

Grade 7

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.** 2.7.2.2

- 1 Design, propose and evaluate artistic ideas, plans, prototypes, and production processes for media artworks, considering expressive intent and resources. For example: Pitching; storyboarding. 2.7.2.2.1
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- 3 Create original artistic work.** 2.7.2.3

- 1 Create media artworks, using artistic foundations, that integrate production processes, content, and stylistic conventions to communicate meaning for a specific audience. For example: Choose and defend a narrative structure for video. 2.7.2.3.1
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- 4 Revise and complete original artistic work.** 2.7.2.4

- 1 Improve media artworks by placing emphasis on particular expressive components. For example: Consideration of continuity, purpose, audience, or place. 2.7.2.4.1
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Present

- 5 Develop and refine artistic techniques and work for presentation.** 2.7.3.5

- 1 Explain the choices made in the presentation of media artworks. For example: Choices made in creative components such as sound, titling, etc. 2.7.3.5.1
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- 6 Make artistic choices in order to convey meaning through presentation.** 2.7.3.6

- 1 Evaluate how various presentation formats and approaches to distribution can have a personal or local impact. For example: Compare and contrast presentation for a museum with commercial signage. 2.7.3.6.1
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Respond

- 7 Analyze and construct interpretations of artistic work.** 2.7.4.7

- 1 Analyze how intentional use of elements of media artworks interact with personal perceptions, influencing mood and managing audience experience. For example: Examine how media artworks include a variety of media elements which affect the way we see, hear, or experience a media artwork. 2.7.4.7.1
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- 8 Evaluate artistic work by applying criteria.** 2.7.4.8

- 1 Compare and contrast an evaluation of a media artwork based on personal criteria and an evaluation of a media artwork based on a set of established criteria. For example: Complete a self assessment and compare it with assessment from peer or educator. 2.7.4.8.1
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Connect

9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work. 2.7.5.9

- 1 Analyze how to safely, ethically and intentionally develop digital identity when creating and presenting media artworks, through systematic communications.** For example: Ethically exploring anonymity in a virtual world such as gaming; digital safety; digital security. 2.7.5.9.1
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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. 2.7.5.10

- 1 Analyze how response to media art is influenced by understanding the time and place in which it was created, the available resources, and cultural uses. For example: Evaluate the changes in the use and style of photography over time. 2.7.5.10.1