

Media Arts: By the end of grade 5

Creating

Anchor Standard 1 Generating and conceptualizing ideas.

- a Generate ideas for media artwork, using a variety of tools, methods and/or materials. 1.2.5.CR1A
- b Develop individual and collaborative artistic goals for media artwork using a variety of methods. 1.2.5.CR1B
- c Connect media artwork to personal experiences and the work of others 1.2.5.CR1C
- d Collaboratively form ideas, plans, and models to prepare for media artwork. 1.2.5.CR1D
- e Model ideas and plans in an effective direction. 1.2.5.CR1E
- f Brainstorm goals and plans for a media art audience. 1.2.5.CR1F

Anchor Standard 2 Organizing and developing ideas.

- a Collaboratively form ideas, plans and models to prepare for media artwork. 1.2.5.CR2A
- b Model ideas, plan in an effective direction. 1.2.5.CR2B
- c Brainstorm goals and plans for a media art audience. 1.2.5.CR2C

Anchor Standard 3 Refining and completing products.

- a Construct and arrange various content into unified and expressive media arts productions. 1.2.5.CR3A
- b Describe and apply principles such as movement, balance, contrast, and emphasis. 1.2.5.CR3B
- c Explore how elements and components can be altered for clear communication and intentional effects, point of view, perspective, and refine media artworks to improve clarity and purpose. 1.2.5.CR3C

Producing

Anchor Standard 4 Selecting, analyzing and interpreting work.

- a Practice combining various academic arts, media forms, and content into unified media artworks such as animation, music, and dance. 1.2.5.PR4A

- b** Demonstrate understanding of combining a variety of academic, arts and content with an emphasis on coordinating elements into a comprehensive media artwork. [1.2.5.PR4B](#)
 - c** Create media artworks through integration of multiple contents and forms. [1.2.5.PR4C](#)
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Anchor Standard 5 Developing and refining techniques and models or steps needed to create products.

- a** Develop and enact a variety of roles to practice foundational artistic, design, technical, organizational, and soft skills in producing media artworks. [1.2.5.PR5A](#)
 - b** Exhibit and develop critical and creative skills, such as inventing new content and expanding conventions, in addressing challenges within and through media arts productions. [1.2.5.PR5B](#)
 - c** Examine how tools and design thinking techniques can be used in standard and experimental ways in constructing media artworks. [1.2.5.PR5C](#)
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Anchor Standard 6 Conveying meaning through art.

- a** Identify, explain and compare various presentation forms fulfilling the processes in distributing media artwork. [1.2.5.PR6A](#)
 - b** Identify and compare experiences and benefits of presenting media artworks. [1.2.5.PR6B](#)
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Responding

Anchor Standard 7 Perceiving and analyzing products.

- a** Identify, describe, explain and differentiate how messages and meaning are created by components in media artworks. [1.2.5.RE7A](#)
 - b** Identify, describe, explain and differentiate how various forms, methods, and styles in media artworks affect and manage audience experience when addressing global issues including climate change. [1.2.5.RE7B](#)
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Anchor Standard 8 Interpreting intent and meaning.

- a** Determine, explain and compare personal and group reactions and interpretations of a variety of media artworks, considering their personal and cultural perception, intention and context [1.2.5.RE8A](#)

Anchor Standard 9 Applying criteria to evaluate products.

- a Develop and apply specific criteria to evaluate media art works and production processes with developed criteria, considering context and artistic goals. 1.2.5.RE9A

Anchor Standard 10 Synthesizing and relating knowledge and personal experiences to create products.

- a Use, examine and access internal and external resources to create media artworks, such as interests, knowledge and experiences. 1.2.5.CN10A
- b Identify, examine and show how media artworks form meanings, situations and cultural experiences, such as news and cultural events. 1.2.5.CN10B

Anchor Standard 11 Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.

- a Identify, explain, research and show how media artworks and ideas relate to personal, social and community life (e.g., exploring online behavior, fantasy and reality, commercial and information purposes, history, ethics). 1.2.5.CN11A
- b Examine, discuss and interact appropriately with media arts tools and environments, considering safety, ethics, rules, and media literacy. 1.2.5.CN11B