**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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**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 |  |