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Components: *[Enter Components]*

# Standards Map Template–2021 Arts Education AdoptionGrade Three 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 |
| 3.MA:Cr1 | Develop multiple ideas for media artworks using a variety of tools, methods, and/or materials. |  |  |  |  |
| 3.MA:Cr2 | Form, share, and test ideas, plans, and/or models to prepare for media arts productions. |  |  |  |  |
| 3.MA:Cr3a | Construct and order various content into unified, purposeful media arts productions, describing and applying a defined set of aesthetic principles, such as movement and force. |  |  |  |  |
| 3.MA:Cr3b | Practice and analyze how the emphasis of elements alters effect and purpose in refining and completing media artworks. |  |  |  |  |
| **PRODUCING** | Select, analyze, and interpret artistic work for presentation. | n/a | n/a | n/a | n/a |
| 3.MA:Pr4 | Practice combining varied academic, arts, and media forms and content, such as animation, music, and dance, into unified media artworks. |  |  |  |  |
| 3.MA:Pr5a | Exhibit developing ability in a variety of artistic, design, technical, and organizational roles, such as making compositional decisions, manipulating tools, and group planning, in media arts productions. |  |  |  |  |
| 3.MA:Pr5b | Exhibit basic creative skills, such as standard use of tools, to invent new content and solutions within and through media arts productions. |  |  |  |  |
| 3.MA:Pr6 | Identify and describe the presentation conditions, audience, and results of presenting media artworks. |  |  |  |  |
| **RESPONDING** | Perceive and analyze artistic work. | n/a | n/a | n/a | n/a |
| 3.MA:Re7a | Identify and describe how messages are created by components in media artworks. |  |  |  |  |
| 3.MA:Re7b | Identify and describe how various forms, methods, and styles in media artworks manage audience experience. |  |  |  |  |
| 3.MA:Re8 | Determine the purposes and meanings of media artworks while describing their context. |  |  |  |  |
| 3.MA:Re9 | Identify basic criteria for and evaluate media artworks and production processes, considering possible improvements and their context. |  |  |  |  |
| **CONNECTING** | Synthesize and relate knowledge and personal experiences to make art. | n/a | n/a | n/a | n/a |
| 3.MA:Cn10a | Use personal and external resources, such as interests, information, and models, to create media artworks. |  |  |  |  |
| 3.MA:Cn10b | Identify and show how media artworks form meanings, situations, and/or culture, such as popular media. |  |  |  |  |
| 3.MA:Cn11a | Identify how media artworks and ideas relate to everyday life and culture and can influence values and online behavior. |  |  |  |  |
| 3.MA:Cn11b | Examine and interact appropriately with media arts tools and environments, considering safety, rules, and fairness. |  |  |  |  |

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