

Grade 6

Foundations

- 1 Use foundational knowledge and skills while responding to, creating, and presenting artistic work.** 2.A.1.1
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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
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- 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
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- 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
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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
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- 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
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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

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
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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
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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. 2.6.5.10

- 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