SLANG PICTURE DICTIONARY 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.

SLANG PICTURE DICTIONARY 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.