

BIG IDEAS

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| <p>Media arts reflect the interconnectedness of the individual, community, history, and society.</p> | <p>Growth as an artist is dependent on perseverance, resilience, refinement, and reflection.</p> | <p>Artistic expression is an artist's physical and cognitive articulation of our humanity.</p> | <p>Media arts provide a unique way to represent self, identity, and culture.</p> |
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Learning Standards

| Curricular Competencies | Content |
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| <p><i>Students are expected to be able to do the following:</i></p> <p>Explore and create</p> <ul style="list-style-type: none"> • Create media art using sensory inspiration, imagination, and inquiry • Explore artistic possibilities and take creative risks, using various sources of inspiration • Experiment with media arts materials and processes to create media artworks • Explore established, new, and emerging technologies used in media arts • Create artistic works for a specific audience • Refine skills and techniques in creating media artworks • Demonstrate active engagement in creating media artworks and resolving creative challenges <p>Reason and reflect</p> <ul style="list-style-type: none"> • Understand the purpose of a critique and choose when to apply suggestions • Describe and analyze, using discipline-specific language, how artists use materials, technologies, processes, and environments in media arts • Analyze 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 | <p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"> • elements and principles of design • image development strategies • media technologies • standards-compliant technology • a variety of image sources and genres • common terminology used in media arts • materials, processes, and techniques of media arts • media production skills: <ul style="list-style-type: none"> – pre-production – production – post-production • symbols and metaphors • influences of visual culture in media arts • local, national, global, and intercultural media artists and genres • ethical, moral, and legal considerations associated with media arts technology • moral rights, and the ethics of cultural appropriation and plagiarism • health and safety protocols and procedures |

Learning Standards (continued)

| Curricular Competencies | Content |
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| <p>Communicate and document</p> <ul style="list-style-type: none"> • Document, share, and appreciate media artworks in a variety of contexts • Communicate ideas and express emotions through art making • Demonstrate awareness of self, others, and place through art making • Communicate about and respond to social and environmental issues through media arts <p>Connect and expand</p> <ul style="list-style-type: none"> • Demonstrate personal and social responsibility associated with creating, perceiving, and responding in media arts • Explore First Peoples perspectives, knowledge, and protocols; other ways of knowing, and local cultural knowledge through media arts • Create artistic works to reflect personal voice, story, and values • Explore the relationships between media arts, culture, and society • Explore personal, educational, and professional opportunities in media arts and related fields • Engage in digital citizenship throughout the creative process • Connect with others on a local, regional, or national scale through media arts • Demonstrate safe and responsible use of materials, tools, and work space | |