Minnesota Arts: Media Art

Grade 7

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.** 2.7.2.2

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

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

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

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

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

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

8 **Evaluate artistic work by applying criteria.** 2.7.4.8

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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

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

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