

## 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
<p><i>Students are expected to be able to do the following:</i></p> <p><b>Explore and create</b></p> <ul style="list-style-type: none"> <li>• Create media art using <b>sensory inspiration</b>, imagination, and inquiry</li> <li>• Explore artistic possibilities and take <b>creative risks</b> using various <b>sources of inspiration</b></li> <li>• Create artistic works with an audience in mind</li> <li>• Create artistic works to reflect personal voice, story, and values</li> <li>• Develop and refine <b>skills</b> and techniques in creating media artwork</li> <li>• Demonstrate safe and <b>responsible use of materials</b>, tools, and work space</li> </ul> <p><b>Reason and reflect</b></p> <ul style="list-style-type: none"> <li>• Identify ways to resolve creative challenges</li> <li>• Describe and analyze how artists use materials, technologies, processes, and environments in media arts</li> <li>• Recognize and evaluate creative choices in the planning, making, interpreting, and analyzing of media artworks</li> <li>• Develop personal answers to <b>aesthetic questions</b></li> <li>• Reflect on the influences of a <b>variety of contexts</b> on artistic works</li> </ul>	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"> <li>• <b>elements and principles of design</b></li> <li>• <b>image development strategies</b></li> <li>• <b>media technologies</b></li> <li>• <b>standards-compliant technology</b></li> <li>• a variety of image sources and genres</li> <li>• common <b>vocabulary</b> used in media arts</li> <li>• a range of <b>materials, processes, and techniques</b></li> <li>• media production skills:             <ul style="list-style-type: none"> <li>– <b>pre-production</b></li> <li>– <b>production</b></li> <li>– <b>post-production</b></li> </ul> </li> <li>• use of symbols and metaphors to represent ideas and perspectives</li> <li>• <b>First Peoples worldviews</b> and cross-cultural perspectives, stories, and history as expressed through media arts</li> <li>• local, national, global, and inter-cultural media artists</li> <li>• <b>ethical, moral, and legal considerations</b> associated with media arts technology</li> </ul>

Learning Standards (continued)

Curricular Competencies	Content
<p><b>Communicate and document</b></p> <ul style="list-style-type: none"> <li>• <b>Document</b>, share, and appreciate media artworks in a variety of contexts</li> <li>• Communicate ideas and express emotions through art making</li> <li>• Demonstrate respect for self, others, and <b>place</b></li> <li>• Communicate and respond to <b>social and environmental issues</b> using media art</li> </ul> <p><b>Connect and expand</b></p> <ul style="list-style-type: none"> <li>• Explore First Peoples perspectives and knowledge, other <b>ways of knowing</b>, and local cultural knowledge through media arts</li> <li>• Engage in <b>digital citizenship</b> throughout the creative processes</li> </ul>	