

Grade 8

Foundations

- 1 Use foundational knowledge and skills while responding to, creating, and presenting artistic work.** 2.A.1.1
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Create

- 2 Generate and develop original artistic ideas.** 2.8.2.2

- 1 Structure and critique ideas and solutions for original media artworks, using divergent thinking and identified generative methods. For example: Compare and contrast App-based animation platforms; repeatedly abstract an object for a 2D design. 2.8.2.2.1
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- 3 Create original artistic work.** 2.8.2.3

- 1 Create media artworks using transdisciplinary or transmedia production, to express emotion and meaning. For example: Original sound design (such as an experiential design incorporating a podcast) considering theme, movement and unity; simple web page design considering positioning with multimodal perception. 2.8.2.3.1
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- 4 Revise and complete original artistic work.** 2.8.2.4

- 1 Refine media artworks, resisting closure while intentionally altering stylistic conventions based on specific goals and personal choices. For example: Edit video game level design considering interactive components after receiving feedback. 2.8.2.4.1
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Present

- 5 Develop and refine artistic techniques and work for presentation.** 2.8.3.5

- 1 Develop and apply criteria for evaluating a collection of media artwork for presentation. For example: Create survey for a focus group; participate in forum on media artwork presentation. 2.8.3.5.1
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- 6 Make artistic choices in order to convey meaning through presentation.** 2.8.3.6

- 1 Evaluate and implement improvements in the presentation of media artworks, considering personal and local impacts. For example: Research the changes to personal or corporate branding over time. 2.8.3.6.1
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Respond

- 7 Analyze and construct interpretations of artistic work.** 2.8.4.7

- 1 Analyze the relationships between media arts components, and explain how transdisciplinary or transmedia productions communicate and affect audience experience. For example: Compare the experience of platforms with interactivity (such as experiential design) with the experience of traditional art mediums. 2.8.4.7.1

8 Evaluate artistic work by applying criteria. 2.8.4.8

- 1 Evaluate media artworks and production processes with developed criteria at multiple stages in the creation process, including criteria related to fair use and copyright.** For example: Plagiarism; appropriation; intellectual property; creative commons media; public domain; and legal. 2.8.4.8.1

Connect

9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work. 2.8.5.9

- 1 Evaluate the cycle of producing media artworks to make meaning of and respond to local and global events, and the power of media arts to affect social change. For example: Artmaking in response to natural disaster; political and social campaigns. 2.8.5.9.1

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. 2.8.5.10

- 1 Explain different ways media arts are used to represent, establish, reinforce, and reflect culture or group identity. For example: Use of memes and viral video in systematic communications. 2.8.5.10.1