

Media Arts: By the end of grade 5

Creating

Anchor Standard 1 Generating and conceptualizing ideas.

- a Generate ideas for media artwork, using a variety of tools, methods and/or materials. 1.2.5.CR1A
 - b Develop individual and collaborative artistic goals for media artwork using a variety of methods. 1.2.5.CR1B
 - c Connect media artwork to personal experiences and the work of others 1.2.5.CR1C
 - d Collaboratively form ideas, plans, and models to prepare for media artwork. 1.2.5.CR1D
 - e Model ideas and plans in an effective direction. 1.2.5.CR1E
 - f Brainstorm goals and plans for a media art audience. 1.2.5.CR1F
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Anchor Standard 2 Organizing and developing ideas.

- a Collaboratively form ideas, plans and models to prepare for media artwork. 1.2.5.CR2A
 - b Model ideas, plan in an effective direction. 1.2.5.CR2B
 - c Brainstorm goals and plans for a media art audience. 1.2.5.CR2C
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Anchor Standard 3 Refining and completing products.

- a Construct and arrange various content into unified and expressive media arts productions. 1.2.5.CR3A
 - b Describe and apply principles such as movement, balance, contrast, and emphasis. 1.2.5.CR3B
 - c 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. 1.2.5.CR3C
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Producing

Anchor Standard 4 Selecting, analyzing and interpreting work.

- a Practice combining various academic arts, media forms, and content into unified media artworks such as animation, music, and dance. 1.2.5.PR4A
 - b 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.PR4B
 - c Create media artworks through integration of multiple contents and forms. 1.2.5.PR4C
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Anchor Standard 5 Developing and refining techniques and models or steps needed to create products.

- a Develop and enact a variety of roles to practice foundational artistic, design, technical, organizational, and soft skills in producing media artworks. 1.2.5.PR5A
 - b 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.PR5B
 - c Examine how tools and design thinking techniques can be used in standard and experimental ways in constructing media artworks. 1.2.5.PR5C
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Anchor Standard 6 Conveying meaning through art.

- a Identify, explain and compare various presentation forms fulfilling the processes in distributing media artwork. 1.2.5.PR6A
 - b Identify and compare experiences and benefits of presenting media artworks. 1.2.5.PR6B
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Responding

Anchor Standard 7 Perceiving and analyzing products.

- a Identify, describe, explain and differentiate how messages and meaning are created by components in media artworks. 1.2.5.RE7A
 - b Identify, describe, explain and differentiate how various forms, methods, and styles in media artworks affect and manage audience experience when addressing global issues including climate change. 1.2.5.RE7B
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Anchor Standard 8 Interpreting intent and meaning.

- a Determine, explain and compare personal and group reactions and interpretations of a variety of media artworks, considering their personal and cultural perception, intention and context 1.2.5.RE8A

Anchor Standard 9 Applying criteria to evaluate products.

- a Develop and apply specific criteria to evaluate media art works and production processes with developed criteria, considering context and artistic goals. [1.2.5.RE9A](#)

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

- a Use, examine and access internal and external resources to create media artworks, such as interests, knowledge and experiences. [1.2.5.CN10A](#)
- b Identify, examine and show how media artworks form meanings, situations and cultural experiences, such as news and cultural events. [1.2.5.CN10B](#)

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

- a 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.CN11A](#)
- b Examine, discuss and interact appropriately with media arts tools and environments, considering safety, ethics, rules, and media literacy. [1.2.5.CN11B](#)