

Grade 4

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.** 2.4.2.2

- 1 Generate multiple ideas for media artworks using a variety of creative methods that explore time and motion. For example: Investigation with video; reverse designing media artworks; mindmapping. 2.4.2.2.1
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- 3 Create original artistic work.** 2.4.2.3

- 1 Structure and arrange content and components to convey purpose and meaning in the creation of media artworks, applying artistic foundations. For example: Hand drawn animation considering balance and contrast; design music for video clip considering emphasis; photo manipulation considering fairness, fair use, juxtaposition, and imaging. 2.4.2.3.1
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- 4 Revise and complete original artistic work.** 2.4.2.4

- 1 Revise content to convey purpose and meaning in various media artworks, using artistic foundations. For example: Editing filters considering texture, editing, and mixing qualities considering sound elements. 2.4.2.4.1
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Present

- 5 Develop and refine artistic techniques and work for presentation.** 2.4.3.5

- 1 Combine and coordinate a variety of media content into a media artwork presentation. For example: A mixed media performance. 2.4.3.5.1
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- 6 Make artistic choices in order to convey meaning through presentation.** 2.4.3.6

- 1 Identify and describe presentation conditions, and take on a role in presenting media artworks. For example: Exporting and distributing completed movie into online portfolio. 2.4.3.6.1
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Respond

- 7 Analyze and construct interpretations of artistic work.** 2.4.4.7

- 1 Compare how messages are created by components in media artworks, and explain how the components affect mood and audience experience. For example: Watch a variety of media arts clips and discuss how different clips express mood, and how they affect how the audience experiences the media art works. 2.4.4.7.1

8 Evaluate artistic work by applying criteria. 2.4.4.8

- 1 Apply given criteria for evaluating and improving media artworks and production processes. For example: Keeping movements smaller and more controlled in stopmotion animation, use of techniques to stabilize the captured video, or how to increase focus in digital images. 2.4.4.8.1

Connect

9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work. 2.4.5.9

- 1 Examine and use personal interests, research, and cultural understanding to create media artworks. For example: Autobiographical stories; creating media artworks illustrating personal statements/positions; media art works that display personal life experiences. 2.4.5.9.1

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. 2.4.5.10

- 1 Identify how media artworks are used to inform or change beliefs, values or behaviors of an individual or society. For example: Identify how media arts influences what we perceive, think, or believe; identify how media arts can influence our culture for positive change. 2.4.5.10.1