Ohio Fine Arts: Media Arts

Grade 6

Creating: Artists/students use creative thinking and reasoning skills to perceive concepts and ideas to develop works. CR	1 Identify creative processes that can be used to create variations of ideas and goals. 6.1CR 2 Experiment with multiple media art components to produce content and assemble components for a determined purpose and meaning. 6.2CR 3 Examine how elements and principles can be altered purposefully to affect an audience. 6.3CR
Performing: Artists/students employ personal processes and skills to solve problems creatively and present work in various contexts. PE	1 Apply various skills while performing an assigned role when producing media art. 6.1PE 2 Further develop a variety of creative and innovative abilities while making media art. 6.2PE 3 Demonstrate adaptability using tools, techniques, and content in traditional and experimental ways when constructing media art. 6.3PE 4 Analyze various formats, tasks, and processes for the presentation of media art. 6.4PE
Responding: Artists/students engage in analysis and interpretation to understand and evaluate artistic works. RE	1 Describe and differentiate how the message and meaning created by the components in media art combine into a complete work. 6.1RE 2 Analyze how various forms, methods, and styles in media art manage audience experience. 6.2RE 3 Analyze the intent of a variety of media art using provided, specific contextual criteria. 6.3RE 4 Analyze basic criteria for evaluating media art and recommend possible improvements based on evidence and criteria from the media art. 6.4RE
Connecting: Artists/students understand and communicate the value of creative expressions in i co	1 Explore, examine, and evaluate external resources based on personal interests to create media art. 6.1CO 2 Examine ways in which media art reflects, influences, and defines culture through common cultural experiences. 6.2CO

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3 **Integrate multiple contents and forms into media art to support a central or main idea.** 6.3CO

4 **Analyze safety and ethics when interacting with media art tools and environments.** 6.4CO