**Area of Learning: ARTS EDUCATION — Media Arts Grade 12**

**BIG IDEAS**

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| **Media arts** are an essential element of culture and reveal insights into the human experience. |  | Refining artistic expression requires perseverance, resilience, and risk taking. |  | Purposeful artistic choices enhance  the depth and impact  of an artistic work. |  | **Aesthetic experiences** have the power to change our perspective. |

**Learning Standards**

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| **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 * Examine artistic possibilities and **take creative** **risks**,using various **sources of inspiration** * Refine skills and techniques from various **styles** and **genres** * Examine established, new, and emerging technologies used in media arts * Create innovative media artworks for a specific audience  with an audience * Refine skills and techniques in creating media artworks * Demonstrate innovation in creating media artworks and resolving creative challenges   Reason and reflect   * Recognize and engage in the reciprocal process of a **critique** * Interpret and evaluate, using discipline-specific language, 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 * Refine personal answers to **aesthetic questions** * Examine 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 * **terminology** used in media arts * a range of **materials**, **processes**, and **techniques** * media production skills to enhance, alter, or shape technical elements of a project:   + **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 |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Communicate and document   * **Document**, share, and engage with media artworks in a variety  of contexts * Communicate ideas and express emotions through art making * Demonstrate respect for self, others, and **place** through art making * Investigate and respond to **social and environmental issues**  and values using media art   Connect and expand   * Demonstrate personal and social responsibility associated with creating,  perceiving, and responding in media arts * Examine 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 * Examine the reciprocal relationships between media arts, culture,  and society * Evaluate 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, national, or global scale through  media arts * Demonstrate safe and **responsible** **use of materials**, tools, and work space |  |