

# Media Arts: By the end of grade 2

## Creating

### Anchor Standard 1 Generating and conceptualizing ideas.

- a Discover, share and express ideas for media artworks through experimentation, sketching and modeling. [1.2.2.CR1A](#)
- b Brainstorm and improvise multiple ideas using a variety of tools, methods and materials. [1.2.2.CR1B](#)
- c Explore form ideas for media art production with support. [1.2.2.CR1C](#)
- d Connect and apply ideas for media art production. [1.2.2.CR1D](#)
- e Choose ideas to create plans for media art production. [1.2.2.CR1E](#)

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### Anchor Standard 2 Organizing and developing ideas.

- a Explore form ideas for media art production with support. [1.2.2.CR2A](#)
- b Connect and apply ideas for media art production [1.2.2.CR2B](#)
- c Choose ideas to create plans for media art production. [1.2.2.CR2C](#)

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### Anchor Standard 3 Refining and completing products.

- a Create and assemble content for media arts productions, identifying basic principles (e.g., pattern, positioning, attention, and repetition.) [1.2.2.CR3A](#)
- b Identify and describe the effects of altering, refining and completing media artworks. [1.2.2.CR3B](#)

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## Producing

### Anchor Standard 4 Selecting, analyzing, and interpreting work.

- a With guidance and moving towards independence, combine art forms and media content into media artworks such as an illustrated story or narrated animation. [1.2.2.PR4A](#)
- b Practice combining varied academic, arts and media content to form media artworks. [1.2.2.PR4B](#)

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**Anchor Standard 5 Developing and refining techniques and models or steps needed to create products.**

- a Identify and enact basic skills such as handling tools, making choices, and soft skills for planning and creating media artworks. [1.2.2.PR5A](#)
- b Identify, describe and demonstrate basic creative skills such as trial-and-error and playful practice, within media arts production. [1.2.2.PR5B](#)
- c Discover, experiment with and demonstrate creative skills for media artworks. [1.2.2.PR5C](#)

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**Anchor Standard 6: Conveying meaning through art.**

- a With guidance and moving towards independence, identify, share and discuss reactions to and experiences of the presentation of media artworks. [1.2.2.PR6A](#)

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**Responding**

**Anchor Standard 7 Perceiving and analyzing products.**

- a Identify, share and describe the components and messages in media artwork. [1.2.2.RE7A](#)
- b Identify, share and describe a variety of media artworks created from different experiences in response to global issues including climate change. [1.2.2.RE7B](#)

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**Anchor Standard 8 Interpreting intent and meaning**

- a Share observations, identify the meanings, and determine the purposes of media artworks, considering personal and cultural context. [1.2.2.RE8A](#)

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**Anchor Standard 9 Applying criteria to evaluate products.**

- a Share appealing qualities, identify the effective parts, and discuss improvements for media artworks, considering their context. [1.2.2.RE9A](#)

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**Connecting**

**Anchor Standard 10 Synthesizing and relating knowledge and personal experiences to create products.**

- a Use personal experiences, interests, information and models in creating media artworks. [1.2.2.CN10A](#)
- b Share and discuss experiences of media artworks, describing their meaning and purpose. [1.2.2.CN10B](#)

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**Anchor Standard 11** Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.

- a Discuss and demonstrate how media artworks, messages environments and ideas relate to everyday and cultural life, such as daily activities, popular media, connections with family and friends. 1.2.2.CN11A
- b Interact appropriately with media arts tools and environments considering safety, rules and fairness. 1.2.2.CN11B