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Components: *[Enter Components]*

# Standards Map Template–2021 Arts Education Adoption Grade Six 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 |
| 6.MA:Cr1 | Envision original ideas and innovations for media artworks using personal experiences and/or the work of others. |  |  |  |  |
| 6.MA:Cr2 | Organize, propose, and evaluate artistic ideas, plans, prototypes, and/or production processes for media arts productions, considering purposeful intent. |  |  |  |  |
| 6.MA:Cr3a | Experiment with multiple approaches to produce content and components for determined purpose and meaning in media arts productions, utilizing a range of associated aesthetic principles, such as point of view and perspective. |  |  |  |  |
| 6.MA:Cr3b | Appraise how elements and components can be altered for intentional effects and audience, and refine media artworks to reflect purpose and audience. |  |  |  |  |
| **PRODUCING** | Select, analyze, and interpret artistic work for presentation. | n/a | n/a | n/a | n/a |
| 6.MA:Pr4 | Demonstrate and rationalize how integrating multiple contents and forms, such as media, narratives and performance, can support a central idea in a media artwork. |  |  |  |  |
| 6.MA:Pr5a | Develop a variety of artistic, design, technical, and soft skills, such as invention, formal technique, production, self-initiative, and problem-solving, through performing various assigned roles in producing media artworks. |  |  |  |  |
| 6.MA:Pr5b | Develop a variety of creative and innovative abilities, such as testing constraints in tool usage, in developing solutions within and through media arts productions. |  |  |  |  |
| 6.MA:Pr6 | Analyze various presentation formats, defined processes, and results to improve the presentation of media artworks. |  |  |  |  |
| **RESPONDING** | Perceive and analyze artistic work. | n/a | n/a | n/a | n/a |
| 6.MA:Re7a | Identify, describe, and analyze how message and meaning are created by components in media artworks. |  |  |  |  |
| 6.MA:Re7b | Identify, describe, and analyze how various forms, methods, and styles in media artworks manage audience experience. |  |  |  |  |
| 6.MA:Re8 | Analyze the intent of a variety of media artworks, using given criteria. |  |  |  |  |
| 6.MA:Re9 | Determine and apply specific criteria to evaluate various media artworks and production processes, considering context, and practicing constructive feedback. |  |  |  |  |
| **CONNECTING** | Synthesize and relate knowledge and personal experiences to make art. | n/a | n/a | n/a | n/a |
| 6.MA:Cn10a | Access, evaluate, and use internal and external resources, such as knowledge, interests, and research, to create media artworks. |  |  |  |  |
| 6.MA:Cn10b | Explain and show how media artworks form new meanings, situations, and cultural experiences, such as historical events. |  |  |  |  |
| 6.MA:Cn11a | Research and show how media artworks and ideas relate to personal life, and social, community, and cultural situations, such as personal identity, history, and entertainment. |  |  |  |  |
| 6.MA:Cn11b | Analyze and interact appropriately with media arts tools and environments, considering copyright, ethics, media literacy and social media. |  |  |  |  |

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