

Media Arts: By the end of grade 8

Creating

Anchor Standard 1 Generating and conceptualizing ideas.

- a Generate a variety of ideas, goals and solutions for media artworks using creative processes such as sketching, brainstorming, improvising, and prototyping with increased proficiency, divergent thinking, and opportunity for student choice. [1.2.8.CR1A](#)
 - b Organize and design artistic ideas for media arts productions. [1.2.8.CR1B](#)
 - c Critique plans, prototypes and production processes considering purposeful and expressive intent. [1.2.8.CR1C](#)
-

Anchor Standard 2 Organizing and developing ideas.

- a Organize and design artistic ideas for media arts productions [1.2.8.CR2A](#)
 - b Critique plans, prototypes and production processes considering purposeful and expressive intent. [1.2.8.CR2B](#)
-

Anchor Standard 3 Refining and completing products

- a Experiment with and implement multiple approaches that integrate content and stylistic conventions. [1.2.8.CR3A](#)
 - b Communicate an intentional purpose and meaning utilizing varying point of view and perspective. [1.2.8.CR3B](#)
 - c Refine and modify artistic choices to reflect an understanding of purpose, narrative structures, composition, audience, and context. [1.2.8.CR3C](#)
-

Producing

Anchor Standard 4 Selecting, analyzing and interpreting work.

- a Experiment with and integrate multiple forms, approaches and content to coordinate, produce and implement media artworks that convey purpose and meaning (e.g., narratives, video games, interdisciplinary projects, multimedia theatre). [1.2.8.PR4A](#)

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

- a Develop and demonstrate a variety of artistic, design, technical, and soft skills (e.g., self-initiative, problem solving, collaborative communication) through performing various roles in producing media artworks. [1.2.8.PR5A](#)
- b Develop and demonstrate creativity and adaptability, through processes such as testing constraints and divergent solutions, within and through media arts productions. [1.2.8.PR5B](#)
- c Develop and demonstrate creativity and adaptability in standard and experimental ways, to construct, achieve assigned purpose, and communicate intent in media artworks. [1.2.8.PR5C](#)

Anchor Standard 6 Conveying meaning through art.

- a Analyze and design various presentation formats and tasks in the presentation and/or distribution of media artworks. [1.2.8.PR6A](#)
- b Analyze benefits and impacts from presenting media artworks [1.2.8.PR6B](#)

Responding

Anchor Standard 7 Perceiving and analyzing products.

- a Compare, contrast and analyze the qualities of and relationships between the components and style in media artworks. [1.2.8.RE7A](#)
- b Compare, contrast and analyze how various forms, methods and styles in media artworks affect and manage audience experience and create intention when addressing global issues including climate change. [1.2.8.RE7B](#)

Anchor Standard 8 Interpreting intent and meaning.

- a Analyze the intent and meanings and context of a variety of media artworks, focusing on intentions, forms, and detect bias, opinion, and stereotypes. [1.2.8.RE8A](#)

Anchor Standard 9 Applying criteria to evaluate products.

- a Evaluate media art works and production processes at decisive stages, using identified criteria, and considering context and artistic goals. [1.2.8.RE9A](#)
-

Connecting

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

- a Access, evaluate and use internal and external resources to inform the creation of media artworks, such as cultural and societal knowledge, research and exemplary works. [1.2.8.CN10A](#)
 - b Explain and demonstrate how media artworks expand meaning and knowledge and create cultural experiences, such as local and global events. [1.2.8.CN10B](#)
-

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

- a Access, evaluate and use internal and external resources and context to inform the creation of media artworks (e.g., cultural and societal knowledge, research, exemplary works) [1.2.8.CN11A](#)
- b Explain and demonstrate how media artworks expand meaning and knowledge, and create cultural experiences (e.g., via local and global events considering fair use and copyright, ethics, media literacy). [1.2.8.CN11B](#)