

## BIG IDEAS

Active participation in **media arts** informs culture and personal identity.

The arts offer insight into human experience and have the power to effect change.

Growth as an artist is dependent on perseverance, resilience, and **risk taking**.

Purposeful design choices enhance the depth and impact of a message

Traditions, perspectives, worldviews, and stories can be shared through media arts.

## Learning Standards

Curricular Competencies	Content
<p><i>Students will be able to use creative processes to:</i></p> <p><b>Exploring and creating</b></p> <ul style="list-style-type: none"> <li>• Create media collaboratively and individually using imagination, observation, and inquiry in connection with family, community, and the world</li> <li>• Create and document drafts and revisions of media works throughout the design process</li> <li>• Combine and adapt media arts materials, <b>technologies</b>, and processes</li> <li>• Engage in appropriate risk taking as a means to innovation</li> <li>• Apply knowledge and <b>skills</b> from other contexts in planning, creating, interpreting, and analyzing a variety of media</li> <li>• Explore existing, new, and emerging art forms and technologies and consider their suitability for particular design interests</li> <li>• Demonstrate active and disciplined engagement in creating media and resolving creative challenges</li> <li>• Adapt and refine skills and techniques using a range of styles and a variety of <b>sources of inspiration</b></li> <li>• Demonstrate ways to balance aesthetic design with feasibility and practical application</li> </ul> <p><b>Reasoning and reflecting</b></p> <ul style="list-style-type: none"> <li>• Use image development strategies and image manipulation to revise and improve media artworks</li> <li>• Analyze and evaluate, using the language of media arts, how artists and technicians use materials, technologies, processes, and environments</li> </ul>	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"> <li>• <b>media technologies</b> for image development and design and for manipulating selected visual <b>elements of design</b></li> <li>• <b>principles of design</b></li> <li>• <b>design strategies</b></li> <li>• <b>image development strategies</b></li> <li>• image manipulation</li> <li>• <b>standards-compliant technology</b></li> <li>• common vocabulary used in media arts, related to artworks, materials and processes</li> <li>• a range of <b>materials, processes</b>, and techniques</li> <li>• a wide variety of image sources</li> <li>• media production skills to enhance, alter, or shape the technical elements of a project               <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>• <b>ethical, moral, and legal considerations</b> associated with using media arts technology</li> <li>• the influence of <b>visual culture</b> in media</li> <li>• development, maintenance, and evolution of voice in storytelling</li> <li>• the role of the artist in presenting <b>issues</b> to an audience</li> </ul>

Learning Standards (continued)

Curricular Competencies	Content
<ul style="list-style-type: none"> <li>• Conduct audience-centred research to predict audience response and to understand production opportunities and barriers</li> <li>• Assess the context or purpose of a critique and choose when to apply suggestions</li> <li>• Critically analyze how competing social, ethical, and sustainability considerations impact design elements and availability of materials</li> </ul> <p><b>Communicating and documenting</b></p> <ul style="list-style-type: none"> <li>• Share, <b>document</b>, and engage with media artworks in a variety of ways and contexts</li> <li>• Engage in <b>digital citizenship</b> throughout the design process</li> <li>• Demonstrate respect for self and others through image making and use of materials</li> <li>• Use media arts to communicate and respond to social and environmental issues occurring locally, regionally, and globally as they connect to personal values</li> </ul> <p><b>Connecting and expanding</b></p> <ul style="list-style-type: none"> <li>• Explore Aboriginal perspectives and knowledge, other ways of knowing, and local cultural knowledge to gain understanding through media arts</li> <li>• Demonstrate increasingly sophisticated application of the elements and principles of design, image development strategies, and media arts processes and technologies</li> <li>• Demonstrate safe use, care, and maintenance of tools, equipment, materials, and work space</li> <li>• Use materials in an environmentally responsible way, considering their level of biodegradability and their potential for reuse and recycling</li> <li>• Use media arts technology to <b>manipulate</b> selected visual elements and principles of art and design</li> <li>• Analyze how cultural beliefs, values, and ethical positions affect the development and use of technologies</li> <li>• Examine the role of media arts in reflecting, sustaining, and challenging beliefs and traditions</li> </ul>	<ul style="list-style-type: none"> <li>• the influence of social, cultural, historical, political, and personal context on artistic works</li> <li>• a range of local, national, global, and intercultural media artists and genres</li> <li>• traditional and contemporary Aboriginal worldviews, and cross-cultural perspectives, stories, and history as expressed through media arts</li> <li>• personal and social responsibility associated with creating, perceiving, and responding in media arts</li> <li>• the skills and training required for various career opportunities in media arts</li> </ul>