Media Arts Standards Location										
Media Arts Standard	Art 3-5	Comp 4	LIB 3-5	Music 2:	Art 4/5:	Comp 3/4:	Comp 3:	Comp 5:	Art3/4:	Health 4
Anchor Standard 1: Generating and conceptualizing ideas.										
1.2.5.Crla: Generate ideas for media artwork, using a variety of tools, menthods and/or materials.	*		*							
1.2.5.Crlb: Develop individiual and collaborative artistic goals for media artwork using a variety of methods.			*							
1.2.5.Crlc: Connect meida artwork to personal experiences and the work of others.		*	*							
1.2.5.Crld: Collaboratively form ideas, plans, and models to prepare for media artwork	*									
1.2.5.Crle: Model ideas and plans in an effective direction.	*									
1.2.5.Crlf: Brainstorm goals and plans for a media art audience	*									
Anchor Standard 2: Organizing and developing ideas.										
1.2.5.Cr2a: Collaboratievly 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.	*									
Anchor Standard 3: Refining and completing products.										
1.2.5.Cr3a: Construct and arrange various content into unified and expressive meida 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 imporve clarity and purpose.		*					
Anchor Standard 4: Selecting, analyzing, and interpreting work.							
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.					*		
Anchor Standard 5: Developing and refining techniques and models or steps needed to create products.							
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.							*
1.2.5Pr5b: Exhibit and develop critical and creative skills, such as inventing new content and expansing 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.			*				

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Anchor Standard 6: Conveying meaning through art.								
1.2.5.Pr6a: idnetify, explain and compare various presentation forms fulfilling the process in distributing media artwork.	*							
1.2.5.Pr6b: Identify and compare experiences and benefits of presenting media artworks	*							
Anchor 7: Perceiving and analyzing products.								
1.2.5Re7a: Identify, describe, explain and differentiate how messages and meaning are created by components in media artworks.,		*						
1.2.5.Re7b: Idnetify, describe, explain and differentiate how various forms, methods, and styles in media artworks affect and manage audience experience when addressing global issues including cimate change.						*		
Anchor Standard 8: Interpreting Intent and meaning.								
1.2.5.Re8a: Determine, exlain and compare personal and group reactions and interpretations of a variety of media artworks, considering teir prsonal and cultural perception, intention, and context.				*				
Anchor Standard 9: Applying criteria to evaluate products								
1.2.5.Re9a: Develop and apply specific criteria to evaluate media art works and production process with developed criteria, considering contect and artistic goals.							*	
Anchor 10: Synthesizing and relating knowledge and personal experiences to create products.								

1.2.5Cn10a: Use, examine and access internal and external resources to create media artworks, such as interests, knowlege and experiences.		*		*		
1.2.5.Cn10b: Identify, examine and show how media artworksform meanings, situations and cultural experiences, such as news and cultural events.					*	
Anchor 11: Relating artistic ideas and works within societal, cultural, and histroical contexts to deepen understanding.						
1.2.5.Cn11a: Identify, explain, research and show how media artworks and ideas relate to personal, social and communty life (e.g., exploring online behaviro, fantasy and reality, commercal, and information purposes, history, ethics.					*	
1.2.5.Cn11b: Examine, discuss and interact appropriately with media arts tools and environments, considering safty, ethics, rules, and media literacy.		*			*	