

Grade 2

Foundations

- 1 Use foundational knowledge and skills while responding to, creating, and presenting artistic work.** 2.A.1.1
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Create

- 2 Generate and develop original artistic ideas.** 2.2.2.2

- 1 Generate multiple ideas for media artworks through the development of sketches, models or stories. For example: Develop soft skills through small group pitching. 2.2.2.2.1
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- 3 Create original artistic work.** 2.2.2.3

- 1 Choose and use sketches, models or stories to create unified media artworks. For example: Use storyboard to make a stop motion; Pick from thumbnail sketches for graphic design. 2.2.2.3.1
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- 4 Revise and complete original artistic work.** 2.2.2.4

- 1 Test and describe expressive effects in altering, revising, and completing media artworks. For example: Changing the frame rate in an animation; comparing spacing in a design; trying different shot types for an action. 2.2.2.4.1
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Present

- 5 Develop and refine artistic techniques and work for presentation.** 2.2.3.5

- 1 Identify techniques and sequencing in media artworks. For example: Flipbooks; storyboard; frames for stop motion. 2.2.3.5.1
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- 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 audience. For example: Explore media environments like movie theatre, computer, home movie. 2.2.3.6.1
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Respond

- 7 Analyze and construct interpretations of artistic work.** 2.2.4.7

- 1 Identify and describe the components and messages in media artworks, and share how the work creates different experiences. For example: Watch a suspenseful video and discuss feelings and why. 2.2.4.7.1
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- 8 Evaluate artistic work by applying criteria.** 2.2.4.8

- 1 Discuss the effectiveness of and improvements for media artworks, considering their context. For example: Change the color, texture or feel of a digital illustration to improve the tone of the media artwork. 2.2.4.8.1
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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. For example: Personal stories; media art works that display personal life experience; or media artworks that exhibit research to create story. 12.2.5.9.1
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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. 2.2.5.10

- 1 Discuss how media artworks relate to everyday cultural life. 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. 2.2.5.10.1