**Area of Learning: ARTS EDUCATION — Media Arts Grade 10**

**BIG IDEAS**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| An artist’s intention transforms media technologies  into art. |  | Traditions, perspectives, worldviews, and stories can be shared through **media arts**. |  | Growth as an artist requires time, patience, and reflection. |  | The creation of media art relies on the interplay of the mind and body. |  | Media arts offer unique ways of exploring our identity and sense of belonging. |

**Learning Standards**

|  |  |
| --- | --- |
| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*  Explore and create   * Create media art using **sensory inspiration**, imagination, and inquiry * Explore artistic possibilities and take **creative** **risks** using various **sources  of inspiration** * Create artistic works with an audience in mind * Create artistic works to reflect personal voice, story, and values * Develop and refine **skills** and techniques in creating media artwork * Demonstrate safe and **responsible** **use of materials**, tools, and work space   Reason and reflect   * Identify ways to resolve creative challenges * Describe and analyze how artists use materials, technologies, processes,  and environments in media arts * Recognize and evaluate creative choices in the planning, making, interpreting,  and analyzing of media artworks * Develop personal answers to **aesthetic questions** * Reflect on the influences of a **variety of contexts** on artistic works | *Students are expected to know the following:*   * **elements** and **principles of design** * **image development strategies** * **media technologies** * **standards-compliant technology** * a variety of image sources and genres * common **vocabulary** used in media arts * a range of **materials, processes**, and **techniques** * media production skills:   + **pre-production**   + **production**   + **post-production** * use of symbols and metaphors to represent ideas  and perspectives * **First Peoples worldviews** and cross-cultural perspectives, stories, and history as expressed through media arts * local, national, global, and inter-cultural media artists * **ethical, moral, and legal considerations** associated  with media arts technology |

**Area of Learning: ARTS EDUCATION — Media Arts Grade 10**

**Learning Standards (continued)**

|  |  |
| --- | --- |
| **Curricular Competencies** | **Content** |
| Communicate and document   * **Document**, share, and appreciate media artworks in a variety of contexts * Communicate ideas and express emotions through art making * Demonstrate respect for self, others, and **place** * Communicate and respond to **social and environmental issues** using media art   Connect and expand   * Explore First Peoples perspectives and knowledge, other **ways of knowing**,  and local cultural knowledge through media arts * Engage in **digital citizenship** throughout the creative processes |  |