

## Media Arts Standards Location

Media Arts Standard	Music				Comp				Art3/4:	Health 4
	Art 3-5	Comp 4	LIB 3-5	2:	Art 4/5:	3/4:	Comp 3:	Comp 5:		
<b>Anchor Standard 1: Generating and conceptualizing ideas.</b>										
1.2.5.Cr1a: Generate ideas for media artwork, using a variety of tools, methods and/or materials.	*		*							
1.2.5.Cr1b: Develop individual and collaborative artistic goals for media artwork using a variety of methods.			*							
1.2.5.Cr1c: Connect media artwork to personal experiences and the work of others.		*	*							
1.2.5.Cr1d: Collaboratively form ideas, plans, and models to prepare for media artwork	*									
1.2.5.Cr1e: Model ideas and plans in an effective direction.	*									
1.2.5.Cr1f: Brainstorm goals and plans for a media art audience	*									
<b>Anchor Standard 2: Organizing and developing ideas.</b>										
1.2.5.Cr2a: Collaboratively form ideas, plans and models to prepare for media artwork	*									
1.2.5.Cr2b: Model ideas, plan in an effective direction.	*									
1.2.5.Cr2c: Brainstorm goals and plans for a media art audience.	*									
<b>Anchor Standard 3: Refining and completing products.</b>										
1.2.5.Cr3a: Construct and arrange various content into unified and expressive media arts productions.						*				

1.2.5.Cr3b: Describe and apply principles such as movement, balance, contrast, and emphasis					*					
1.2.5.Cr3c: Explore how elements and components can be altered for clear communication and intentional effects, point of view, perspective, and refine media artworks to improve clarity and purpose.		*								
<b>Anchor Standard 4: Selecting, analyzing, and interpreting work.</b>										
1.2.5.Pr4a: Practice combining various academic arts, media forms, and content into unified media artworks such as animation, music, and dance.	*				*					
1.2.5.Pr4b: Demonstrate understanding of combining a variety of academic, arts, and content with an emphasis on coordinating elements into a comprehensive media artwork.							*			
1.2.5.Pr4c: Create media artworks through integration of multiple contents and forms.							*			
<b>Anchor Standard 5: Developing and refining techniques and models or steps needed to create products.</b>										
1.2.5.Pr5a: Develop and enact a variety of roles to practice foundational artistic, design, technical, organizational, and soft skills in producing media artworks.										*
1.2.5.Pr5b: Exhibit and develop critical and creative skills, such as inventing new content and expanding conventions, in addressing challenges within and through media arts productions.								*		
1.2.5.Pr5c: Examine how tools and design thinking techniques can be used in standard and experimental ways in constructing media artworks.			*							



1.2.5.Cn10a: Use, examine and access internal and external resources to create media artworks, such as interests, knowledge and experiences.			*				*			
1.2.5.Cn10b: Identify, examine and show how media artworks form meanings, situations and cultural experiences, such as news and cultural events.								*		
<b>Anchor 11: Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.</b>										
1.2.5.Cn11a: Identify, explain, research and show how media artworks and ideas relate to personal, social and community life (e.g., exploring online behavior, fantasy and reality, commercial, and information purposes, history, ethics).									*	
1.2.5.Cn11b: Examine, discuss and interact appropriately with media arts tools and environments, considering safety, ethics, rules, and media literacy.			*					*		