

ANIMATION TURNAROUND STANDARDS

GRADE 7 MEDIA ARTS

1.2 Analyze and describe how specific elements and principles contribute to expressive qualities in works of media art.

2.1 Create innovative media art works that communicate complex stories, ideas or emotions.

4.2 Demonstrate and justify intent in personal media art works.

GRADE 7 VISUAL ARTS

1.4 Analyze and describe how the elements of art and the principles of design contribute to the expressive qualities of their own works of art.

2.1 Demonstrate an increased knowledge of technical skills in using art media and processes (e.g., printing press, silk screening, computer graphics software).

4.2 Analyze the form (how a work of art looks) and content (what a work of art communicates) of works of art.

5.3 Examine art, photography, and other two- and three-dimensional images, comparing how different visual representations of the same object lead to different interpretations of its meaning, and describe or illustrate the results.

ANIMATION TURNAROUND STANDARDS GRADE 8 MEDIA ARTS

1.2 Analyze the use of digital manipulation (e.g., layering, filtering, processing) in media art works.

2.4 Effectively integrate media arts processes to construct meaningful media art works.

2.1 Demonstrate skill in purposefully refining media art works.

4.3 Interpret a media art work based on content, form and the artist's production choices.

GRADE 8 VISUAL ARTS

1.1 Use artistic terms when describing the intent and content of works of art.

1.3 Analyze the use of the elements of art and the principles of design as they relate to meaning in video, film, or electronic media.

2.3 Create an original work of art, using film, photography, computer graphics, or video.

4.4 Develop and apply a set of criteria as individuals or in groups to assess and critique works of art.

5.3 Demonstrate an understanding of the effects of visual communication media (e.g., television, music videos, film, Internet) on all aspects of society.