

# Grade 5

## Foundations

- 1 Use foundational knowledge and skills while responding to, creating, and presenting artistic work.** 2.A.1.1
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## Create

- 2 Generate and develop original artistic ideas.** 2.5.2.2

- 1 Develop and test ideas, plans, models, and proposals for media artworks, considering artistic goals and audience. For example: Draw a layout of a stop motion set; practice in and compare different sound recording spaces; interview or investigate audience for a project. 2.5.2.2.1
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- 3 Create original artistic work.** 2.5.2.3

- 1 Create content and combine components for a specific audience to express purpose and meaning in media artworks, utilizing artistic foundations. For example: Stop motion animation considering force and exaggeration; live action filmmaking considering narrative structure; digital self-portraits exploring identity and meaning. 2.5.2.3.1
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- 4 Revise and complete original artistic work.** 2.5.2.4

- 1 Based on feedback, revise media artworks to improve clarity and purpose. For example: Review balance of components, including juxtaposition. 2.5.2.4.1
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## Present

- 5 Develop and refine artistic techniques and work for presentation.** 2.5.3.5

- 1 Organize multiple media artworks to be combined into a single presentation. For example: A media broadcast. 2.5.3.5.1
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- 6 Make artistic choices in order to convey meaning through presentation.** 2.5.3.6

- 1 Explain different roles related to presenting media artworks, and fulfill one of those roles in a presentation. For example: Director; writer; actor; presenter. 2.5.3.6.1
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## Respond

- 7 Analyze and construct interpretations of artistic work.** 2.5.4.7

- 1 Differentiate how components in media artworks impact message and mood to create meaning and how they affect audience experience. For example: Analyze how lighting design and sound design in a film impact mood and audience experience. 2.5.4.7.1

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**8 Evaluate artistic work by applying criteria.** 2.5.4.8

- 1 Develop and apply criteria to evaluate media artworks and production processes. For example: As a group, collaboratively develop a list of criteria to be used in evaluating a media artwork including how the media artwork was produced/created. 2.5.4.8.1

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**Connect**

**9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.** 2.5.5.9

- 1 Access and use multiple resources related to cultural understanding to create media artworks. For example: Interests, knowledge, and experiences. 2.5.5.9.1

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**10 Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.** 2.5.5.10

- 1 Make inferences about the time, place, or culture in which a media artwork was created, citing evidence. For example: Evaluate different video game designs for their history and context. 2.5.5.10.1