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Components: *[Enter Components]*

# Standards Map Template–2021 Arts Education AdoptionGrade Four Media Arts

(Download and use to cite where instructional resources fully address each standard)

| **Standard** | Standard Language | **Publisher Citations** | **Met****Y** | **Met****N** | **Reviewer Comments, Citations, and Questions** |
| --- | --- | --- | --- | --- | --- |
| **CREATING** | Generate and conceptualize artistic ideas and work. | n/a | n/a | n/a | n/a |
| 4.MA:Cr1 | Conceive of original artistic goals for media artworks using a variety of generative methods, such as brainstorming and modeling. |  |  |  |  |
| 4.MA:Cr2 | Discuss, test, and assemble ideas, plans, and/or models for media arts productions, considering the artistic goals and the presentation. |  |  |  |  |
| 4.MA:Cr3a | Structure and arrange various content and components to convey purpose and meaning in different media arts productions, applying sets of associated aesthetic principles, such as balance and contrast. |  |  |  |  |
| 4.MA:Cr3b | Demonstrate intentional effect in refining media artworks, emphasizing elements for a purpose. |  |  |  |  |
| **PRODUCING** | Select, analyze, and interpret artistic work for presentation. | n/a | n/a | n/a | n/a |
| 4.MA:Pr4 | Demonstrate how a variety of academic, arts, and media forms and content may be mixed and coordinated into media artworks. |  |  |  |  |
| 4.MA:Pr5a | Enact identified roles to practice foundational artistic, design, technical, and soft skills, such as formal technique, equipment usage, and collaboration, in media arts productions. |  |  |  |  |
| 4.MA:Pr5b | Practice foundational innovative abilities, such as design thinking and novel use of tools, in addressing problems within and through media arts productions. |  |  |  |  |
| 4.MA:Pr6 | Explain the presentation conditions, audience response, and improvements for presenting. |  |  |  |  |
| **RESPONDING** | Perceive and analyze artistic work. | n/a | n/a | n/a | n/a |
| 4.MA:Re7a | Identify, describe, and explain how messages are created by components in media artworks. |  |  |  |  |
| 4.MA:Re7b | Identify, describe, and explain how various forms, methods, and styles in media artworks manage audience experience. |  |  |  |  |
| 4.MA:Re8 | Determine and explain reactions and interpretations to a variety of media artworks, considering their purpose and context. |  |  |  |  |
| 4.MA:Re9 | Identify and apply basic criteria for evaluating and improving media artworks and production processes, considering context. |  |  |  |  |
| **CONNECTING** | Synthesize and relate knowledge and personal experiences to make art. | n/a | n/a | n/a | n/a |
| 4.MA:Cn10a | Examine and use personal and external resources, such as interests, research, and cultural understanding, to create media artworks. |  |  |  |  |
| 4.MA:Cn10b | Examine and show how media artworks form meanings, situations, and/or cultural experiences, such as online spaces. |  |  |  |  |
| 4.MA:Cn11a | Explain, verbally and/or in media artworks how media artworks and ideas, such as fantasy and reality and technology use, relate to everyday life and culture. |  |  |  |  |
| 4.MA:Cn11b | Examine and interact appropriately with media arts tools and environments, considering ethics, rules, and fairness. |  |  |  |  |

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