

**Media and Visual Arts
Curriculum
Grade 3**



Revised Summer 2021

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Visual and Performing Arts

Throughout time, the arts have served as a distinctive vehicle for self-discovery and a means of understanding the world in which we live. As the state of New Jersey continues to transform public education to meet the needs of a changing world and the 21st century workforce, capitalizing on the unique ability of the arts to develop creativity, critical thinking, and innovation skills is critical to the success of our students. The arts infuse our lives with meaning on nearly all levels—generating significant creative and intellectual capital. They inspire creative and critical thinking and encourage acceptance of diversity. A well-designed sequential arts program promotes responsible decision making, enhances self-awareness, builds self-esteem and self-management skills, and helps students build relationship and collaboration skills; all of which are essential to prepare New Jersey students for post-secondary success.

The New Jersey Student Learning Standards – Visual and Performing Arts are designed to promote lifelong artistic literacy and fluency and are guided by the mission and vision statements that follow.

Philosophy and Rationale

Visual and performing arts are disciplines with creative, intellectual, perceptual, aesthetic, critical, and historical dimensions. They encourage intuitive and emotional responses by developing a student's abilities to create, analyze, recognize, and reorganize. Throughout history, the arts have helped people understand themselves and others in historical, cultural, and aesthetic terms. Experiences in the arts enable us to explore the past, communicate ideas, express feelings, and develop respect for the values, attitudes, and beliefs of others. The arts have an essential service to perform in the curriculum. They are a vital part of the student environment, and it is important that each student have the opportunity for educational experiences. These will help them grow in aesthetic understanding and expression. The arts are not an isolated entity created apart from the world, but are reflective of society and the times in which they are produced, and, therefore, offer insight into the historical and cultural qualities of those civilizations from which they have emerged. As a medium for aesthetic stimulation and personal expression, the arts are an important part of life because they communicate beauty, contribute to the development of individual values, and have an influence upon patterns of behavior. An education in the arts is an essential part of the academic curriculum for the achievement of human, social, and economic growth. The education of our students in the disciplines of dance, music, theater, and visual arts is critical to our success as we move further into the twenty-first century. Our economic well-being and ability to compete and cooperate in the global marketplace require that our students learn to develop ideas, increase their ability to solve problems, and interact in partnerships—skills inherently learned through the arts.

Implementation

The arts have the inherent ability to fit naturally into all the areas of curriculum. Hence, it is believed that Visual and Performing Arts should be integrated in a cross-curricular manner, providing students with meaningful connections and interdisciplinary relationships. As a result, the concepts taught will become more concrete and purposeful for the learner. The planning of interdisciplinary units would require collaboration among teachers, and it is the hope of this committee that time and resources will be provided when needed to assist in this cross-curricular endeavor.

Mission

To empower students to develop creative and critical thinking, social-emotional competencies, and intellectual and expressive abilities that will allow them to become active, contributing members of a global society.

Vision

All students will have equitable access to a quality, arts education that leads to artistic literacy and fluency in the artistic practices of the five art disciplines as a mechanism for:

- Performing, presenting or producing, as artistically literate individuals, by expressing and realizing creative ideas and implementing essential technical skills and cognitive abilities significant to many aspects of life and work in the 21st century;
- Responding to artistic ideas and work with personal meaning and cognizance of the ability of the arts to address universal themes, including climate change;
- Creating new artistic work reflective of a variety of ethnic, racial, and cultural perspectives; and
- Connecting and evaluating how the arts convey meaning through all arts and non-arts disciplines and contexts of our global society.

The New Jersey Student Learning Standards for Visual and Performing Arts (NJSLS-VPA) describe the expectations for literacy and fluency in five artistic disciplines: dance, music, theatre, visual arts, and media arts. Each artistic discipline has independent skills, knowledge, and content. However, as a field, the arts are interdependent, connected, and inclusive. The NJSLS-VPA are designed to guide the delivery of arts education in the classroom with new ways of thinking, learning, and creating. The vision of all students having equitable access to a quality arts education is only achieved when the five arts disciplines are offered continuously throughout the K–12 spectrum.

Media and Visual Arts Processes

Artistic Process: Creating (CN)

Anchor Standard 1	Conceptualizing and generating ideas.
Anchor Standard 2	Organizing and developing ideas.
Anchor Standard 3	Refining and completing products.

Artistic Process: Performing/Presenting/Producing (PR)

Anchor Standard 4	Developing and refining techniques and models or steps needed to create products.
Anchor Standard 5	Selecting, analyzing and interpreting work.
Anchor Standard 6	Conveying meaning through art.

Artistic Process: Responding(RE)

Anchor Standard 7	Perceiving and analyzing products.
Anchor Standard 8	Applying criteria to evaluate products.
Anchor Standard 9	Interpreting intent and meaning.

Artistic Process: Connecting (CN)

Anchor Standard 10	Synthesizing and relating knowledge and personal experiences to create products.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.

Media and Visual Arts Practices

Visual Art	Media Arts
Creating (CR): <ul style="list-style-type: none"> ● Explore ● Investigate ● Reflect, Refine, Continue 	Creating(CR): <ul style="list-style-type: none"> ● Conceive ● Develop ● Construct
Performing (PR): <ul style="list-style-type: none"> ● Select ● Analyze ● Share 	Performing (PR): <ul style="list-style-type: none"> ● Integrate ● Practice ● Present
Responding (RE): <ul style="list-style-type: none"> ● Perceive ● Analyze ● Interpret 	Responding (RE): <ul style="list-style-type: none"> ● Perceive ● Evaluate ● Interpret
Connecting(CN): <ul style="list-style-type: none"> ● Synthesize ● Relate 	Connecting (CN): <ul style="list-style-type: none"> ● Synthesize ● Relate

Standards in Action

The regional districts believe in offering an interdisciplinary approach to teaching and learning because students are able to make connections and relationships by bringing together separate content disciplines, skills and knowledge around common themes, issues, or problems. The NJ Department of Education mandates the following be identified as areas of study beneficial to integration into all grade levels and content areas.

Please click the hyperlink for further information on each area:

[Career Readiness, Life Literacies, and Key Skills](#)

[Climate Change Education](#)

[Contributions of Disabled and LGBT Individuals](#)

[Holocaust Education](#)

[Amistad Commission](#)

[Social and Emotional Learning](#)

[Diversity, Equity and Inclusion](#)

[Asian American Pacific Islander](#)

Types of Assessments

Students will be assessed across the units and year in a variety of ways. The link below indicates resources for developing assessments and general examples of assessments that teachers may utilize across all of the content areas.

[Formative, Summative, Alternative, and Benchmark Assessments](#)

Instructional Units Grade 3

Unit: Creating
Pacing: Ongoing
Unit Summary: All students will demonstrate an understanding of the elements and principles that govern the creation of works of visual and media arts. In Media Arts, students create visual representations that communicate, challenge and express their own and others' ideas, as both artist and audience. Students will connect with multiple art movements, a variety of cultural art throughout history and diverse artists. Upon exposure, students will be inspired by these works to create their own artwork.
Enduring Understandings: Media Arts: <ul style="list-style-type: none"> - Media arts use a variety of sources such as imagination and creative processes to inspire and transform concepts and ideas into artistic expression. - Media artists plan, organize and develop creative ideas that can effectively realize the artistic intent and communicate meaning - The forming, integration and refinement of aesthetic components, principles and processes creates purpose, meaning and artistic quality in media artworks. Visual Arts: <ul style="list-style-type: none"> - Creativity and innovative thinking are essential life skills that can be developed. Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative art-making goals. - Artists and designers experiment with forms, structures, materials, concepts, media, and art-making approaches. Artists and designers balance experimentation and safety, freedom and responsibility, while developing and creating artworks. People create and interact with objects, places and design that define, shape, enhance, and empower their lives. - Artists and designers develop excellence through practice and constructive critique, reflecting on, revising and refining work over time.
Essential Questions: Media Arts: <ul style="list-style-type: none"> - How do media artists generate ideas and formulate artistic intent? How does collaboration expand and affect the creative process? How can creative risks be encouraged? - How do media artists work? How do media artists and designers determine whether a particular direction in their work would be effective? How do media artists learn from trial and error? - How can an artist construct a media artwork that conveys purpose, meaning and artistic quality? How do media artists improve/refine their work? Visual Arts: <ul style="list-style-type: none"> - What conditions, attitudes, and behaviors support creativity and innovative thinking? What factors prevent or encourage people to take creative risks? How does collaboration expand the creative process? How does knowing the contexts, histories, and traditions of art forms help us create works of art and design? Why do artists follow or break from established traditions? How do artists determine what resources and criteria are needed to formulate artistic investigations? - How do artists work? How do artists and designers determine whether a particular direction in their work is effective? How do artists and designers learn from trial and error? How do artists and designers care for and maintain materials, tools and equipment? Why is it important, for safety and health, to understand and follow correct procedures in handling materials, tools and equipment? What responsibilities come with the freedom to create? How do

objects, places and design shape lives and communities? How do artists and designers determine goals for designing or redesigning objects, places, or systems? How do artists and designers create works of art or design that effectively communicate?

- What role does persistence play in revising, refining and developing work? How do artists grow and become accomplished in art forms? How does collaboratively reflecting on a work help us experience it more completely?

New Jersey Student Learning Standards:

- 1.5.5.Cr1a: Brainstorm and curate ideas to innovatively problem solve during artmaking and design projects.
- 1.5.5.Cr1b: Individually and collaboratively set goals, investigate, choose, and demonstrate diverse approaches to art-making that is meaningful to the makers.
- 1.5.5.Cr2a: Experiment and develop skills in multiple art-making techniques and approaches, through invention and practice.
- 1.5.5.Cr2b: Demonstrate craftsmanship through the safe and respectful use of materials, tools and equipment.
- 1.5.5.Cr2c: Individually or collaboratively represent environments or objects of personal significance that includes a process of peer discussion, revision and refinement.
- 1.5.5.Cr3a: Reflect, refine, and revise work individually and collaboratively, and discuss and describe personal choices in artmaking.
- 1.2.5.Cr1a: Generate ideas for media artwork, using a variety of tools, methods and/or materials.
- 1.2.5.Cr1b: Develop individual and collaborative artistic goals for media artwork using a variety of methods.
- 1.2.5.Cr1c: Connect media artwork to personal experiences and the work of others.
- 1.2.5.Cr1d: Collaboratively form ideas, plans, and models to prepare for media artwork.
- 1.2.5.Cr1e: Model ideas and plans in an effective direction.
- 1.2.5.Cr1f: Brainstorm goals and plans for a media art audience.
- 1.2.5.Cr2a: Collaboratively form ideas, plans and models to prepare for media artwork.
- 1.2.5.Cr2b: Model ideas, plan in an effective direction.
- 1.2.5.Cr2c: Brainstorm goals and plans for a media art audience.
- 1.2.5.Cr3a: Construct and arrange various content into unified and expressive media arts productions
- 1.2.5.Cr3b: Describe and apply principles such as movement, balance, contrast, and emphasis.
- 1.2.5.Cr3c: Explore how elements and components can be altered for clear communication and intentional effects, point of view, perspective, and refine media artworks to improve clarity and purpose.

Practice:

Media Arts:

- Conceive
- Develop
- Construct

Visual Arts: <ul style="list-style-type: none"> - Explore - Investigate - Reflect, Refine, Continue
Transfer Task/Performance Task/Assessment Task <i>Students will apply the skills, knowledge, and/or attitudes that were learned into one or more of the following:</i> <p>Media Arts: Students will be able to collaborate and generate ideas for media artwork using a variety of tools, methods, and/or materials. Tasks may include brainstorming with peers to generate new ideas, plans, and models for media artwork. Artwork will be assessed using a digital rubric on a preferred LMS (learning management system).</p> <p>Visual Arts: Complete tasks that demonstrate an understanding of the elements and principles of art. Tasks may include but are not limited to identifying elements and principles of art from a variety of artworks (Picasso, Deborah, Butterfield, Peter Max, Da Vinci) Students will understand there are an infinite number of ways to employ the elements of art and principles of design to express a personal response to a creative problem. Artwork will be assessed using a rubric or preferred summative assessment</p>
Primary Interdisciplinary Connections: Mathematics, Science, Social Studies, Language Arts
Benchmark, Alternate and Formative Assessment Tasks: Group Work, Projects, Question and Answer, Teacher Observation, and Discussion
Career Readiness, Life Literacies, and Key Skills: 9.4.5.CI.3: Participate in a brainstorming session with individuals with diverse perspectives to expand one's thinking about a topic of curiosity (e.g., 8.2.5.ED.2, 1.5.5.CR1a). 9.4.5.TL.5: Collaborate digitally to produce an artifact (e.g., 1.2.5CR1d).
Computer Science and Design Thinking: Not identified at this time.
Resources: Posters, internet, books, games, student work, guest speakers
Accommodations & modifications for special education, ELL,G&T, 504 plans and At Risk https://docs.google.com/document/d/1QOotX2EIuJaPydBBcm-l6_Jo6n-j0uEqI3YX0q3MDVM/edit?usp=sharing Note** Modifications and accommodations listed in curriculum guides are suggested for all types of learners. Specific student accommodations and modifications listed in an IEP will take priority for each individual student instruction.

Unit: Producing/Presenting
Pacing: Ongoing
<p>Unit Summary: Students will demonstrate an understanding of how and why art is created. Students will analyze, interpret or convey meaning to the creation of their art using the skills, media, and methods during creating, performing, and/or presenting works of media and visual art.</p> <p>Students will understand that presenting and sharing of objects, artifacts, artworks, and media influence and shape ideas, beliefs and experiences.</p>
<p>Enduring Understandings:</p> <p>Media Arts:</p> <ul style="list-style-type: none"> - Media artists integrate various media and content to develop complex, unified artworks through a process of creation and communication. - Media artists require a range of skills and abilities to creatively solve problems. - Media artists present, share and distribute media artworks through various social, cultural and political contexts. <p>Visual Arts:</p> <ul style="list-style-type: none"> - Artists and other presenters consider various techniques, methods, venues, and criteria when analyzing, selecting, and curating objects, artifacts, and artworks for preservation and presentation. - Artists, curators and others consider a variety of factors and methods including evolving technologies when preparing and refining artwork for display and or when deciding if and how to preserve and protect it. - Objects, artifacts and artworks collected, preserved or presented either by artists, museums, or other venues, communicate meaning and a record of social, cultural and political experiences resulting in the cultivating of appreciation and understanding.
<p>Essential Questions:</p> <p>Media Arts:</p> <ul style="list-style-type: none"> - How are complex media arts experiences constructed? At what point is a work considered "complete"? - How are creativity and innovation developed within and through media arts productions? How do media artists use various tools and techniques? - How does time, place, audience, and context affect presenting or performing choices for media artworks? How can presenting or sharing media artworks in a public format help a media artist learn and grow? Why do various venues exist for presenting, sharing or distributing media artworks? <p>Visual Arts:</p> <ul style="list-style-type: none"> - How are artworks cared for and by whom? What criteria, methods and processes are used to select work for preservation or presentation? Why do people value objects, artifacts and artworks, and select them for presentation? - What methods and processes are considered when preparing artwork for presentation or preservation? How does refining artwork affect its meaning to the viewer? What criteria are considered when selecting work for presentation, a portfolio, or a collection? - What is an art museum? How does the presenting and sharing of objects, artifacts and artworks influence and shape ideas, beliefs and experiences? How do objects, artifacts and artworks collected, preserved, or presented, cultivate appreciation and understanding?
<p>New Jersey Student Learning Standards:</p> <ul style="list-style-type: none"> ● 1.5.5.Pr4a: Define and analyze the responsibilities of a curator in preserving and presenting artifacts or artwork. ● 1.5.5.Pr5a: Prepare and present artwork safely and effectively ● 1.5.5.Pr6a: Discuss how exhibits and museums provide information and in person experiences about concepts and topics.

- 1.2.5.Pr4a: Practice combining various academic arts, media forms, and content into unified media artworks such as animation, music, and dance.
- 1.2.5.Pr4b: Demonstrate understanding of combining a variety of academic, arts and content with an emphasis on coordinating elements into a comprehensive media artwork.
- 1.2.5.Pr4c: Create media artworks through integration of multiple contents and forms.
- 1.2.5.Pr5a: Develop and enact a variety of roles to practice foundational artistic, design, technical, organizational, and soft skills in producing media artworks.
- 1.2.5.Pr5b: Exhibit and develop critical and creative skills, such as inventing new content and expanding conventions, in addressing challenges within and through media arts productions.
- 1.2.5.Pr5c: Examine how tools and design thinking techniques can be used in standard and experimental ways in constructing media artworks.
- 1.2.5.Pr6a: Identify, explain and compare various presentation forms fulfilling the processes in distributing media artwork.
- 1.2.5.Pr6b: Identify and compare experiences and benefits of presenting media artworks.

Practice:

Media Arts:

- Practice
- Integrate
- Present

Visual Arts:

- Analyze
- Select
- Share

Transfer Task/Performance Task/Assessment Task

Media Arts: Students will be able to demonstrate an understanding of combining a variety of academic, art, and content to create a comprehensive media artwork. Media work will be assessed using a digital rubric on a preferred LMS (learning management system).

Visual Arts: Students will be able to develop a plan for displaying and conserving their final artworks. Students consider specific criteria when selecting a presentation, portfolio or collection. Students understand that the processes of curation help preserve artifacts and artworks. This cultivates appreciation and understanding of social and cultural experiences of artists.

Primary Interdisciplinary Connections: Social Studies

Benchmark, Alternate and Formative Assessment Tasks: Question and Answer, Projects, Discussion, School-Wide Displays of Art, End of the Year Art Show

Career Readiness, Life Literacies, and Key Skills:

Not identified at this time.

Computer Science and Design Thinking:

Not identified at this time.

Resources:

Media resources, virtual museum tours, field trips, internet resources, books, etc.

Accommodations & modifications for special education, ELL, G&T, 504 plans and At Risk

https://docs.google.com/document/d/1QOotX2EIuJaPydBBcm-l6_Jo6n-j0uEqI3YX0q3MDVM/edit?usp=sharing

Note** Modifications and accommodations listed in curriculum guides are suggested for all types of learners. Specific student accommodations and modifications listed in an IEP will take priority for each individual student instruction.

Unit: Responding
Pacing: Ongoing
Unit Summary: Demonstrate and apply an understanding of the arts philosophies, judgment, and analysis to works of visual and media art. Evaluative tools, such as rubrics and critique, can help in evaluating artwork objectively. Students will be exposed to various artists, artistic movements, and diverse cultures. Students will interpret and analyze artworks from these contexts. Class discussions will include how artists use their social and cultural context in their artwork.
Enduring Understandings: Media Arts: <ul style="list-style-type: none"> - An artist's appreciation of media artworks is influenced by their interests, experiences, understandings, and purposes. Identifying the qualities and characteristics of media artworks improves the individual's aesthetic and empathetic awareness. - Interpretation and appreciation of an artwork and its media require consideration of form, context and personal experience. Analysis of media artworks provides clues to their expressive intent. - Evaluation and critique are vital components of experiencing, appreciating and producing media artworks. Visual Arts: <ul style="list-style-type: none"> - Individual aesthetic and empathetic awareness developed through engagement with art can lead to understanding and appreciation of self, others, the natural world, and constructed environments. Visual arts influences understanding of and responses to the world. - People gain insights into meanings of artworks by engaging in the process of art criticism. - People evaluate art based on various criteria.
Essential Questions: Media Arts: <ul style="list-style-type: none"> - How do we analyze and react to media artworks? How do media artworks function to convey meaning and influence audience experience? - How do people relate to and interpret media artworks? How can the viewer "read" a work of art as text? How does knowing and using arts vocabulary help us understand and interpret works of art? - How and why do we value and judge media artworks? When and how should we evaluate and critique media artworks to improve them? - How is a personal preference different from an evaluation? Visual Arts: <ul style="list-style-type: none"> - How do life experiences influence the way you relate to art? How does learning about art impact how we perceive the world? What can we learn from our responses to art? What is visual art? Where and how do we encounter visual arts in our world? How do visual arts influence our views of the world? - What is the value of engaging in the process of art criticism? How can the viewer "read" a work of art as text? How does knowing and using visual art vocabulary help us understand and interpret works of art? - How does one determine criteria to evaluate a work of art? How and why might criteria vary? How is a personal preference different from an evaluation?
New Jersey Student Learning Standards: <ul style="list-style-type: none"> ● 1.5.5.Re7a: Speculate about artistic processes. Interpret and compare works of art and other responses. ● 1.5.5.Re7b: Analyze visual arts including cultural associations. ● 1.5.5.Re8a: Interpret ideas and mood in artworks by analyzing form, structure, context, subject, and visual elements.

- 1.5.5.Re9a: Identify different evaluative criteria for different types of artwork dependent on genre, historical and cultural contexts.
- 1.2.5.Re7a: Identify, describe, explain and differentiate how messages and meaning are created by components in media artworks.
- 1.2.5.Re7b: Identify, describe, explain and differentiate how various forms, methods, and styles in media artworks affect and manage audience experience when addressing global issues including climate change
- 1.2.5.Re8a: Determine, explain and compare personal and group reactions and interpretations of a variety of media artworks, considering their personal and cultural perception, intention and context.
- 1.2.5.Re9a: Develop and apply specific criteria to evaluate media art works and production processes with developed criteria, considering context and artistic goals.

Practice:

Media Arts:

- Perceive
- Interpret
- Evaluate

Visual Arts:

- Perceive
- Interpret
- Analyze

Transfer Task/Performance Task/Assessment Task

Media Arts: Students will complete tasks that include differentiating messages and meaning within media artworks. Students will identify, describe, and explain how various media artworks affect the audience experience. Assessment will be made during whole class and small group discussions.

Visual Arts: Students will complete tasks that include creating works of art inspired by a variety of artists, artistic movements, or cultures that demonstrates and or explains an understanding of arts' philosophies and analysis. Students will compare and contrast artwork from different cultures, genres and/or social contexts.

Primary Interdisciplinary Connections: Social Studies

Benchmark, Alternate and Formative Assessment Tasks: Group Work, Projects, Discussion, Rubrics, Question and Answer, Teacher Observation, Critique, Self and Peer Evaluations

Career Readiness, Life Literacies, and Key Skills:

Not identified at this time.

Computer Science and Design Thinking:

Not identified at this time.

Resources: Virtual images, animations, posters, internet, books, current events, rubrics, etc.

Accommodations & modifications for special education, ELL, G&T, 504 plans and At Risk

https://docs.google.com/document/d/1QOotX2EIuJaPydBBcm-l6_Jo6n-j0uEqI3YX0q3MDVM/edit?usp=sharing

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Unit: Connecting
Pacing: Ongoing
<p>Unit Summary: Upon exposure to various artists, artistic movements, and diverse cultures, students will be able to make connections with their personal experiences and artwork to the content and context that is being taught.</p> <p>Media Arts: In Media Arts, students make and respond using Media Arts knowledge, understanding and skills to represent meaning associated with personal and global views.</p> <p>Visual Arts: All students will understand the role, development, and influence of the arts throughout history and across cultures.</p>
<p>Enduring Understandings:</p> <p>Media Arts:</p> <ul style="list-style-type: none"> - Through creating media artworks, people make meaning by investigating and developing an awareness of culture and experiences. - Understanding connections to varied contexts and daily life enhances a media artist's work. <p>Visual Arts:</p> <ul style="list-style-type: none"> - Through artmaking, people make meaning by investigating and developing awareness of perceptions, knowledge and experiences. - People develop ideas and understandings of society, culture and history through their interactions with and analysis of art.
<p>Essential Questions:</p> <p>Media Arts:</p> <ul style="list-style-type: none"> - How does engaging in creating media artworks enrich people's lives? How does making media artworks attune people to their surroundings? How do media artworks contribute to an awareness and understanding of our lives and communities? - How does art help us understand the lives of people of different times, places, and cultures? How is art used to impact the views of a society? How does art mirror aspects of life? How do the other arts, disciplines, contexts, and daily life inform the creation, performance and response to media arts? <p>Visual Arts:</p> <ul style="list-style-type: none"> - How does engaging in creating art enrich people's lives? How does making art attune people to their surroundings? How do people contribute to awareness and understanding of their lives and the lives of their communities through artmaking? - How does art help us understand the lives of people of different times, places and cultures? How is art used to impact the views of a society? How does art preserve aspects of life?
<p>New Jersey Student Learning Standards:</p> <ul style="list-style-type: none"> ● 1.5.5.Cn10a: Create works of art that reflect community cultural traditions. Discuss using formal and conceptual vocabulary. ● 1.5.5.Cn11a: Communicate how art is used to inform the values, beliefs and culture of an individual or society. ● 1.5.5.Cn11b: Communicate how art is used to inform others about global issues, including climate change. ● 1.2.5.Cn10a: Use, examine and access internal and external resources to create media artworks, such as interests, knowledge and experiences. ● 1.2.5.Cn10b: Identify, examine and show how media artworks form meanings, situations and cultural experiences, such as news and cultural events. ● 1.2.5.Cn11a: Identify, explain, research and show how media artworks and ideas relate to personal, social and community life (e.g., exploring online behavior, fantasy and reality, commercial and information purposes, history, ethics).

- 1.2.5.Cn11b: Examine, discuss and interact appropriately with media arts tools and environments, considering safety, ethics, rules, and media literacy.

Practice:

- Synthesize
- Relate

Transfer Task/Performance Task/Assessment Task

Students will be able to explain, evaluate, and demonstrate about how media arts expand meaning and knowledge and create cultural experiences. Students will be able to access and use internal and external resources to educate about the creation of media artworks. Using age-appropriate stylistic terminology (e.g. cubist, surrealist, impressionistic) and experimenting with various compositional approaches, students will recognize works of visual art are a reflection of a society's values and beliefs. Through making art, students make meaning by investigating their awareness of culture and personal experiences.

Primary Interdisciplinary Connections: Social Studies, World Language, Language Arts

Benchmark, Alternate and Formative Assessment Tasks: Group Work, Projects, Discussions, Question and Answer

Career Readiness, Life Literacies, and Key Skills:

9.4.5.GCA.1: Analyze how culture shapes individual and community perspectives and points of view (e.g., 1.1.5.C2a, RL.5.9, 6.1.5.HistoryCC.8).

Computer Science and Design Thinking:

Not identified at this time.

Resources: Virtual images, posters, webpages, books, student work, guest speakers/artists

Accommodations & modifications for special education, ELL, G&T, 504 plans and At Risk

https://docs.google.com/document/d/1QOotX2EIuJaPydBBcm-l6_Jo6n-j0uEqI3YX0q3MDVM/edit?usp=sharing

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