

BIG IDEAS

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

Curricular Competencies	Content
<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 • 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 <p>Reason and reflect</p> <ul style="list-style-type: none"> • 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 	<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 • 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: <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
<p>Communicate and document</p> <ul style="list-style-type: none"> • 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 <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 • 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 	