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Components: *[Enter Components]*

# Standards Map Template–2021 Arts Education AdoptionGrade Seven 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 |
| 7.MA:Cr1 | Produce a variety of ideas and solutions for media artworks through application of chosen generative methods such as concept modeling and prototyping. |  |  |  |  |
| 7.MA:Cr2 | Design, propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering expressive intent and resources. |  |  |  |  |
| 7.MA:Cr3a | Coordinate production processes to integrate content and components for determined purpose and meaning in media arts productions, demonstrating understanding of associated aesthetic principles, such as narrative structures and composition. |  |  |  |  |
| 7.MA:Cr3b | Refine media artworks by intentionally emphasizing particular expressive elements to reflect an understanding of purpose, audience, or place. |  |  |  |  |
| **PRODUCING** | Select, analyze, and interpret artistic work for presentation. | n/a | n/a | n/a | n/a |
| 7.MA:Pr4 | Integrate multiple contents and forms into unified media arts productions, such as an interactive video game, that convey consistent perspectives and narratives. |  |  |  |  |
| 7.MA:Pr5a | Exhibit an increasing set of artistic, design, technical, and soft skills, such as creative problem solving and organizing, through performing various roles in producing media artworks. |  |  |  |  |
| 7.MA:Pr5b | Exhibit an increasing set of creative and innovative abilities, such as adaptive tool usage and exploratory processes, in developing solutions within and through media arts productions. |  |  |  |  |
| 7.MA:Pr6 | Evaluate various presentation formats and results to improve the presentation of media artworks for personal growth. |  |  |  |  |
| **RESPONDING** | Perceive and analyze artistic work. | n/a | n/a | n/a | n/a |
| 7.MA:Re7a | Describe, compare, and analyze the qualities of and relationships between the components and content in media artworks. |  |  |  |  |
| 7.MA:Re7b | Describe, compare, and analyze how various forms, methods, and styles in media artworks interact with personal preferences in influencing audience experience. Recognize and share how a variety of media artworks create different experiences. |  |  |  |  |
| 7.MA:Re8 | Analyze the intent and meaning of a variety of media artworks, using self-developed criteria. |  |  |  |  |
| 7.MA:Re9 | Develop and apply 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 |
| 7.MA:Cn10a | Access, evaluate, and use internal and external resources, such as experiences, research, and exemplary works, to inform the creation of media artworks. |  |  |  |  |
| 7.MA:Cn10b | Explain and show how media artworks form new meanings and knowledge, situations, and cultural experiences, such as learning through online environments. |  |  |  |  |
| 7.MA:Cn11a | Research and demonstrate how media artworks and ideas relate to various situations, purposes, and values, such as community, vocations, and social media. |  |  |  |  |
| 7.MA:Cn11b | Analyze and responsibly interact with media arts tools and environments, considering fair use and copyright, ethics, media literacy, and social media. |  |  |  |  |

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