

media & design arts pathway

A 1.1 Artistic Perception: Proficient

- 1.1 Discuss/analyze/write about principles of design in the environment and works of art, including their own.
- 1.3 Research and analyze the work of an artist and write about the artist's style and its contribution to the meaning of the work.
- 1.4 Analyze and describe how the composition is affected by the use of a specific principle of design.
- 1.5 Analyze the material used by a given artist and describe how its use influences the meaning of the work.
- 1.6 Compare/contrast similar styles of works of art done in electronic media with those done with traditional materials

Artistic Perception: Advanced

- 1.1 Analyze/discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual.
- 1.3 Analyze their works of art as to personal direction and style.
- 1.5 Compare how distortion is used in photography with how distortion is used in painting and sculpture
- 1.6 Describe the use of the elements of art to express mood in one or more of their works of art
- 1.7 Select three works of art from their art portfolio and discuss the intent of the work and the use of the media.
- 1.8 Analyze the works of a well-known artist as to the art media selected and the effect of that selection on the artist's style.

A 1.2 Creative Expression: Proficient

- 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design
- 2.2 Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills
- 2.3 Develop and refine skill in the manipulation of digital imagery
- 2.4 Review and refine observational drawing skills.

Creative Expression: Advanced

- 2.1 Create original works of art of increasing complexity and skill in a variety of media that reflect their feelings and points of view.
- 2.2 Plan/create works that reflect complex ideas (distortion, color theory, arbitrary color, scale, expressive content, real/virtual)
- 2.4 Demonstrate in their work a personal style and an advanced proficiency in communicating an idea, theme, or emotion.
- 2.5 Use innovative visual metaphors in creating works of art.
- 2.6 Present a universal concept in a multimedia work of art that demonstrates knowledge of technology skills.

A1.3 Historical and Cultural Context: Proficient

- 3.1 Identify similarities and differences in the purposes of art created in selected cultures.
- 3.2 Identify/describe the role and influence of new technologies on contemporary works of art.
- 3.3 Identify/describe trends in the visual arts and discuss how time, place, and cultural influence are reflected in selected works

Historical and Cultural Context: Advanced

- 3.1 Identify contemporary styles and discuss the diverse social/economic/political developments reflected in the work
- 3.2 Discuss contemporary artists (regional/national/international) who's work reflects/plays a role in/influences present-day culture.
- 3.3 Investigate and discuss universal concepts expressed in works of art from diverse cultures.

A1.4 Aesthetic Valuing: Proficient

- 4.1 Articulate how beliefs/cultural traditions/social/economic/political contexts influence the interpretation of the meaning of a work.
- 4.3 Formulate/support the aesthetic value of a work of art and change/defend that position after considering the views of others.
- 4.4 Articulate the process and rationale for refining and reworking one of their own works of art.
- 4.5 Employ the conventions of art criticism in writing and speaking about works of art.

Aesthetic Valuing: Advanced

- 4.1 Describe the relationship involving the art maker (artist), the making (process), the artwork (product), and the viewer.
- 4.3 Analyze and articulate how society influences the interpretation and message of a work of art.
- 4.6 Develop written criteria for the selection of a body of work from their portfolios that represents significant achievements

A1.5 Connections, Relationships, Applications: Proficient

- 5.2 Create a work of art that communicates a cross-cultural or universal theme taken from literature or history
- 5.3 Compare and contrast the ways in which different media (television, newspapers, magazines) cover the same art exhibition
- 5.4 Understanding of the various skills of an artist, art critic, art historian, art collector, art gallery owner, and aesthetician

Connections, Relationships, Applications : Advanced

- 5.1 Speculate on how advances in technology might change the definition and function of the visual arts
 - 5.2 Compare/contrast works of art, probing beyond the obvious and identifying psychological content found in the symbols/images
 - 5.3 Prepare portfolios of their original work for a variety of purposes (postsecondary/exhibition/job application/personal collection)
 - 5.4 Investigate and report on modern/emerging technologies that affect or will affect visual artists and the definition of the visual arts
- ## A2.0 Understand the key technical/technological requirements applicable to various segments of the Media and Design Arts Pathway
- A2.1 Analyze how technical design (color theory/graphics/typography/posters/sound/costumes/makeup) contributes presentation
 - A2.2 Know the steps and skills required to design, edit, and produce a production for audio, video, electronic, or printed presentation
 - A2.3 Use technology to create a variety of audio, visual, written, and electronic products and presentations.
 - A2.4 Know features/uses of current/emerging technology related to computing
 - A2.5 Know the writing processes, formats, and conventions used for various media
 - A2.6 Understand technical support related to various media and design arts
 - A2.7 Know how advanced/emerging technologies may affect or improve media and design arts products or productions.
 - A2.8 Use models, simulations, and other test determine optimal design solutions from a variety of options.r