elements and components can be altered for intentional effects and audience. For example: Font and image size and placement; sound selection and rearrangement in video considering stylistic convention. 2.6.2.4.1

Present

5 **Develop and refine artistic techniques and work for presentation.** 2.6.3.5

1 Evaluate how the public uses, relates to, and participates with media artworks. For example: Social media platforms; public space artworks. 2.6.3.5.1

6 **Make artistic choices in order to convey meaning through presentation.** 2.6.3.6

1 Analyze various presentation formats and fulfill various tasks and defined processes in the presentation or distribution of media artworks. For example: Virtual channels; formatting and exporting for various print production. 2.6.3.6.1

Respond

7 **Analyze and construct interpretations of artistic work.** 2.6.4.7

1 Analyze how messages change due to multiple approaches in producing media artworks and how they affect audience experience. For example: Examine media artworks that use different technological approaches, such as interactivity versus theatrical film, and the affect on audience experience. 2.6.4.7.1

Skip to main content

8 **Evaluate artistic work by applying criteria.** 2.6.4.8

1 Provide and receive constructive feedback based on criteria for evaluating media artworks. For example: Create a rubric for a project. 2.6.4.8.1

Connect

9 **Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.** 2.6.5.9

1 Compare and contrast how creating and presenting media artworks forms personal and digital identity.** For example: Using platforms of systematic communications, distribution and engagement with new media. 2.6.5.9.1

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.** 2.6.5.10

1 Explain how media artworks relate to and impact personal, societal, cultural, historical, and community situations. For example: Personal identity; digital identity; historical events; entertainment. 2.6.5.10.1