



Delaware Standards for Visual and Performing Arts

Grade-Level & Proficiency-Level Expectations

PK to Grade 8

MEDIA ARTS

CONNECTING									
Anchor Standard 10: Synthesize and relate knowledge and personal experiences to make art.									
MA:Cn10.1a									
Enduring Understanding: Media artworks synthesize meaning and form cultural experience.									
Essential Question(s): How do we relate knowledge and experiences to understanding and making media artworks? How do we learn about and create meaning through producing media artworks?									
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th
MA:Cn10.1.PKa	MA:Cn10.1.Ka	MA:Cn10.1.1a	MA:Cn10.1.2a	MA:Cn10.1.3a	MA:Cn10.1.4a	MA:Cn10.1.5a	MA:Cn10.1.6a	MA:Cn10.1.7a	MA:Cn10.1.8a
Use personal experiences in making media artworks.	Use personal experiences and choices in making media artworks.	Use personal experiences, interests, and models in creating media artworks.	Use personal experiences, interests, information, and models in creating media artworks.	Use personal and external resources, such as interests, information, and models, to create media artworks.	Examine and use personal and external resources, such as interests, research, and cultural understanding, to create media artworks.	Access and use internal and external resources to create media artworks, such as interests, knowledge, and experiences.	Access, evaluate, and use internal and external resources to create media artworks, such as knowledge, experiences, interests, and research.	Access, evaluate and use internal and external resources to inform the creation of media artworks, such as experiences, interests, research, and exemplary works.	Access, evaluate, and use internal and external resources to inform the creation of media artworks, such as cultural and societal knowledge, research, and exemplary works.
I CAN use what I know in making media artworks.	I CAN use what I know and make choices in making media artworks.	I CAN use what I know, what I like and make choices in making media artworks.	I CAN use what I know, what I like, information, and examples in creating media artworks.	I CAN use personal and external resources, such as interests, information, and models, to create media artworks.	I CAN examine and use personal and external resources, such as interests, research, and cultural understanding, to create media artworks.	I CAN access and use internal and external resources to create media artworks, such as interests, knowledge, and experiences.	I CAN access, evaluate, and use internal and external resources to create media artworks, such as knowledge, experiences, interests, and research.	I CAN access, evaluate and use internal and external re-sources to inform the creation of media artworks, such as experiences, interests, research, and exemplary works.	I CAN access, evaluate, & use internal and external resources to inform the creation of media artworks, such as cultural and societal knowledge, research, & exemplary works.

CONNECTING									
Anchor Standard 10: Synthesize and relate knowledge and personal experiences to make art.									
MA:Cn10.1b									
Enduring Understanding: Media artworks synthesize meaning and form cultural experience.									
Essential Question(s): How do we relate knowledge and experiences to understanding and making media artworks? How do we learn about and create meaning through producing media artworks?									
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th
MA:Cn10.1.PKb	MA:Cn10.1.Kb	MA:Cn10.1.1b	MA:Cn10.1.2b	MA:Cn10.1.3b	MA:Cn10.1.4b	MA:Cn10.1.5b	MA:Cn10.1.6b	MA:Cn10.1.7b	MA:Cn10.1.8b
With guidance, share experiences of media artworks.	Share memorable experiences of media artworks.	Share meaningful experiences of media artworks.	Discuss experiences of media artworks, describing their meaning and purpose.	Identify and show how media artworks form meanings, situations, and/or culture, such as popular media.	Examine and show how media artworks form meanings, situations, and/or cultural experiences, such as online spaces.	Examine and show how media artworks form meanings, situations, and cultural experiences, such as news and cultural events.	Explain and show how media artworks form new meanings, situations, and cultural experiences, such as historical events.	Explain and show how media artworks form new meanings and knowledge, situations, and cultural experiences, such as learning, and new information.	Explain and demonstrate how media artworks expand meaning and knowledge, and create cultural experiences, such as local and global events.
I CAN, with help, share my ideas about media artworks.	I CAN share my experience with media artworks.	I CAN share my important ideas and experience with media artworks.	I CAN talk about my experience with media artworks, telling others what they mean to me and why.	I CAN identify and show how media artworks form meanings, situations, and/or culture, such as popular media.	I CAN examine and show how media artworks form meanings, situations, and/or cultural experiences, such as online spaces.	I CAN examine and show how media artworks form meanings, situations, and cultural experiences, such as news and cultural events.	I CAN explain and show how media artworks form new meanings, situations, and cultural experiences, such as historical events.	I CAN explain and show how media artworks form new meanings and knowledge, situations, and cultural experiences, such as learning, and new information.	I CAN explain and demonstrate how media artworks expand meaning and knowledge, and create cultural experiences, such as local and global events.

CONNECTING									
Anchor Standard 11: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding									
MA:Cn11.1a									
Enduring Understanding: Media artworks and ideas are better understood and produced by relating them to their purposes, values, and various contexts									
Essential Question(s): How does media arts relate to its various contexts, purposes, and values? How does investigating these relationships inform and deepen the media artist's understanding and work?									
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th
MA:Cn11.1.PKa	MA: Cn11.1.Ka	MA:Cn11.1.1a	MA:Cn11.1.2a	MA:Cn11.1.3a	MA:Cn11.1.4a	MA:Cn11.1.5a	MA:Cn11.1.6a	MA:Cn11.1.7a	MA:Cn11.1.8a
With guidance, relate media artworks and everyday life.	With guidance, share ideas in relating media artworks and everyday life, such as daily activities.	Discuss and describe media artworks in everyday life, such as popular media, and connections with family and friends.	Discuss how media artworks and ideas relate to everyday and cultural life, such as media messages and media environments.	Identify how media artworks and ideas relate to everyday and cultural life and can influence values and online behavior.	Explain verbally and/or in media artworks, how media artworks and ideas relate to everyday and cultural life, such as fantasy and reality, and technology use.	Research and show how media artworks and ideas relate to personal, social and community life, such as exploring commercial and information purposes, history, and ethics.	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.	Research and demonstrate how media artworks and ideas relate to various situations, purposes and values, such as community, vocations, and social media.	Demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values, such as democracy, environment, and connecting people and places.
I CAN, with help, tell about media artworks and my everyday life.	I CAN, with help, share ideas about media artworks and everyday life, such as daily activities.	I CAN discuss and describe media artworks in everyday life, such as popular media, and connections with my family and friends.	I CAN discuss how media artworks and ideas relate to everyday and cultural life, such as media messages and media environments.	I CAN identify how media artworks and ideas relate to everyday and cultural life and can influence values and online behavior.	I CAN explain verbally and/or in media artworks, how media artworks and ideas relate to everyday and cultural life,	I CAN research and show how media artworks and ideas relate to personal, social and community life, such as exploring	I CAN research and show how media artworks and ideas relate to personal life, and social, community, and cultural situations,	I CAN research and demonstrate how media artworks and ideas relate to various situations, purposes and values, such	I CAN demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values, such

MEDIA ARTS: PreK-8 STANDARDS ~ Horizontal I CAN Statements ~ CONNECTING

					such as fantasy and reality, and technology use.	commercial and information purposes, history, and ethics.	such as personal identity, history, and entertainment.	as community, vocations, and social media.	as democracy, environment, and connecting people and places.
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CONNECTING									
Anchor Standard 11: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding									
MA:Cn11.1b									
Enduring Understanding: Media artworks and ideas are better understood and produced by relating them to their purposes, values, and various contexts.									
Essential Question(s): How does media arts relate to its various contexts, purposes, and values? How does investigating these relationships inform and deepen the media artist's understanding and work?									
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th
MA:Cn11.1.PKb	MA:Cn11.1.Kb	MA:Cn11.1.1b	MA:Cn11.1.2b	MA:Cn11.1.3b	MA:Cn11.1.4b	MA:Cn11.1.5b	MA:Cn11.1.6b	MA:Cn11.1.7b	MA:Cn11.1.8b
With guidance, interact safely and appropriately with media arts tools and environments.	With guidance, interact safely and appropriately with media arts tools and environments.	Interact appropriately with media arts tools and environments, considering safety, rules, and fairness.	Interact appropriately with media arts tools and environments, considering safety, rules, and fairness.	Examine and interact appropriately with media arts tools and environments, considering safety, rules, and fairness.	Examine and interact appropriately with media arts tools and environments, considering ethics, rules, and fairness.	Examine, discuss and interact appropriately with media arts tools and environments, considering ethics, rules, and media literacy.	Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright, ethics, and media literacy.	Analyze and responsibly interact with media arts tools and environments, considering copyright, ethics, media literacy, and social media.	Analyze and responsibly interact with media arts tools, environments, legal, and technological contexts, considering ethics, media literacy, social media, and virtual worlds.
I CAN, with help, work with media arts tools and places safely and correctly.	I CAN, with help, work with media arts tools and places safely and correctly.	I CAN, with help, work with media arts tools and places safely and correctly.	I CAN work alone and with others to use media arts tools and places safely, and correctly while thinking about the rules, and fairness.	I CAN examine and interact appropriately with media arts tools and environments, considering safety, rules, and fairness.	I CAN examine and interact appropriately with media arts tools and environments, considering ethics, rules, and fairness.	I CAN examine, discuss and interact appropriately with media arts tools and environments, considering ethics, rules, and media literacy.	I CAN analyze and interact appropriately with media arts tools and environments, considering fair use and copyright, ethics, and media literacy.	I CAN analyze and responsibly interact with media arts tools and environments, considering copy-right, ethics, media literacy, and social media.	I CAN analyze and responsibly interact with media arts tools, environments, legal, and tech-nological con-texts, consid-ering ethics, media literacy, social media, and virtual worlds.