

# Media Arts: Grade 3

Adopted 2016

## Creating

### 1: Generate and conceptualize artistic ideas and work.

- a. Conceive of original artistic goals for media artworks using a variety of creative methods (for example, brainstorming and modeling). [MA:CR1.1.3.A](#)
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### 2: Organize and develop artistic ideas and work.

- a. Form, share, and experiment with ideas, plans, and models to prepare for media arts productions. [MA:CR2.1.3.A](#)
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### 3: Revise, 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 (for example, movement). [MA:CR3.1.3.A](#)
  - b. Practice and analyze how the emphasis of elements alters effect and purpose in refining and completing media artworks. [MA:CR3.1.3.B](#)
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## Producing

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

- a. Practice fusing varied content (for example, arts, media, literary, science) into unified media artworks for presentation (for example, animation, music, dance). [MA:PR4.1.3.A](#)
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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 (for example, manipulating tools, making decisions, group planning) in media arts productions and presentations. [MA:PR5.1.3.A](#)
  - b. Exhibit basic creative skills (for example, trial and error, playful practice) to invent new content and solutions within and through media arts productions. [MA:PR5.1.3.B](#)
  - c. Exhibit standard use of tools and techniques while constructing media artworks. [MA:PR5.1.3.C](#)
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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. [MA:PR6.1.3.A](#)
  - b. Identify and describe the experience and share the results of, and improvements for, presenting media artworks. [MA:PR6.1.3.B](#)
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## Responding

### **7: Perceive and analyze artistic work.**

- a. Identify and describe how messages are created by components in media artworks. [MA:RE7.1.3.A](#)
  - b. Identify and describe how various forms, methods, and styles in media artworks manage audience experience. [MA:RE7.1.3.B](#)
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### **8: Construct meaningful interpretations of artistic work.**

- a. Determine the purposes and meanings of media artworks while describing their context. [MA:RE8.1.3.A](#)
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### **9: Apply criteria to evaluate artistic work.**

- a. Identify basic criteria for evaluating media artworks, considering possible improvements and context. [MA:RE9.1.3.A](#)
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## Connecting

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

- a. Use personal and external resources (for example, interests, information, models) to create media artworks. [MA:CN10.1.3.A](#)
  - b. Identify and show how media artworks form meanings, situations, and/or culture (for example: popular media.) [MA:CN10.1.3.B](#)
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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. [MA:CN11.1.3.A](#)
- b. Examine and interact appropriately with media arts tools and environments, considering safety, rules, and fairness. [MA:CN11.1.3.B](#)