

Media Arts: Grade 6

Adopted 2016

Creating

1: Generate and conceptualize artistic ideas and work.

- a. Formulate variations of goals and solutions for media artworks by practicing chosen creative generative methods (for example, sketching, improvising, brainstorming). [MA:CR1.1.6.A](#)
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2: Organize and develop artistic ideas and work.

- a. Organize, propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering purposeful intent. [MA:CR2.1.6.A](#)
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3: Revise, refine, and complete artistic work.

- a. Experiment with multiple approaches to produce content and components for determined purpose and meaning in media arts productions, utilizing a range of associated principles (for example, point of view, perspective). [MA:CR3.1.6.A](#)
 - b. Explain and demonstrate how elements and components can be altered for intentional effects and different audiences. [MA:CR3.1.6.B](#)
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Producing

4: Select, analyze, and interpret artistic work for presentation.

- a. Demonstrate how integrating multiple contents and forms can support a central idea in a media artwork in order to reach a given audience. [MA:PR4.1.6.A](#)
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5: Develop and refine artistic techniques and work for presentation.

- a. Develop a variety of artistic, design, technical, and soft skills through performing various assigned roles in producing and presenting media artworks (for example, invention, formal technique, production, self-initiative, problem solving). [MA:PR5.1.6.A](#)
- b. Develop a variety of creative and adaptive innovation abilities (for example, testing constraints) in developing solutions within and through media arts productions. [MA:PR5.1.6.B](#)
- c. Demonstrate adaptability using tools and techniques in standard and experimental ways in constructing media artworks. [MA:PR5.1.6.C](#)

6: Convey meaning through the presentation of artistic work.

- a. Analyze various presentation formats and fulfill various tasks and defined processes in the presentation and/or distribution of media artworks. [MA:PR6.1.6.A](#)
 - b. Analyze the results of, and improvements for, presenting media artworks. [MA:PR6.1.6.B](#)
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Responding

7: Perceive and analyze artistic work.

- a. Identify, describe, and analyze how message and meaning are created by components in media artworks. [MA:RE7.1.6.A](#)
 - b. Identify, describe, and analyze how various forms, methods, and styles in media artworks manage audience experience. [MA:RE7.1.6.B](#)
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8: Construct meaningful interpretations of artistic work.

- a. Interpret a variety of media artworks, using given criteria. [MA:RE8.1.6.A](#)
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9: Apply criteria to evaluate artistic work.

- a. Identify and apply relevant criteria for evaluating and improving media artworks and production processes, considering context. [MA:RE9.1.6.A](#)
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Connecting

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

- a. Access, evaluate, and use internal and external resources (for example, knowledge, experiences, interests, research) to create media artworks. [MA:CN10.1.6.A](#)
 - b. Explain and show how media artworks form new meanings, situations, and cultural experiences (for example, historical events). [MA:CN10.1.6.B](#)
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11: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

- a. Research and show how media artworks and ideas relate to social, community, and cultural situations (for example, cultural identity, history, entertainment). [MA:CN11.1.6.A](#)
- b. Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright, ethics, and media literacy. [MA:CN11.1.6.B](#)