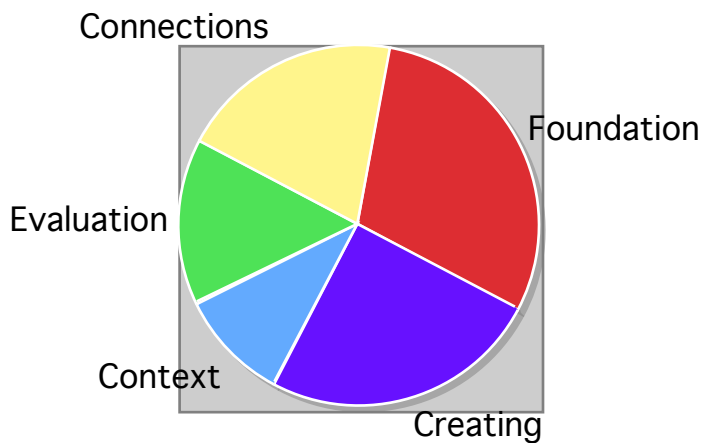


Exploring Media Arts AB

Middle School



Course Title	Exploring Media Arts MS AB
Course Abbreviation	EXP MEDIA MS A/B
Course Code	16101/2
Special Notes	Year course; foundational; no prerequisite
Course Description	This Middle School course for sixth, seventh and eighth grade explores a balanced range of media arts basic concepts and processes towards achieving the standards of media arts. Students will experience a variety of new media forms, separately and in combination, including: sound, image, sequence and motion, animation, creative communications, virtual design and/or interactive programming. By exploring various media arts productions, tools, methods, vocabularies, and ideas, students will develop increased abilities to express intended artistic meaning. They will be prepared to matriculate into more advanced media arts courses in specialized areas such as sound production, cinema, animation, imaging design and interactive and virtual design. Students will develop

	critical thinking skills in aesthetic problem solving and media analysis and appreciation. They will develop enduring arts literacy through complex, aesthetically driven interactions of information, media and modalities, in relationship with their peers, environment, community and technology.	
California Content Standards	<p>The <i>California Visual Arts Content Standards</i> below identify those standards to be mastered by all students who complete the course successfully.</p> <p>7th Grade 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). 2.2 Develop skill in using mixed media while guided by a selected principle of design 3.2 Compare and contrast works of art from various periods, styles, and cultures and explain how those works reflect the society in which they were made. 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.</p> <p>8th Grade VISUAL ARTS 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. 2.7 Design a work of public art appropriate to and reflecting a location. 3.1 Examine and describe or report on the role of a work of art created to make a social comment or protest social conditions. 4.6 Select a grouping of their own works of art that reflects growth over time and describe the progression. 5.3 Demonstrate an understanding of the effects of visual communication media (e.g., television, music videos, film, Internet) on all aspects of society.</p>	
Instructional Units/Pacing Plan	Instructional Units Topics should be presented in an integrated manner where possible. Time spent on each unit is to be based upon the needs of the student and the instructional program.	Suggested Percentage of Instructional Time
	Artistic Process - Creative exploration, observing, experimenting, synthesizing, etc. Modalities Development in individual and combined expressive vehicles of movement, spatial, temporal, visual, aural, interactive and/or textual production. Technical Training in a minimum of 3 media tools and processes (eks: imaging composition, sound production, motion techniques, and multimedia arrangement) Media Arts vocabularies , concepts, elements and principles Critical and Aesthetic Analysis Contextual Awareness – cultural, historical, economic, experiential Production Processes , techniques and methods	15 5 20 10 10 10 30
Representative Objectives	<p><i>The student will be able to:</i></p> <ul style="list-style-type: none"> Recognize, describe, analyze, discuss, and write about the aesthetic characteristics of works of media art and the environment using appropriate vocabulary. Demonstrate an understanding of how to solve aesthetic problems in unique and expressive ways. Create original and various works of media art of increasing complexity and with 	

	<p>increased skill.</p> <ul style="list-style-type: none"> • Synthesize meaningful subjects and themes through integrating elements, media, modalities and metaphors. • Demonstrate basic skills in a variety of media, techniques, and processes, individually and in combination, making choices as to what to apply in their work as they relate to expressive function and context. • Discuss the conceptual and contextual meanings reflected in diverse cultural, historical and contemporary genres, forms and styles in media arts productions. • Create appropriate criteria to critically analyze, make informed judgements and refine media art works • Discuss and describe the various purposes for creating media art works as well as the artistic, political and or economic factors involved.
Representative Performance Skills	<p><i>In accordance with their individual capacity, students will grow in the ability to:</i></p> <ul style="list-style-type: none"> • Produce a work of media art effectively using a variety of emerging technology and aesthetic principles. • Locate, organize, maintain, interpret, synthesize and communicate information (oral and written, creation of an artistic object, event or environment) using contemporary technologies. • Research arts and art-related careers for those skilled in using contemporary technologies. • Discuss complex issues for those artists using contemporary technologies, such as the innovative and meaningful generation and manipulation of sound, image and form, space, time; composition and multimedia choreography; expressive content, factual and fictional, etc. • Discuss and make choices about using materials, formats and contemporary technologies as they relate to intent and audience. • Identify some trends of contemporary styles in American and global media arts and discuss the diverse cultural developments reflected in the artworks created using contemporary technologies she or he has examined. • Discuss (compare and contrast) the purposes of art from major time periods and cultures with those created using contemporary technologies in present time. • Develop chains of reasoning for his or her judgments about works of art that link the elements of media art and principles of design, expressive characteristics, contextual factors and technical qualities to the interpretation of meaning. • Use criteria for making judgments and identify the difference between preference and judgment, intentions and purpose, and the contextual factors (technical, economic, cultural and political) that influence production and interpretation of media arts productions. • Adapt to and effectively utilize a variety of technologies in innovative and novel ways. • Collaborate with others and develop individual production capacities. • Consider ethical choices in viewing and creating media productions.