

Media Arts: Grade 3

Adopted 2015

Creating

1. Generate and conceptualize artistic ideas and work

- a. Discover multiple ideas for media artworks through brainstorming and improvising.
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2. Organize and develop artistic ideas and work

- a. Form, share, and test ideas, plans, and models to prepare for media arts productions.
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3. Refine and complete artistic work

- a. Construct and order various content into unified, purposeful media arts productions, describing and applying a defined set of principles (such as movement and force).
 - b. Practice and analyze how the emphasis of elements alters effect and purpose in refining and completing media artworks.
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Producing

4. Select, Analyze and Interpret artistic work for performance

- a. Practice combining varied academic, arts, and media forms and content into unified media artworks (such as animation, music, and dance).
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5. Develop and refine artistic techniques and work for presentation

- a. Exhibit developing ability in a variety of artistic, design, technical, and organizational roles (such as making compositional decisions, manipulating tools, and group planning in media arts productions).
 - b. Exhibit basic creative skills to invent new content and solutions within and through media arts productions.
 - c. Exhibit standard use of tools and techniques while constructing media artworks.
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6. Convey meaning through the presentation of artistic work

- a. Identify and describe the presentation conditions, and take on roles and processes in presenting or distributing media artworks.
 - b. Identify and describe the experience, and share results of and improvements for presenting media artworks.
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Responding

7. Perceive and analyze artistic work

- a. Identify and describe how messages are created by components in media artworks.
 - b. Identify and describe how various forms, methods, and styles in media artworks manage audience experience.
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8. Interpret intent and meaning in artistic work

- a. Determine the purposes and meanings of media artworks while describing their context.
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9. Apply criteria to evaluate artistic work

- a. Discuss the effectiveness of and improvements for media artworks, considering their context.
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Connecting

10. Synthesize and relate knowledge and personal experiences to make art

- a. Use personal and external resources (such as interests, information, and models) to create media artworks.
 - b. Identify and show how media artworks form meanings, situations, and/or culture (such as popular media).
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11. Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding

- a. Identify how media artworks and ideas relate to everyday and cultural life and can influence values and online behavior.
- b. Examine and interact appropriately with media arts tools and environments, considering safety, rules, and fairness.