

## Comparison of 2008 MN Media Arts Standards to 2018 Media Arts Standards

2008 Grades K-3 Media Arts Standards		2018 Kindergarten Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
<b>1. Artistic Foundations</b>		<b>1. Foundations</b>	
1. Demonstrate knowledge of the foundations of the arts area.	0.1.1.2.1 Identify the elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	0.1.2.2.1 Identify how hardware such as digital still cameras, digital video camcorders and computers are used for creation of media arts.		
	0.1.2.2.2 Identify the functions of software such as photo-editing, video-editing and sound-editing tools, in creating original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural, and historical contexts that influence the arts areas.	0.1.3.2.1 Identify the characteristics of works in media art from a variety of cultures including the contributions of Minnesota American Indian tribes and communities.		
<b>2. Artistic Process: Create or Make</b>		<b>2. Artistic Process: Create</b>	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	0.2.1.2.1 Create original media artworks to express ideas, experiences or stories.	2. Generate and develop original artistic ideas.	2.0.2.2.1 Develop ideas for media artworks using play and experimentation.  <i>For example:</i> Combine lines and shapes in digital formats; try different drawing tools in sketching app.
	0.2.1.2.2 Revise creative work based on the feedback of others.	3. Create original artistic work.	2.0.2.3.1 Capture ideas in media artworks.  <i>For example:</i> Take pictures considering <b>space</b> ; use recording materials; assemble different lines and shapes in design app.
		4. Revise and complete original artistic work.	2.0.2.4.1 Make changes to the content of media artworks and share results.  <i>For example:</i> Rearrange objects in a digital drawing; rerecord video.
<b>3. Artistic Process: Perform or Present</b>		<b>3. Artistic Process: Present</b>	
1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	0.3.1.2.1 Share and describe a personal media artwork.	5. Develop and refine artistic techniques and work for presentation.	2.0.3.5.1 Identify different ways media artworks are presented.  <i>For example:</i> Look at, listen to, or experience media arts presentations.
	0.3.1.2.2 Reflect on a presentation based on the feedback of others.	6. Make artistic choices in order to convey meaning through presentation.	2.0.3.6.1 Explain the message of a media artwork.  <i>For example:</i> Compare cereal box design for intended audience.
<b>4. Artistic Process: Respond or Critique</b>		<b>4. Artistic Process: Respond</b>	
1. Respond to or critique a variety of creations or performances using the artistic foundations.	0.4.1.2.1 Compare and contrast the characteristics of a variety of media artworks.	7. Analyze and construct interpretations of artistic work.	2.0.4.7.1 Identify <i>components</i> (such as <b>sound</b> , lighting, <b>sequence</b> , mood) in media artworks. <i>For example:</i> List parts of a movie such as beginning, middle, and end.
		8. Evaluate artistic work by applying criteria.	2.0.4.8.1 Share reactions to media artworks.  <i>For example:</i> Stating personal selection of a <b>sound</b> or <b>image</b> experience.
		9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	2.0.5.9.1 Use personal experiences in creating media artworks.  <i>For example:</i> Personal stories; media art works that display personal life experience.

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10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.0.5.10.1 Identify how media arts are a part of life.  <i>For example:</i> Name places media arts are found in our daily life and how they are used, such as smartphones.
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2008 Grades K-3 Media Arts Standards		2018 Grade 1 Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
1. Artistic Foundations		1. Foundations	
1. Demonstrate knowledge of the foundations of the arts area.	0.1.1.2.1 Identify the elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	0.1.2.2.1 Identify how hardware such as digital still cameras, digital video camcorders and computers are used for creation of media arts. 0.1.2.2.2 Identify the functions of software such as photo-editing, video-editing and sound-editing tools, in creating original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural, and historical contexts that influence the arts areas.	0.1.3.2.1 Identify the characteristics of works in media art from a variety of cultures including the contributions of Minnesota American Indian tribes and communities.		
2. Artistic Process: Create or Make		2. Artistic Process: Create	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	0.2.1.2.1 Create original media artworks to express ideas, experiences or stories.	2. Generate and develop original artistic ideas.	2.1.2.2.1 Plan and <i>prototype</i> a media artwork idea.  <i>For example:</i> Group brainstorm; draw a picture of idea; practice using the camera.
	0.2.1.2.2 Revise creative work based on the feedback of others.	3. Create original artistic work.	2.1.2.3.1 Choose and use a media arts tool to capture an idea.  <i>For example:</i> Camera; digital drawing; sound recording.
		4. Revise and complete original artistic work.	2.1.2.4.1 After reviewing media artwork, make changes to the form of the work.  <i>For example:</i> The order of sequencing photos; the color of objects and <i>images</i> .
3. Artistic Process: Perform or Present		3. Artistic Process: Presentation	
1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	0.3.1.2.1 Share and describe a personal media artwork.	5. Develop and refine artistic techniques and work for presentation.	2.1.3.5.1 Sort media artwork by styles and types.  <i>For example:</i> Comparing work by a single artist.
	0.3.1.2.2 Reflect on a presentation based on the feedback of others.	6. Make artistic choices in order to convey meaning through presentation.	2.1.3.6.1 Identify where you see media arts in the community.  <i>For example:</i> Bank kiosk, billboards.
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	

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1. Respond to or critique a variety of creations or performances using the artistic foundations.	0.4.1.2.1 Compare and contrast the characteristics of a variety of media artworks.	7. Analyze and construct interpretations of artistic work.	2.1.4.7.1 Identify <i>components</i> and messages in media artworks.  <i>For example:</i> List parts of a movie such as beginning, middle and end, and identify how these parts tell <i>stories</i> or share messages.
		8. Evaluate artistic work by applying criteria.	2.1.4.8.1 Identify effective parts and possible changes to media artworks.  <i>For example:</i> Utilize a process to provide and use feedback such as praise/polish/ponder activities.
<b>5. Connect</b>			
		9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	2.1.5.9.1 Use personal experiences and interests in creating media artworks.  <i>For example:</i> Personal <i>stories</i> ; media art works that display personal life experience; or media artworks that exhibit choices of content/tools.
		10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.1.5.10.1 Describe media art from various times and places.  <i>For example:</i> Describe how media arts has changed over time, such as hand drawn cel animation to computer generated animations; describe how media arts has existed in theaters and television, but now also exist online, within apps, social media, personal devices, smartphones, etc; describe how media arts exists across the world.



2008 Grades K-3 Media Arts Standards		2018 <b>Grade 2</b> Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
<b>1. Artistic Foundations</b>		<b>1. Foundations</b>	
1. Demonstrate knowledge of the foundations of the arts area.	0.1.1.2.1 Identify the elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	0.1.2.2.1 Identify how hardware such as digital still cameras, digital video camcorders and computers are used for creation of media arts.		
	0.1.2.2.2 Identify the functions of software such as photo-editing, video-editing and sound-editing tools, in creating original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural, and historical contexts that influence the arts areas.	0.1.3.2.1 Identify the characteristics of works in media art from a variety of cultures including the contributions of Minnesota American Indian tribes and communities.		
<b>2. Artistic Process: Create or Make</b>		<b>2. Artistic Process: Create</b>	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	0.2.1.2.1 Create original media artworks to express ideas, experiences or stories.	2. Generate and develop original artistic ideas.	2.2.2.2.1 Generate multiple ideas for media artworks through the development of <i>sketches, models or stories</i> .  <i>For example:</i> Develop <i>soft skills</i> through small group <i>pitching</i> .

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	0.2.1.2.2 Revise creative work based on the feedback of others.	3. Create original artistic work.	2.2.2.3.1 Choose and use <i>sketches, models</i> or <i>stories</i> to create unified media artworks.  <i>For example: Use storyboard to make a stop motion; Pick from thumbnail sketches for <b>graphic</b> design.</i>
		4. Revise and complete original artistic work.	2.2.2.4.1 Test and describe expressive effects in altering, revising, and completing media artworks.  <i>For example: Changing the frame rate in an animation; comparing spacing in a design; trying different shot types for an action.</i>
3. Artistic Process: Perform or Present		3. Artistic Process: Present	
1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	0.3.1.2.1 Share and describe a personal media artwork.	5. Develop and refine artistic techniques and work for presentation.	2.2.3.5.1 Identify techniques and <b>sequencing</b> in media artworks.  <i>For example: Flipbooks; <i>storyboard</i>; frames for stop motion.</i>
	0.3.1.2.2 Reflect on a presentation based on the feedback of others.	6. Make artistic choices in order to convey meaning through presentation.	2.2.3.6.1 Compare and contrast venues where media arts are shared and their effects on the <i>audience</i> .  <i>For example: Explore <i>media environments</i> like movie theatre, <b>computer</b>, home movie.</i>
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	
1. Respond to or critique a variety of creations or performances using the artistic foundations.	0.4.1.2.1 Compare and contrast the characteristics of a variety of media artworks.	7. Analyze and construct interpretations of artistic work.	2.2.4.7.1 Identify and describe the <i>components</i> and messages in media artworks, and share how the work creates different experiences.  <i>For example: Watch a suspenseful <b>video</b> and discuss feelings and why.</i>
		8. Evaluate artistic work by applying criteria.	2.2.4.8.1 Discuss the effectiveness of and improvements for media artworks, considering their context.  <i>For example: Change the color, texture or feel of a digital illustration to improve the <i>tone</i> of the media artwork.</i>
5. Connect			
		9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	2.2.5.9.1 Use personal experiences, interests, and research in creating media artworks.  <i>For example: Personal stories; media art works that display personal life experience; or media artworks that exhibit research to create <i>story</i>.</i>
		10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.2.5.10.1 Discuss how media artworks relate to everyday cultural life.  <i>For example: Describe how media arts is used in our everyday life, how it influences what we think, and how it can be used in our lives.</i>



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2008 Grades K-3 Media Arts Standards		2018 <b>Grade 3</b> Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
<b>1. Artistic Foundations</b>		<b>1. Foundations</b>	
1. Demonstrate knowledge of the foundations of the arts area.	0.1.1.2.1 Identify the elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	0.1.2.2.1 Identify how hardware such as digital still cameras, digital video camcorders and computers are used for creation of media arts.		
	0.1.2.2.2 Identify the functions of software such as photo-editing, video-editing and sound-editing tools, in creating original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural, and historical contexts that influence the arts areas.	0.1.3.2.1 Identify the characteristics of works in media art from a variety of cultures including the contributions of Minnesota American Indian tribes and communities.		
<b>2. Artistic Process: Create or Make</b>		<b>2. Artistic Process: Create</b>	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	0.2.1.2.1 Create original media artworks to express ideas, experiences or stories.	2. Generate and develop original artistic ideas.	2.3.2.2.1 Generate multiple ideas for a <b>sequenced</b> media artwork using a variety of tools and materials.  <i>For example:</i> Take a series of photographs; observational drawing; journaling.
	0.2.1.2.2 Revise creative work based on the feedback of others.	3. Create original artistic work.	2.3.2.3.1 Construct media arts content to communicate a purpose or idea, using <b>elements of artistic foundations</b> .  <i>For example:</i> Photo collage considering <i>attention</i> ; poster design considering <i>composition</i> ; character design and development considering <i>convention</i> .
		4. Revise and complete original artistic work.	2.3.2.4.1 When revising media artworks compare and <i>contrast</i> how the <i>emphasis</i> of <b>elements</b> alters effect and purpose.  <i>For example:</i> Use of <b>space</b> in live action filming; manipulation of light in an <i>image</i> .
<b>3. Artistic Process: Perform or Present</b>		<b>3. Artistic Process: Presentation</b>	
1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	0.3.1.2.1 Share and describe a personal media artwork.	5. Develop and refine artistic techniques and work for presentation.	2.3.3.5.1 Discuss techniques used in editing media artworks.  <i>For example:</i> Cutting and splicing; volume; transitions; fade.
	0.3.1.2.2 Reflect on a presentation based on the feedback of others.	6. Make artistic choices in order to convey meaning through presentation.	2.3.3.6.1 Explain how the <i>meaning</i> of a media artwork might change depending on the venue.  <i>For example:</i> Formal vs informal (movie theater vs at home); still photo vs. film.
<b>4. Artistic Process: Respond or Critique</b>		<b>4. Artistic Process: Respond</b>	
1. Respond to or critique a variety of creations or performances using the artistic foundations.	0.4.1.2.1 Compare and contrast the characteristics of a variety of media artworks.	7. Analyze and construct interpretations of artistic work.	2.3.4.7.1 Identify and describe how messages are created by <i>components</i> in media artworks, and share how the <i>components</i> affect mood.  <i>For example:</i> Watch a variety of media arts clips and discuss different clips express or influence different moods.
		8. Evaluate artistic work by applying criteria.	2.3.4.8.1 Evaluate media artworks and identify possible improvements based on given criteria.

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			<p><i>For example:</i> Discuss how given criteria are evident in a media artwork and suggest ways to improve the media artwork such as keeping movements smaller and more controlled in stopmotion animation, or use of techniques to stabilize the captured video, or how to increase focus in digital images.</p>
<b>5. Connect</b>			
		<p>9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.</p>	<p>2.3.5.9.1 <i>Identify and show how media artworks form meaning, situations, and culture.</i></p> <p><i>For example: Popular media.</i></p>
		<p>10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.</p>	<p>2.3.5.10.1 Explain how knowing the time and place in which a media artwork was made influences interpretation of the work.</p> <p><i>For example:</i> Describe how labor-intensive films and animations used to be when they were shot frame-by-frame or by creating using cel animation techniques; describe how special effects in film have changed over time and how they impact what media artists are able to communicate.</p>



2008 Grades 4-5 Media Arts Standards		2018 Grade 4 Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
<b>1. Artistic Foundations</b>		<b>1. Foundations</b>	
1. Demonstrate knowledge of the foundations of the arts area.	4.1.1.2.1 Describe the use of elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
	4.1.1.2.2 Describe how the principles of media arts such as repetition, unity and contrast are used in the creation, presentation or response to media artworks.		
	4.1.1.2.3 Identify structures used in media arts such as chronological and spatial.		
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	4.1.2.2.1 Describe a variety of tools, materials and techniques used with software and hardware for creation in media arts.		
	4.1.2.2.2 Describe how photo-, video- and sound-editing are used to create original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural and historical contexts that influence the arts areas.	4.1.3.2.1 Describe the cultural and historical forms or traditions of works in media arts including the contributions of Minnesota American Indian tribes and communities.		
	4.1.3.2.2 Describe how media arts communicates meaning.		
<b>2. Artistic Process: Create or Make</b>		<b>2. Artistic Process: Create</b>	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	4.2.1.2.1 Create original works of media art to express specific artistic ideas.	2. Generate and develop original artistic ideas.	2.4.2.2.1 Generate multiple ideas for media artworks using a variety of creative methods that explore <b>time</b> and <b>motion</b> .
			<p><i>For example:</i> Investigation with video; reverse designing media artworks; mindmapping.</p>

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	<p>4.2.1.2.2 Revise creative work based on the feedback of others and self-reflection.</p>	<p>3. Create original artistic work.</p>	<p>2.4.2.3.1 Structure and arrange content and <i>components</i> to convey purpose and <i>meaning</i> in the creation of media artworks, applying <b>artistic foundations</b>.</p> <p><i>For example:</i> Hand drawn animation considering <i>balance</i> and <i>contrast</i>; design music for <b>video</b> clip considering <i>emphasis</i>; photo manipulation considering <i>fairness</i>, <i>fair use</i>, <i>juxtaposition</i>, and <i>imaging</i>.</p>
		<p>4. Revise and complete original artistic work.</p>	<p>2.4.2.4.1 Revise content to convey purpose and <i>meaning</i> in various media artworks, using <b>artistic foundations</b>.</p> <p><i>For example:</i> Editing filters considering texture, editing, and mixing qualities considering <b>sound</b> elements.</p>
3. Artistic Process: Perform or Present		3. Artistic Process: Present	
<p>1. Perform or present in a variety of contexts in the arts area using the artistic foundations.</p>	<p>4.3.1.2.1 Select and assemble media artworks for a personal portfolio.</p>	<p>5. Develop and refine artistic techniques and work for presentation.</p>	<p>2.4.3.5.1 Combine and coordinate a variety of media content into a media artwork presentation.</p> <p><i>For example:</i> A mixed media performance.</p>
	<p>4.3.1.2.2 Revise a presentation based on the feedback of others and self-reflection.</p>	<p>6. Make artistic choices in order to convey meaning through presentation.</p>	<p>2.4.3.6.1 Identify and describe presentation conditions, and take on a role in presenting media artworks.</p> <p><i>For example:</i> Exporting and distributing completed movie into online portfolio.</p>
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	
<p>1. Respond to or critique a variety of creations or performances using the artistic foundations.</p>	<p>4.4.1.2.1 Justify personal interpretations and reactions to a variety of media artworks.</p>	<p>7. Analyze and construct interpretations of artistic work.</p>	<p>2.4.4.7.1 Compare how messages are created by <i>components</i> in media artworks, and explain how the <i>components</i> affect mood and <i>audience</i> experience.</p> <p><i>For example:</i> Watch a variety of media arts clips and discuss how different clips express mood, and how they affect how the audience experiences the media art works.</p>
		<p>8. Evaluate artistic work by applying criteria.</p>	<p>2.4.4.8.1 Apply given criteria for evaluating and improving media artworks and <i>production processes</i>.</p> <p><i>For example:</i> Keeping movements smaller and more controlled in stopmotion animation, use of techniques to stabilize the captured video, or how to increase focus in digital <i>images</i>.</p>
		5. Connect	
		<p>9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.</p>	<p>2.4.5.9.1 Examine and use personal interests, research, and cultural understanding to create media artworks.</p> <p><i>For example:</i> Autobiographical stories; creating media artworks illustrating personal statements/positions; media art works that display personal life experiences.</p>
		<p>10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.</p>	<p>2.4.5.10.1 Identify how media artworks are used to inform or change beliefs, values or behaviors of an individual or society.</p> <p><i>For example:</i> Identify how media arts influences what we perceive, think, or believe; identify how media arts can influence our culture for positive change.</p>

## Comparison of 2008 MN Media Arts Standards to 2018 Media Arts Standards

2008 Grades 4-5 Medial Arts Standards		2018 <b>Grade 5</b> Medial Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
<b>1. Artistic Foundations</b>		<b>1. Foundations</b>	
1. Demonstrate knowledge of the foundations of the arts area.	4.1.1.2.1 Describe the use of elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
	4.1.1.2.2 Describe how the principles of media arts such as repetition, unity and contrast are used in the creation, presentation or response to media artworks.		
	4.1.1.2.3 Identify structures used in media arts such as chronological and spatial.		
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	4.1.2.2.1 Describe a variety of tools, materials and techniques used with software and hardware for creation in media arts.		
	4.1.2.2.2 Describe how photo-, video- and sound-editing are used to create original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural and historical contexts that influence the arts areas.	4.1.3.2.1 Describe the cultural and historical forms or traditions of works in media arts including the contributions of Minnesota American Indian tribes and communities.		
	4.1.3.2.2 Describe how media arts communicates meaning.		
<b>2. Artistic Process: Create or Make</b>		<b>2. Artistic Process: Create</b>	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	4.2.1.2.1 Create original works of media art to express specific artistic ideas.	2. Generate and develop original artistic ideas.	2.5.2.2.1 Develop and test ideas, plans, <i>models</i> , and proposals for media artworks, considering artistic goals and <i>audience</i> .  <i>For example:</i> Draw a layout of a stop motion set; practice in and compare different <b>sound</b> recording spaces; interview or investigate <i>audience</i> for a project.
	4.2.1.2.2 Revise creative work based on the feedback of others and self-reflection.	3. Create original artistic work.	2.5.2.3.1 Create content and combine <i>components</i> for a specific <i>audience</i> to express purpose and <i>meaning</i> in media artworks, utilizing <b>artistic foundations</b> .  <i>For example:</i> Stop motion animation considering <i>force</i> and <i>exaggeration</i> ; live action filmmaking considering <i>narrative structure</i> ; digital self-portraits exploring identity and <i>meaning</i> .
		4. Revise and complete original artistic work.	2.5.2.4.1 Based on feedback, revise media artworks to improve clarity and purpose.  <i>For example:</i> Review balance of <i>components</i> , including <i>juxtaposition</i> .
<b>3. Artistic Process: Perform or Present</b>		<b>3. Artistic Process: Present</b>	
1. Perform or present in a variety of contexts in the	4.3.1.2.1 Select and assemble media artworks for a personal portfolio.	5. Develop and refine artistic techniques and work for presentation.	2.5.3.5.1 Organize multiple media artworks to be combined into a single presentation.  <i>For example:</i> A media broadcast.



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arts area using the artistic foundations.	4.3.1.2.2 Revise a presentation based on the feedback of others and self-reflection.	6. Make artistic choices in order to convey meaning through presentation.	2.5.3.6.1 Explain different roles related to presenting media artworks, and fulfill one of those roles in a presentation.  <i>For example:</i> Director; writer; actor; presenter.
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	
1. Respond to or critique a variety of creations or performances using the artistic foundations.	4.4.1.2.1 Justify personal interpretations and reactions to a variety of media artworks.	7. Analyze and construct interpretations of artistic work.	2.5.4.7.1 Differentiate how <i>components</i> in media artworks impact message and mood to create <i>meaning</i> and how they affect <i>audience experience</i> .  <i>For example:</i> Analyze how lighting design and <b>sound</b> design in a film impact mood and <i>audience experience</i> .
		8. Evaluate artistic work by applying criteria.	2.5.4.8.1 Develop and apply criteria to evaluate media artworks and <i>production processes</i> .  <i>For example:</i> As a group, collaboratively develop a list of criteria to be used in evaluating a media artwork including how the media artwork was produced/created.
5. Connect			
		9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	2.5.5.9.1 Access and use multiple resources related to cultural understanding to create media artworks.  <i>For example:</i> Interests, knowledge, and experiences.
		10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.5.5.10.1 Make inferences about the time, place, or culture in which a media artwork was created, citing evidence.  <i>For example:</i> Evaluate different video game designs for their history and context.



2008 Grades 6-8 Media Arts Standards		2018 Grade 6 Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
1. Artistic Foundations		1. Foundations	
1. Demonstrate knowledge of the foundations of the arts area.	6.1.1.2.1 Analyze the elements in media arts such as image, sound, space, time, motion and sequence. 6.1.1.2.2 Analyze how the principles of media arts such as repetition, unity and contrast are used in the creation, presentation or response to media artworks. 6.1.1.2.3 Describe the characteristics of styles and genres such as documentary, narrative or abstract.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	6.1.2.2.1 Demonstrate use of a variety of tools, materials and techniques in media arts based on the characteristics of the hardware and software. 6.1.2.2.2 Select a variety of software such as photo-, video- and sound-editing software, to create original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural	6.1.3.2.1 Compare and contrast the connections among works in media arts, their purposes and their personal, cultural and historical contexts, including the contributions		

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and historical contexts that influence the arts areas.	of Minnesota American Indian tribes and communities.		
	6.1.3.2.2 Analyze the meanings and functions of media arts.		
2. Artistic Process: Create or Make		2. Artistic Process: Create	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	6.2.1.2.1 Create original works of media art in a variety of artistic contexts.	2. Generate and develop original artistic ideas.	2.6.2.2.1 Organize and propose artistic ideas, plans, <i>prototypes</i> , and processes for media artworks, considering expressive intent.  <i>For example:</i> Sketching; modeling; <b>sequencing</b> .
	6.2.1.2.2 Revise creative work based on the feedback of others, self-reflection and artistic intent.	3. Create original artistic work.	2.6.2.3.1 Experiment with multiple approaches to produce content and <i>components</i> for a specific purpose in media artworks, utilizing a range of <b>artistic foundations</b> .  <i>For example:</i> Digital illustration considering <i>perspective</i> ; clay animation considering <i>point of view</i> ; poster design considering <i>media messages</i> .
	6.2.1.2.3 Develop an artistic statement, including how audience and occasion influence creative choices.	4. Revise and complete original artistic work.	2.6.2.4.1 Evaluate how <b>elements</b> and <i>components</i> can be altered for intentional effects and <i>audience</i> .  <i>For example:</i> Font and <i>image</i> size and placement; <b>sound</b> selection and rearrangement in <b>video</b> considering <i>stylistic convention</i> .
3. Artistic Process: Perform or Present		3. Artistic Process: Present	
1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	6.3.1.2.1 Assemble and prepare personal media artworks for public exhibition.	5. Develop and refine artistic techniques and work for presentation.	2.6.3.5.1 Evaluate how the public uses, relates to, and participates with media artworks.  <i>For example:</i> Social media platforms; public space artworks.
	6.3.1.2.2 Revise a presentation based on the feedback of others, self-reflection and artistic intent.	6. Make artistic choices in order to convey meaning through presentation.	2.6.3.6.1 Analyze various presentation formats and fulfill various tasks and defined processes in the presentation or <i>distribution</i> of media artworks.  <i>For example:</i> <i>Virtual channels</i> ; formatting and exporting for various print production.
	6.3.1.2.3 Develop an artistic intent, including how audience and occasion impact presentation choices.		
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	
1. Respond to or critique a variety of creations or performances using the artistic foundations.	6.4.1.2.1 Analyze and interpret a variety of media artworks using established criteria.	7. Analyze and construct interpretations of artistic work.	2.6.4.7.1 Analyze how messages change due to multiple approaches in producing media artworks and how they affect <i>audience</i> experience.  <i>For example:</i> Examine media artworks that use different <i>technological</i> approaches, such as <i>interactivity</i> versus theatrical film, and the affect on <i>audience experience</i> .
		8. Evaluate artistic work by applying criteria.	2.6.4.8.1 Provide and receive constructive feedback based on criteria for evaluating media artworks.  <i>For example:</i> Create a rubric for a project.
		5. Connect	
		9. Integrate knowledge and personal experiences while	2.6.5.9.1 Compare and contrast how creating and presenting media artworks forms personal and <i>digital identity</i> .

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responding to, creating, and presenting artistic work.	<i>For example: Using platforms of systematic communications, distribution and engagement with new media.</i>
10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.6.5.10.1 Explain how media artworks relate to and impact personal, societal, cultural, historical, and community situations.  <i>For example: Personal identity; digital identity; historical events; entertainment.</i>

2008 Grades 6-8 Media Arts Standards		2018 <b>Grade 7</b> Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark
<b>1. Artistic Foundations</b>		<b>1. Foundations</b>	
1. Demonstrate knowledge of the foundations of the arts area.	6.1.1.2.1 Analyze the elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
	6.1.1.2.2 Analyze how the principles of media arts such as repetition, unity and contrast are used in the creation, presentation or response to media artworks.		
	6.1.1.2.3 Describe the characteristics of styles and genres such as documentary, narrative or abstract.		
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	6.1.2.2.1 Demonstrate use of a variety of tools, materials and techniques in media arts based on the characteristics of the hardware and software.		
	6.1.2.2.2 Select a variety of software such as photo-, video- and sound-editing software, to create original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural and historical contexts that influence the arts areas.	6.1.3.2.1 Compare and contrast the connections among works in media arts, their purposes and their personal, cultural and historical contexts, including the contributions of Minnesota American Indian tribes and communities.		
	6.1.3.2.2 Analyze the meanings and functions of media arts.		
<b>2. Artistic Process: Create or Make</b>		<b>2. Artistic Process: Create</b>	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	6.2.1.2.1 Create original works of media art in a variety of artistic contexts.	2. Generate and develop original artistic ideas.	2.7.2.2.1 Design, propose and evaluate artistic ideas, plans, <i>prototypes</i> , and <i>production processes</i> for media artworks, considering expressive intent and resources.  <i>For example: Pitching; storyboarding.</i>
	6.2.1.2.2 Revise creative work based on the feedback of others, self-reflection and artistic intent.	3. Create original artistic work.	2.7.2.3.1 Create media artworks, using <b>artistic foundations</b> , that integrate <i>production processes</i> , content, and <i>stylistic conventions</i> to communicate <i>meaning</i> for a specific <i>audience</i> .  <i>For example: Choose and defend a narrative structure for video.</i>
	6.2.1.2.3 Develop an artistic statement, including how audience and occasion influence creative choices.	4. Revise and complete original artistic work.	2.7.2.4.1 Improve media artworks by placing <i>emphasis</i> on particular expressive <i>components</i> .  <i>For example: Consideration of continuity, purpose, audience, or place.</i>
<b>3. Artistic Process: Perform or Present</b>		<b>3. Artistic Process: Present</b>	

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1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	6.3.1.2.1 Assemble and prepare personal media artworks for public exhibition.	5. Develop and refine artistic techniques and work for presentation.	2.7.3.5.1 Explain the choices made in the presentation of media artworks.  <i>For example:</i> Choices made in creative components such as <b>sound</b> , titling, etc.
	6.3.1.2.2 Revise a presentation based on the feedback of others, self-reflection and artistic intent.		6. Make artistic choices in order to convey meaning through presentation.  <i>For example:</i> Compare and contrast presentation for a museum with commercial signage.
	6.3.1.2.3 Develop an artistic intent, including how audience and occasion impact presentation choices.		
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	
1. Respond to or critique a variety of creations or performances using the artistic foundations.	6.4.1.2.1 Analyze and interpret a variety of media artworks using established criteria.	7. Analyze and construct interpretations of artistic work.	2.7.4.7.1 Analyze how intentional use of <b>elements of media artworks</b> interact with personal perceptions, influencing mood and <i>managing audience experience</i> .  <i>For example:</i> Examine how media artworks include a variety of media elements which affect the way we see, hear, or experience a media artwork.
		8. Evaluate artistic work by applying criteria.	2.7.4.8.1 Compare and contrast an evaluation of a media artwork based on personal criteria and an evaluation of a media artwork based on a set of established criteria.  <i>For example:</i> Complete a self-assessment and compare it with assessment from peer or educator.
		5. Connect	
		9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	2.7.5.9.1 Analyze how to <i>safely, ethically</i> and intentionally develop <i>digital identity</i> when creating and presenting media artworks, through <i>systematic communications</i> .  <i>For example:</i> <i>Ethically</i> exploring anonymity in a <i>virtual world</i> such as gaming; <i>digital safety</i> ; <b>digital security</b> .
		10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.7.5.10.1 Analyze how response to media art is influenced by understanding the time and place in which it was created, the available resources, and cultural uses.  <i>For example:</i> Evaluate the changes in the use and style of photography over time.



2008 Grades 6-8 Media Arts Standards		2018 Grade 8 Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark

## Comparison of 2008 MN Media Arts Standards to 2018 Media Arts Standards

1. Artistic Foundations		1. Foundations	
1. Demonstrate knowledge of the foundations of the arts area.	6.1.1.2.1 Analyze the elements in media arts such as image, sound, space, time, motion and sequence.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>
	6.1.1.2.2 Analyze how the principles of media arts such as repetition, unity and contrast are used in the creation, presentation or response to media artworks.		
	6.1.1.2.3 Describe the characteristics of styles and genres such as documentary, narrative or abstract.		
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	6.1.2.2.1 Demonstrate use of a variety of tools, materials and techniques in media arts based on the characteristics of the hardware and software.		
	6.1.2.2.2 Select a variety of software such as photo-, video- and sound-editing software, to create original products for expressive intent.		
3. Demonstrate understanding of the personal, social, cultural and historical contexts that influence the arts areas.	6.1.3.2.1 Compare and contrast the connections among works in media arts, their purposes and their personal, cultural and historical contexts, including the contributions of Minnesota American Indian tribes and communities.		
	6.1.3.2.2 Analyze the meanings and functions of media arts.		
2. Artistic Process: Create or Make		2. Artistic Process: Create	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	6.2.1.2.1 Create original works of media art in a variety of artistic contexts.	2. Generate and develop original artistic ideas.	2.8.2.2.1 Structure and critique ideas and solutions for original media artworks, using <i>divergent thinking</i> and identified <i>generative methods</i> .  <i>For example:</i> Compare and contrast App-based animation platforms; repeatedly abstract an object for a 2D design.
	6.2.1.2.2 Revise creative work based on the feedback of others, self-reflection and artistic intent.	3. Create original artistic work.	2.8.2.3.1 Create media artworks using <i>transdisciplinary</i> or <i>transmedia production</i> , to express emotion and <i>meaning</i> .  <i>For example:</i> Original <b>sound</b> design (such as an <i>experiential design</i> incorporating a podcast) considering <i>theme, movement</i> and <i>unity</i> ; simple web page design considering <i>positioning</i> with <i>multimodal perception</i> .
	6.2.1.2.3 Develop an artistic statement, including how audience and occasion influence creative choices.	4. Revise and complete original artistic work.	2.8.2.4.1 Refine media artworks, <i>resisting closure</i> while intentionally altering <i>stylistic conventions</i> based on specific goals and personal choices.  <i>For example:</i> Edit video game level design considering <i>interactive components</i> after receiving feedback.
3. Artistic Process: Perform or Present		3. Artistic Process: Present	
1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	6.3.1.2.1 Assemble and prepare personal media artworks for public exhibition.	5. Develop and refine artistic techniques and work for presentation.	2.8.3.5.1 Develop and apply criteria for evaluating a collection of media artwork for presentation.  <i>For example:</i> Create survey for a focus group; participate in forum on media artwork presentation.
	6.3.1.2.2 Revise a presentation based on the feedback of others, self-reflection and artistic intent.		2.8.3.6.1 Evaluate and implement improvements in the presentation of media

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	6.3.1.2.3 Develop an artistic intent, including how audience and occasion impact presentation choices.	6. Make artistic choices in order to convey meaning through presentation.	artworks, considering personal and local impacts.  <i>For example:</i> Research the changes to personal or corporate branding over time.
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	
1. Respond to or critique a variety of creations or performances using the artistic foundations.	6.4.1.2.1 Analyze and interpret a variety of media artworks using established criteria.	7. Analyze and construct interpretations of artistic work.	2.8.4.7.1 Analyze the relationships between media arts <i>components</i> , and explain how <i>transdisciplinary</i> or <i>transmedia productions</i> communicate and affect <i>audience</i> experience.  <i>For example:</i> Compare the experience of platforms with <i>interactivity</i> (such as <i>experiential design</i> ) with the experience of traditional art mediums.
		8. Evaluate artistic work by applying criteria.	2.8.4.8.1 Evaluate media artworks and <i>production processes</i> with developed criteria at multiple stages in the creation process, including criteria related to <i>fair use</i> and <b>copyright</b> .  <i>For example:</i> Plagiarism; appropriation; <b>intellectual property; creative commons media; public domain; and legal.</b>
		5. Connect	
		9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	2.8.5.9.1 Evaluate the cycle of producing media artworks to make <i>meaning</i> of and respond to local and global events, and the power of media arts to affect social change.  <i>For example:</i> Artmaking in response to natural disaster; political and social campaigns.
		10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.8.5.10.1 Explain different ways media arts are used to represent, establish, reinforce, and reflect culture or group identity.  <i>For example:</i> Use of memes and <i>viral</i> video in <i>systematic communications</i> .



2008 Grades 9-12 Media Arts Standards		2018 High School Media Arts Standards	
Standard	Benchmark	Anchor Standard	Benchmark

## Comparison of 2008 MN Media Arts Standards to 2018 Media Arts Standards

1. Artistic Foundations		1. Foundations			
1. Demonstrate knowledge of the foundations of the arts area.	9.1.1.2.1 Analyze how the elements in media arts such as image, sound, space, time, motion and sequence, are combined to communicate meaning in the creation of, presentation of, or response to media arts.	1. Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	2.A.1.1 <i>The benchmarks are integrated across the other strands, highlighted in <b>bold</b>.</i>		
	9.1.1.2.2 Evaluate how the principles of media arts such as repetition, unity and contrast are used in the creation of, presentation of, or response to media artworks.				
	9.1.1.2.3 Analyze how the characteristics of a variety of styles and genres such as documentary, narrative or abstract, contribute to the creation of, presentation of, or response to media artworks.				
	9.1.1.2.4 Apply understanding of the health and safety issues related to creating in media arts.				
2. Demonstrate knowledge and use of the technical skills of the art form, integrating technology when applicable.	9.1.2.2.1 Integrate tools, materials, and techniques to create original products for artistic purposes.				
	9.1.2.2.2 Integrate linear and non-linear software including video- and sound-editing software to create original products for expressive intent.				
3. Demonstrate understanding of the personal, social, cultural and historical contexts that influence the arts areas.	9.1.3.2.1 Analyze how a work in media arts influences and is influenced by the personal, social, cultural and historical contexts, including the contributions of Minnesota American Indian tribes and communities.				
	9.1.3.2.2 Synthesize and express an individual view of the meanings and functions of media arts.				
2. Artistic Process: Create or Make				2. Artistic Process: Create	
1. Create or make in a variety of contexts in the arts area using the artistic foundations.	9.2.1.2.1 Create a single, complex work or multiple works in media arts.			2. Generate and develop original artistic ideas.	2.9.2.2.1 Apply <i>aesthetic criteria</i> in developing, proposing, and refining artistic ideas, plans, <i>prototypes</i> , and <i>production processes</i> for media artworks, considering original inspirations, <i>audience</i> and <i>constraints</i> .  <i>For example:</i> Survey; research; <i>design thinking</i> ; identify problem.
	9.2.1.2.2 Revise creative work based on artistic intent and using multiple sources of critique and feedback.	3. Create original artistic work.	2.9.2.3.1 Create media artworks using <i>hybridization</i> or <i>multimodal perception</i> , by integrating <i>components</i> and <i>stylistic conventions</i> , to express compelling purpose, <i>story</i> , or emotion.  <i>For example:</i> <i>Set building with light</i> , <b><i>motion</i></b> or <i>interactivity</i> ; character development, type selection considering multiple presentation formats.		
	9.2.1.2.3 Justify an artistic statement, including how audience and occasion influence creative choices.	4. Revise and complete original artistic work.	2.9.2.4.1 Modify media artworks by improving technical quality, <i>components</i> , and <i>stylistic conventions</i> , based on consideration of purpose, <i>audience</i> , and place.  <i>For example:</i> Redesign webpage based on a specific project goal.		
3. Artistic Process: Perform or Present		3. Artistic Process: Perform			

## Comparison of 2008 MN Media Arts Standards to 2018 Media Arts Standards

1. Perform or present in a variety of contexts in the arts area using the artistic foundations.	9.3.1.2.1 Present, exhibit, publish or demonstrate collections of media artworks for different audiences and occasions.	5. Develop and refine artistic techniques & work for performance.	2.9.3.5.1 Critique and justify the use of design <i>components</i> within a media arts presentation, considering the reaction of the <i>audience</i> .  <i>For example:</i> Director Q&A; stakeholder review; SCAMPER; six thinking hats.
	9.3.1.2.2 Revise a presentation based on artistic intent and using multiple sources of critique and feedback.	6. Make artistic choices in order to convey meaning through performance.	2.9.3.6.1 Design and evaluate presentation and <i>distribution</i> of media artworks through multiple formats for specific <i>contexts</i> , <i>market(s)</i> and <i>system(s)</i> .  <i>For example:</i> Evaluate presentation modes for media artworks through <i>virtual channels</i> versus a <i>multimedia theatre</i> , considering <i>media arts contexts</i> .
	9.3.1.2.3 Justify artistic intent, including how audience and occasion influence presentation choices.		
4. Artistic Process: Respond or Critique		4. Artistic Process: Respond	
1. Respond to or critique a variety of creations, performances using artistic foundations.	9.4.1.2.1 Analyze, interpret and evaluate a variety of media artworks by applying self-selected criteria within the traditions of the art form.	7. Analyze, construct interpretations of artistic work.	2.9.4.7.1 Analyze how a broad range of media artworks affect experience and communicate through <i>multimodal</i> perception, while using artistic foundations.  <i>For example:</i> Analyze the managed experience in <i>augmented reality</i> , <i>virtual worlds</i> or gaming that incorporates artificial intelligence.
	9.4.1.2.2 Justify choices of self-selected criteria based on knowledge of how criteria affects criticism.	8. Evaluate artistic work by applying criteria.	2.9.4.8.1 Construct and defend evaluations of media artworks and <i>production processes</i> , including criteria related to <i>ethics</i> .  <i>For example:</i> Respond to representations of people, identity or groups in media artworks.
5. Connect			
		9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	2.9.5.9.1 Incorporate personal experiences and cultural perspectives to establish <i>personal aesthetic</i> in media artworks.
			2.9.5.9.2 Analyze how individually developed <i>media messages</i> influence local and global communities.  <i>For example:</i> Disruption of the dominant discourse through media artworks; responsibly and irresponsibly developed <i>media messages</i> .
		10. Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.	2.9.5.10.1 Synthesize how media arts represent, establish, reinforce, and reflect <i>culture or group identity</i> .  2.9.5.10.2 Use <i>contexts</i> , purposes, representations, and values to inform media artworks.  <i>For example:</i> Develop <i>media literacy</i> to examine how <i>media messages</i> affect social trends, power, equity, bias, gender, personal or cultural identity.