

Media Arts: Grade 7

Adopted 2015

Creating

1. Generate and conceptualize artistic ideas and work

- a. Formulate variations of goals and solutions for media artworks by practicing chosen creative processes (such as sketching, improvising and brainstorming).
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2. Organize and develop artistic ideas and work

- a. Design, propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering expressive intent and resources.
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3. Refine and complete artistic work

- a. Coordinate production processes to integrate content and components for determined purpose and meaning in media arts productions, demonstrating understanding of associated principles (such as narrative structures and composition).
 - b. Improve and refine media artworks by intentionally emphasizing particular expressive elements to reflect an understanding of purpose, audience, or place.
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Producing

4. Select, Analyze and Interpret artistic work for performance

- a. Integrate multiple contents and forms into unified media arts productions that convey consistent perspectives and narratives, such as an interactive video game.
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5. Develop and refine artistic techniques and work for presentation

- a. Exhibit an increasing set of artistic, design, technical, and soft skills (such as creative problem-solving and organizing) through performing various roles in producing media artworks.
 - b. Exhibit an increasing set of creative and adaptive innovation techniques (such as exploratory processes) for developing solutions within and through media arts productions.
 - c. Demonstrate adaptability using tools and techniques in standard and experimental ways to achieve an assigned purpose in constructing media artworks.
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6. Convey meaning through the presentation of artistic work

- a. Evaluate various presentation formats in order to fulfill various tasks and teacher-defined processes in the presentation and/or distribution of media artworks.
 - b. Evaluate the results of and improvements for presenting media artworks, considering impacts on personal growth.
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Responding

7. Perceive and analyze artistic work

- a. Describe, compare, and analyze the qualities of and relationships between the components in media artworks.
 - b. Describe, compare, and analyze how various forms, methods, and styles in media artworks interact with personal preferences in influencing audience experience.
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8. Interpret intent and meaning in artistic work

- a. Analyze the intent and message of a variety of media artworks, using selfdeveloped criteria.
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9. Apply criteria to evaluate artistic work

- a. Develop and apply criteria to evaluate various media artworks and production processes, considering context, and practicing constructive feedback.
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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 to inform the creation of media artworks (such as experiences, interests, research, and exemplary works).
 - b. Explain and show how media artworks form new meanings and knowledge, situations, and cultural experiences (such as learning, and new information).
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11. Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding

- a. Research and demonstrate how media artworks and ideas relate to various purposes, values, cultures, and contexts (such as community, vocations, and social media).
- b. Analyze and responsibly interact with media arts tools and environments, considering copyright, ethics, media literacy, social media, virtual worlds, and digital identity.