# MEDIA ARTS - Creating 1

Anchor Standard 1: Generate and conceptualize artistic ideas and work.

Enduring (understanding(s): Media arts ideas, works, and processes are shaped by the imagination, creative processes, and by experiences, both within and outside of the arts. Essential Question(s): How do media artists generate ideas? How can ideas for media arts productions be formed and developed to be effective and original?

	Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
	MA.1.CR1.PK	MA.1.CR1.K	MA.1.CR1.1	MA.1.CR1.2	MA.1.CR1.3	MA.1.CR1.4	MA.1.CR1.5	MA.1.CR1.6	MA.1.CR1.7	MA.1.CR1.8	MA.1.CR1.HS1	MA.1.CR1.HS2	MA.1.CR1.HS3
	1. Share ideas for	<ol> <li>Discover and</li> </ol>	1. Express and	1. Discover multiple	1. Develop multiple	1. Conceive of	1. Envision original	1. Formulate	1. Produce a variety	1.Generate ideas,	1. Use identified	1.Strategically	1.Integrate
	media artworks	share ideas for	share ideas for	ideas for media	ideas for media	original artistic	ideas and	variations	of	goals, and solutions	generative methods	utilize generative	aesthetic
	through guided	media artworks	media artworks	artworks through	artworks using a	goals for media	innovations for	of goals and	ideas and solutions	for original media	to formulate	methods to	principles with a
	exploration of	using play and	through sketching	brainstorming and	variety of tools,	artworks using	media artworks	solutions for media	for media artworks	artworks through	multiple	formulate multiple	variety of
	tools, methods, and	experimentation.	and modeling.	improvising.	methods and/or	a variety of creative	using personal	artworks by	through application	application of	ideas, develop	ideas, refine artistic	generative
	imagining.				materials.	methods, such as	experiences	practicing chosen	of chosen inventive	focused creative	artistic goals, and	goals, and increase	methods to fluently
Š						brainstorming and	and/or the work of	creative processes,	processes, such as	processes, such as	problem solve in	the originality of	form original ideas,
Ľ,						modeling.	others	such as sketching,	concept modeling	divergent thinking	media arts creation	approaches in	solutions, and
ပီ								improvising and	and prototyping.	and experimenting.	processes.	media arts creation	innovations in
								brainstorming.				processes.	media arts creation
													processes.
	1	1			1	1	1						

MA.2.CR2.PK         MA.2.CR2.X         MA.2.CR2.1         MA.2.CR2.2         MA.2.CR2.3         MA.2.CR2.5         MA.2.CR2.6         MA.2.CR2.7         MA.2.CR2.8         MA.2.CR2.8           1. With guidance, form ideas into plans or models for media arts productions.         1. With guidance, use ideas to form plans or models for media arts         1. With guidance, torm plans or models for media arts         1. Norm, share, and models for media arts         1. Develop, present, and resources, productions.         1. Develop, present, and resources, productions.         1. Design, propose, prose, and arts productions.         1. Design, propose, plans, or models for media arts         1. Apply aest criteria in models for media arts productions.         1. Sprom, share, and models for media arts productions.         1. Apply aest productions.         1. Apply aest productions. </th <th>_</th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th>MEI</th> <th>DIA ARTS - Creating</th> <th>2</th> <th></th> <th></th> <th></th> <th></th> <th></th>	_							MEI	DIA ARTS - Creating	2					
MA.2.CR2.PK         MA.2.CR2.X         MA.2.CR2.1         MA.2.CR2.2         MA.2.CR2.3         MA.2.CR2.5         MA.2.CR2.6         MA.2.CR2.7         MA.2.CR2.7         MA.2.CR2.8         MA.2.CR2.4           1. With guidance, form ideas into plans or models for plans or models for media arts productions.         1. With guidance, plans or models for media arts productions.         1. Now plans or models for media arts productions.         1. Now plans or models for media arts productions.         1. Sprouches are productions.         1. Develop, present, and models to probals for media arts productions.         1. Sprouches are productions.         1. Develop, present, and models to probals for media arts productions.         1. Develop, productions.         1. Develop, present, and test productions.         1. Develop, present, and test productions.         1. Develop, present, and models to prepare for media arts productions.         1. Apply aest criteria in models tor media arts productions.         1. Apply aest productions.         1. Apply aest produ		End	luring Understan	ding(s): Media artist	s plan, organize, and	develop creative ide					c idea.				
1. With guidance, form ideas into pans or models for media arts productions.       1. With guidance, use ideas to form plans or models for media arts productions.       1. With guidance, use ideat of form plans or models for media arts       1. With guidance, use ideat to form plans or models for media arts       1. With guidance, use ideat to form plans or models for productions.       1. With guidance, use ideat to form plans or models for models for media arts productions.       1. With guidance, use identified ideas models for media arts productions.       1. Notose ideas to form ideas into models for media arts productions.       1. Develop, plans, and models to prepare for media arts productions.       1. Develop, plans, and models to prepare for media arts productions.       1. Develop, plans, and models to prepare for media arts productions.       1. Develop, plans, and models to propose, and arts productions.       1. Develop, propose, and propose, and propose, and prototypes, and prototypes, and prototypes, and arts productions, considering the arts productions, considering the arts productions, considering the arts productions,       1. Develop, propose, and propose, and prototypes, and prototypes, and prototypes, and prototypes, and prototypes, and prototypes, and prototypes, and arts productions, considering the arts productions, considering the arts productions,       1. Develop, propose, and propose, and prototypes, and prototypes, and prototypes, and prototypes, and prototypes, and prototypes, and prototypes, and arts productions, considering the arts productions, considering the arts productions, considering the prototypes.       1. Develop, prototypes, and prototypes, and p				•									HS Proficient	HS Accomplished	HS Advanced
form ideas into media arts productions.			MA.2.CR2.PK	MA.2.CR2.K	MA.2.CR2.1	MA.2.CR2.2	MA.2.CR2.3	MA.2.CR2.4	MA.2.CR2.5	MA.2.CR2.6	MA.2.CR2.7	MA.2.CR2.8	MA.2.CR2.HS1	MA.2.CR2.HS2	MA.2.CR2.HS3
context.	Develop	forr plar mei pro	m ideas into ns or models for dia arts	use ideas to form plans or models for media arts	use identified ideas to form plans and models for media	create plans and models for media	test ideas, plans, and models to prepare for media arts productions.	assemble ideas, plans, and models for media arts productions, considering the artistic goals and	present, and test ideas, plans, models, and proposals for media arts productions, considering the artistic goals and audience.	propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering	and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering expressive intent	critique ideas, plans, prototypes, and production processes for media arts productions, considering intent, resources, and the presentation context.	developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media arts productions, considering original inspirations, goals, and presentation context.	designing, testing, and refining original artistic ideas, prototypes, and production strategies for media arts productions, considering artistic intentions, constraints of resources, and presentation context.	sophisticated personal aesthetic and knowledge of systems processes in forming, testing, and proposing original artistic ideas, prototypes,

						ME	DIA ARTS - Creating	3					
Er	nduring Understan		, integration, and ref			ples, and processes c ind artistic quality? H				ks.			
	Pre K MA.3.CR3.PK	Kindergarten MA.3.CR3.K	1st MA.3.CR3.1	2nd MA.3.CR3.2	3rd MA.3.CR3.3	4th MA.3.CR3.4	5th MA.3.CR3.5	6th MA.3.CR3.6	7th MA.3.CR3.7	8th MA.3.CR3.8	HS Proficient MA.3.CR3.HS1	HS Accomplished MA.3.CR3.HS2	HS Advanced MA.3.CR3.HS
ca cc in in	ntent, freely and guided practice, media arts	capture media arts content for expression and meaning in media arts productions.	media arts content for media arts productions, identifying basic	assemble content for unified media arts productions, identifying and applying basic principles, such as positioning and attention.		content and components to convey purpose and meaning in different media arts productions, applying sets of associated principles, such as balance and	and combine components to convey expression, purpose, and meaning in a variety of media arts productions, utilizing sets of associated principles, such as emphasis and	<ol> <li>Experiment with multiple approaches to produce content and components for determined purpose and meaning in media arts productions, utilizing a range of associated principles, such as point of view and perspective.</li> </ol>	<ol> <li>Coordinate production processes to integrate content and components for determined purpose and meaning in media arts productions, demonstrating understanding of associated principles, such as narrative structures and composition.</li> </ol>	arts productions, demonstrating understanding of associated principles, such as	processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts productions, demonstrating understanding of associated principles, such as emphasis and tone.	production processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts production, demonstrating understanding of associated principles, such as	<ol> <li>Synthesize content, process and component: express compell purpose, story, emotion, or idee complex media a productions, demonstrating mastery of associated principles, such hybridization.</li> </ol>
sh ef in in	hare expressive fects, freely and guided practice,	or presentation of media artworks and share results.	identify the effects of making changes	in altering, refining, and completing media artworks.	analyze how the	intentional effect in refining media artworks, emphasizing elements for a purpose.	elements and components can be altered for clear communication and intentional effects, and refine media	and audience, and refine media artworks to reflect	intentionally emphasizing particular expressive elements to reflect an understanding of purpose,	<ol> <li>Refine and modify media artworks, improving technical quality and intentionally accentuating selected expressive and stylistic elements, to reflect an understanding of purpose, audience, and place.</li> </ol>	modify media artworks, honing aesthetic quality and intentionally accentuating stylistic elements, to reflect an understanding of personal goals and	elaborate aesthetic elements and technical components to intentionally form impactful expressions in media artworks for specific purposes, intentions,	<ol> <li>Intentionally i consistently refi and elaborate elements and components to form impactful expressions in media artworks, directed at spec purposes, audiences, and contexts.</li> </ol>

### MEDIA ARTS - Producing 1

Anchor Standard 4: Develop and refine artistic techniques and work for presentation. Enduring Understanding(s): Media artists integrate various forms and contents to develop complex, unified artworks. Essential Question(s): How are complex media arts experiences constructed?

	Essential Question(s	s): How are complex	media arts experienc	es constructed?									
	Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
	MA.4.PR1.PK	MA.4.PR1.K	MA.4.PR1.1	MA.4.PR1.2	MA.4.PR1.3	MA.4.PR1.4	MA.4.PR1.5	MA.4.PR1.6	MA.4.PR1.7	MA.4.PR1.8	MA.4.PR1.HS1	MA.4.PR1.HS2	MA.4.PR1.HS3
	<ol> <li>With guidance,</li> </ol>	1. With guidance,	1. Combine varied	1. Practice	1. Practice	1. Demonstrate	1. Create media	1. Validate how	1. Integrate	1. Integrate	1. Integrate various	1. Integrate various	1. Synthesize
	combine different	combine arts forms	academic, arts, and	combining varied	combining varied	how a variety of	artworks through	integrating multiple	multiple contents	multiple contents	arts, media arts	arts, media arts	various arts, media
	forms and content,	and media content,	media content in	academic, arts, and	academic, arts, and	academic, arts, and	the integration of	contents and forms	and forms into	and forms into	forms, and content	forms, and	arts forms and
	such as image and	such as dance and	media artworks,	media content into	media forms and	media forms and	multiple contents	can support a	unified media arts	unified media arts	into unified media	academic content	academic content
	sound, to form	video, to form	such as an	unified media	content into unified	content may be	and forms, such as	central idea in a	productions that	productions that	arts productions,	into unified media	into unified media
ate	media artworks.	media artworks.	illustrated story.	artworks, such as a	media artworks,	mixed and	a media broadcast.	media artwork,	convey consistent	convey specific	considering the	arts productions	arts productions
eg					such as animation,	coordinated into		such as media,	perspectives and	,		that retain thematic	that retain artistic
Ĕ				animation.	music, and dance.	media artworks,		narratives, and	narratives, such as	such as	interaction of the	integrity and	fidelity across
						such as narrative,		performance.	an interactive video	interdisciplinary	audience, such as	stylistic continuity,	platforms, such as
						dance, and media.			game.	projects, or	experiential design.	such as transmedia	transdisciplinary
										multimedia theatre.		productions.	productions.

						MED	IA ARTS - Producing	2					
	Enduring Understan Essential Question(s	ding(s): Media artist ): What skills are rec	s require a range of s quired for creating ef		creatively solve problems of the solve probl	improved? How are	creativity and innov	ation developed with	•	· ·			•
	Pre K MA.5.PR2.PK	Kindergarten MA.5.PR2.K	1st MA.5.PR2.1	2nd MA.5.PR2.2	3rd MA.5.PR2.3	4th MA.5.PR2.4	5th MA.5.PR2.5	6th MA.5.PR2.6	7th MA.5.PR2.7	8th MA.5.PR2.8	HS Proficient MA.5.PR2.HS1	HS Accomplished MA.5.PR2.HS2	HS Advanced MA.5.PR2.HS3
	skills, such as manipulating tools, making choices, and sharing in creating media artworks.	skills, such as handling tools, making choices, and cooperating in creating media artworks.	technical steps, planning, and	ability in various identified artistic, design, technical, and soft skills, such as tool use and collaboration in media arts productions.	design, technical, and organizational roles, such as making compositional decisions,	foundational artistic, design, technical, and soft skills, such as formal technique, equipment usage, production, and collaboration in	<ol> <li>Enact various roles to practice fundamental ability in artistic, design, technical, and soft skills, such as formal technique, production, and collaboration in media arts productions.</li> </ol>	skills through performing various assigned roles in producing media artworks, such as invention, formal technique,	increasing set of artistic, design, technical, and soft skills through performing various	<ol> <li>Demonstrate a defined range of artistic, design, technical, and soft skills, through performing specified roles in producing media artworks, such as strategizing and collaborative communication.</li> </ol>		<ol> <li>Demonstrate effective command of artistic, design, technical and soft skills in managing and producing media artworks.</li> </ol>	<ol> <li>Employ mastere artistic, design, technical, and soft skills in managing and producing media artworks.</li> </ol>
a	as imagining freely and in guided practice, within	creative skills, such as performing, within media arts productions.		skills, such as playful practice,	creative skills to invent new content and solutions	<ol> <li>Practice foundational innovative abilities, such as design thinking, in addressing problems within and through media arts productions.</li> </ol>	innovative abilities,	abilities, such as testing constraints, in developing solutions within and through media arts productions.	increasing set of creative and adaptive innovation abilities, such as exploratory processes, in developing solutions within	<ol> <li>Demonstrate a defined range of creative and adaptive innovation abilities, such as divergent solutions and bending conventions, in developing new solutions for identified problems within and through media arts productions.</li> </ol>	innovation abilities, such as design thinking, and risk taking, in addressing identified	creative and adaptive innovatior abilities, such as resisting closure, and responsive use of failure, to address sophisticated challenges within and through media	formulating lines of inquiry and
	and in guided	3. Practice, discover, and share how media arts creation tools work.	and share different ways to use tools	<ol> <li>Demonstrate and explore identified methods to use tools to capture and form media artworks.</li> </ol>	use of tools and techniques while	<ol> <li>Demonstrate use of tools and techniques in standard and novel ways while constructing media artworks.</li> </ol>	3.Examine how tools and techniques could be used in standard and experimental ways in constructing media artworks.	techniques in standard and experimental ways in constructing media artworks.	tools and techniques in standard and		3. Demonstrate adaptation and innovation through the combination of tools, techniques and content, in standard and innovative ways, to communicate intent in the production of media artworks.	techniques, and interactivity to achieve specific	utilize and adapt tools, styles, and systems in standard, innovative, and experimental ways in the production of

-					MED	IA ARTS - Producing	3					
Enduring Understa	: Convey meaning thr nding(s): Media artist (s): How does time, p	s purposefully prese	ent, share, and distrib			rorks? How can prese	enting or sharing med	lia artworks in a pub	lic format help a med	dia artist learn and gr	.ow?	
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
MA.6.PR3.PK 1. With guidance, share roles and discuss the situation for presenting media artworks.	roles and the situation in presenting media	MA.6.PR3.1 1. With guidance, discuss presentation conditions and perform a task in presenting media artworks.	MA.6.PR3.2 1. Identify and describe presentation conditions and perform task(s) in presenting media artworks.	describe the presentation conditions, and take on roles and processes in presenting or	fulfill a role and processes in presenting or distributing media artworks.	purposes of presentation formats, and fulfill a role and associated	formats and fulfill various tasks and defined processes in the presentation and/or distribution of media artworks.	processes in the presentation	presentation and distribution of media artworks through multiple formats and/or contexts.	distribution of collections of media artworks, considering combinations of artworks, formats,	MA.6.PR3.HS2 1. Curate and design the presentation and distribution of collections of media artworks through a variety of contexts, such as mass audiences, and physical and virtual channels.	intentional impac through a variety contexts, such as markets and
2. With guidance, share reactions to the presentation of media artworks.		2. With guidance, discuss the experience of the presentation of media artworks.	<ol> <li>Identify and describe the experience and share results of presenting media artworks.</li> </ol>		and improvements for presenting media artworks.	of and improvements for	media artworks.	results of and improvements for presenting media artworks, considering impacts on personal	2. Evaluate the results of and implement improvements for presenting media artworks, considering impacts on personal growth and external effects.	artworks, considering personal and local	<ol> <li>Evaluate and implement improvements in presenting media artworks, considering personal, local, and social impacts such as changes that occurred for people, or to a situation.</li> </ol>	

### MEDIA ARTS - Responding 1

Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
MA.7.RE1.PK	MA.7.RE1.K	MA.7.RE1.1	MA.7.RE1.2	MA.7.RE1.3	MA.7.RE1.4	MA.7.RE1.5	MA.7.RE1.6	MA.7.RE1.7	MA.7.RE1.8	MA.7.RE1.HS1	MA.7.RE1.HS2	MA.7.RE1.HS
xplore and discuss omponents and	0	components and messages in media artworks.	components and messages in media artworks.	<ol> <li>Identify and describe how messages are created by components in media artworks.</li> </ol>	<ol> <li>Identify, describe, and explain how messages are created by components in media artworks.</li> </ol>	<ol> <li>Identify, describe, and differentiate how message and meaning are created by components in media artworks.</li> </ol>	<ol> <li>Identify, describe, and analyze how message and meaning are created by components in media artworks.</li> </ol>	<ol> <li>Describe, compare, and analyze the qualities of and relationships between the components in media artworks.</li> </ol>	1. Compare, contrast, and analyze the qualities of and relationships between the components and style in media artworks.	qualities of and relationships between the components, style, and preferences communicated by media artworks and artists.	synthesize the qualities and relationships of the components in a variety of media artworks, and	<ol> <li>Analyze and synthesize the qualities and relationships o components ar audience impar a variety media artworks.</li> </ol>

Anchor Standard 8: Interpret intent and meaning in artistic work. Enduring Understanding(s): Interpretation and appreciation require consideration of the intent, form, and context of the media and artwork.

Essential Question(	s): How do people re	late to and interpret	media artworks?									
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
MA.8.RE2.PK	MA.8.RE2.K	MA.8.RE2.1	MA.8.RE2.2	MA.8.RE2.3	MA.8.RE2.4	MA.8.RE2.5	MA.8.RE2.6	MA.8.RE2.7	MA.8.RE2.8	MA.8.RE2.HS1	MA.8.RE2.HS2	MA.8.RE2.HS3
1. With guidance,	<ol> <li>With guidance,</li> </ol>	<ol> <li>With guidance,</li> </ol>	1. Determine the	1. Determine the	1. Determine and	1. Determine and	1. Analyze the	<ol> <li>Analyze the</li> </ol>	<ol> <li>Analyze the</li> </ol>	1. Analyze the	<ol> <li>Analyze the</li> </ol>	1. Analyze the
share reactions to	share observations	identify the	purposes and	purposes and	explain reactions	compare personal	intent of a variety	intent and meaning	intent and	intent, meanings,	intent, meanings,	intent, meanings
media artworks.	regarding a variety	meanings of a	meanings of media	meanings of media	and interpretations	and group	of media artworks,	of a variety of	meanings of a	and reception of a	and influence of a	and impacts of
	of media artworks.	variety of media	artworks,	artworks while	to a variety of	interpretations of a	using given criteria.	media artworks,	variety of media	variety of media	variety of media	diverse media
		artworks.	considering their	describing their	media artworks,	variety of media		using self-	artworks, focusing	artworks, focusing	artworks, based on	artworks,
			context.	context.	considering their	artworks,		developed criteria.	on intentions,	on personal and	personal, societal,	considering
					purpose and	considering their			forms, and various	cultural contexts.	historical, and	complex factors of
					context.	intention and			contexts.		cultural contexts.	context and bias.
						context.						

### MEDIA ARTS - Responding 3 Anchor Standard 9: Apply criteria to evaluate artistic work. Enduring Understanding(s): Skillful evaluation and critique are critical components of experiencing, appreciating, and producing media artworks. Essential Question(s): How and why do media artists value and judge media artworks? When and how should we evaluate and critique media artworks to improve them? Kindergarten 6th 7th 8th HS Proficient HS Accomplished HS Advanced 2nd 3rd 4th 5th Pre K 1st MA.9.RE3.5 MA.9.RE3.PK MA.9.RE3.K MA.9.RE3.1 MA.9.RE3.2 MA.9.RE3.3 MA.9.RE3.4 MA.9.RE3.6 MA.9.RE3.7 MA.9.RE3.8 MA.9.RE3.HS1 MA.9.RE3.HS2 MA.9.RE3.HS3 1. With guidance, . Identify the . Share appealing .Discuss the L. Identify basic . Identify and 1. Determine and . Determine and Develop and . Evaluate media . Evaluate media Form and apply Independently examine and share qualities and ffective parts of ffectiveness of and criteria for and apply basic criteria apply criteria for apply specific apply criteria to rt works and art works and defensible develop rigorous possible changes in appealing qualities nd possible nprovements for evaluate media for evaluating and evaluating media criteria to evaluate evaluate various production production valuations in the evaluations of, and in media artworks. media artworks. changes to media media artworks, artworks, improving media artworks and various media media artworks and processes with processes at onstructive and strategically seek considering their considering artworks and production feedback for media artworks. artworks and production developed criteria. decisive stages. systematic critique considering ontext. possible production processes, production processes, considering context using identified of media artworks artworks and improvements and processes, considering and production production iewers. considering processes, and artistic goals. criteria, and context. considering context, and considering context context, and considering context processes. processes, considering practicing context. and practicing practicing and artistic goals. complex goals and constructive constructive constructive feedback. feedback. feedback. factors.

## MEDIA ARTS - Connecting 1

Anchor Standard 10: Synthesize and relate knowledge and personal experiences to make art. Enduring Understanding(s): Media artworks synthesize meaning and form cultural experience.

Essential Question(s): How do we relate knowledge and experiences to understanding and making media artworks? How do we learn about and create meaning through producing media artworks

Essential Question(	s): now do we relate	knowledge and expe	mences to understar	iung and making me	all artworks? How a	io we learn about an	a create meaning this	ough producing med	Id drtworks?			
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
MA.10.CO1.PK	MA.10.CO1.K	MA.10.CO1.1	MA.10.CO1.2	MA.10.CO1.3	MA.10.CO1.4	MA.10.CO1.5	MA.10.CO1.6	MA.10.CO1.7	MA.10.CO1.8	MA.10.CO1.HS1	MA.10.CO1.HS2	MA.10.CO1.HS3
1. Use personal	1. Use personal	<ol> <li>Use personal</li> </ol>	<ol> <li>Use personal</li> </ol>	1. Use personal and	1. Examine and use	1. Access and use	1. Access, evaluate,	1. Access, evaluate	1. Access, evaluate,	1. Access, evaluate,	1. Synthesize	1. Independently
experiences in	experiences and	experiences,	experiences,	external resources,	personal and	internal and	and use internal	and use internal	and use internal	and integrate	internal and	and proactively
making media	choices in making	interests, and	interests,	such as interests,	external resources,	external resources	and external	and external	and external	personal and	external resources	access relevant ar
artworks.	media artworks.	models in creating	information, and	information, and	such as interests,	to create media	resources to create	resources to inform	resources to inform	external resources	to enhance the	qualitative
		media artworks.	models in creating	models, to create	research, and	artworks, such as	media artworks,	the creation of	the creation of	to inform the	creation of	resources to infor
			media artworks.	media artworks.	cultural	interests,	such as knowledge,	media artworks,	media artworks,	creation of original	persuasive media	the creation of
					understanding, to	knowledge, and	experiences,	such as	such as cultural and	media artworks,	artworks, such as	cogent media
					create media	experiences.	interests, and	experiences,	societal knowledge,	such as	cultural	artworks.
					artworks.		research.	interests, research,	research, and	experiences,	connections,	
								and exemplary	exemplary works.	interests, and	introspection,	
								works.		cultural	research, and	
										experiences.	exemplary works.	

						MEDI	A ARTS - Connecting	2					
Enduring	Understan	ding(s): Media artwo	s and works with soci orks and ideas are be arts relate to its vario	tter understood and	produced by relating	g them to their purpo			media artist's unders	standing and work?			
Pre MA.11.		Kindergarten MA.11.CO2.K	1st MA.11.CO2.1	2nd MA.11.CO2.2	3rd MA.11.CO2.3	4th MA.11.CO2.4	5th MA.11.CO2.5	6th MA.11.CO2.6	7th MA.11.CO2.7	8th MA.11.CO2.8	HS Proficient MA.11.CO2.HS1	HS Accomplished MA.11.CO2.HS2	HS Advanced MA.11.CO2.HS
<ol> <li>With gu relate med artworks a everyday l</li> </ol>	dia and life.	<ol> <li>With guidance, share ideas in relating media artworks and everyday life, such as daily activities.</li> </ol>	artworks in everyday life, such as popular media, and connections with family and	media artworks and ideas relate to everyday and cultural life, such as media messages and media	ideas relate to everyday and cultural life and can influence values and online behavior.	artworks, how media artworks and ideas relate to everyday and cultural life, such as fantasy and reality, and technology use.	show how media artworks and ideas relate to personal, social and community life, such as exploring commercial and information purposes, history,	<ol> <li>Research and show how media artworks and ideas relate to personal life, and social, community, and cultural situations, such as personal identity, history, and entertainment.</li> </ol>	<ol> <li>Research and demonstrate how media artworks and ideas relate to various situations, purposes and values, such as community, vocations, and social media.</li> </ol>	explain how media artworks and ideas relate to various contexts, purposes,	contexts, purposes, and values, such as social trends, power, equality, and personal/cultural	and demonstrate the relationships of media arts ideas and works to various contexts, purposes, and values, such as markets, systems,	<ol> <li>Demonstrate t relationships of media arts ideas and works to personal and glod contexts, purpose and values, throu relevant and impactful media artworks.</li> </ol>
2. With gu	afely and tely with s tools	interact safely and appropriately with media arts tools	appropriately with media arts tools and environments, considering safety,	appropriately with	media arts tools	appropriately with media arts tools	media arts tools and environments, considering ethics, rules, and media	interact appropriately with media arts tools	with media arts tools and environments,	<ol> <li>Analyze and responsibly interact with media arts tools, environments, legal, and technological contexts, considering ethics, media literacy, social media, and virtual worlds.</li> </ol>	evaluate and effectively interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, social media, virtual	investigate and ethically interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, digital identity, and artist/audience	<ol> <li>Critically investigate and strategically interact with lega technological, systemic, and vocational contex of media arts.</li> </ol>