

IMAGINARY ANIMAL 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.
- 5.4 Create interdisciplinary 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).
- 2.6 Create an original work of art, using film, photography, computer graphics, or video.
- 2.7 Create a series of works of art that express a personal statement demonstrating skill in applying the elements of art and the principles of design.
- 4.2 Analyze the form (how a work of art looks) and content (what a work of art communicates) of works of art.
- 4.4 Develop and apply specific and appropriate criteria individually or in groups to assess and critique works of art.
- 4.5 Identify what was done when a personal work of art was reworked and explain how those changes improved the work.
- 5.4 Identify professions in or related to the visual arts and some of the specific skills needed for those professions.

PUBLIC SERVICE ANNOUNCEMENT VIDEO STANDARDS

GRADE 8 MEDIA ARTS

- 1.2 Analyze the use of digital manipulation (e.g., layering, filtering, processing) in media art works.
- 2.1 Demonstrate skill in purposefully refining 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.
- 2.1 Demonstrate an increased knowledge of technical skills in using more complex two-dimensional art media and processes (e.g., printing press, silk screening, computer graphics software).
- 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.