**Area of Learning: ARTS EDUCATION — Media Arts Grade 11**

**BIG IDEAS**

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| **Media arts** reflect the interconnectedness of the individual, community, history, and society. |  | Growth as an **artist** is dependent on perseverance, resilience, refinement, and reflection. |  | Artistic expression is an artist’s physical and cognitive articulation of our **humanity**. |  | Media arts provide a unique way to represent self, identity, and culture. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*Explore and create* **ECMED2** Create media art using **sensory inspiration**, imagination, and inquiry
* **ECMED5** Explore artistic possibilities and **take creative** **risks**,using various **sources of inspiration**
* **ECMED4** Experiment with media arts materials and processes to create media artworks
* **ECMED6** Explore established, new, and emerging technologies used in media arts
* **ECMED1** Create artistic works for a specific audience
* **ECMED7** Refine skills and techniques in creating media artworks
* **ECMED3** Demonstrate active engagement in creating media artworks and resolving creative challenges

Reason and reflect* **RRMED5** Understand the purpose of a **critique** and choose when to apply suggestions
* **RRMED2** Describe and analyze, using discipline-specific language, how artists use materials, technologies, processes, and **environments** in media arts
* **RRMED1** Analyze creative choices in the planning, making, interpreting, and analyzing of media artworks
* **RRMED3** Develop personal answers to **aesthetic questions**
* **RRMED4** Reflect on the influences of a **variety of contexts** on artistic works
 | *Students are expected to know the following:** **elements** and **principles of design**
* **image development strategies**
* **media technologies**
* **standards-compliant technology**
* a variety of image sources and genres
* common **terminology** used in media arts
* **materials**, **processes**, and **techniques** of media arts
* media production skills:
	+ **pre-production**
	+ **production**
	+ **post-production**
* symbols and metaphors
* influences of **visual culture** in media arts
* local, national, global, and intercultural media artists and genres
* **ethical, moral, and legal considerations** associated with media arts technology
* **moral rights**, and the ethics of **cultural appropriation** and plagiarism
* health and safety protocols and procedures
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**Area of Learning: ARTS EDUCATION — Media Arts Grade 11**

**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Communicate and document* **CDMED4 Document**, share, and appreciate media artworks in a variety of contexts
* **CDMED2** Communicate ideas and express emotions through art making
* **CDMED3** Demonstrate awareness of self, others, and **place** through art making
* **CDMED1** Communicate about and **respond** to **social and environmental issues** through media arts

Connect and expand* **CEMED3** Demonstrate personal and social responsibility associated with creating, perceiving, and responding in media arts
* **CEMED6** Explore First Peoples perspectives, knowledge, and protocols; other **ways of knowing**, and local cultural knowledge through media arts
* **CEMED2** Create artistic works to reflect **personal voice**, story, and values
* **CEMED8** Explore the relationships between media arts, culture, and society
* **CEMED7** Explore personal, educational, and professional opportunities in media arts and related fields
* **CEMED5** Engage in **digital citizenship** throughout the creative process
* **CEMED1** Connect with others on a local, regional, or national scale through media arts
* **CEMED4** Demonstrate safe and **responsible** **use of materials**, tools, and work space
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