Unit 3a Media Arts- Developing and refining techniques and models or steps needed to create products

Content Area: **Technology**
Course(s): **Technology K**
Time Period: **Marking Period 2**
Length: **2 weeks**
Status: **Published**

Essential Questions

How are creativity and innovation developed within and through media arts productions? How do media artists use various tools and techniques?

Big Ideas

Media artists require a range of skills and abilities to creatively solve problems.

Enduring Understandings

1.2.2.Pr5a: Identify and enact basic skills such as handling tools, making choices, and soft skills for planning and creating media artworks.

1.2.2.Pr5b: Identify, describe and demonstrate basic creative skills such as trial-and-error and playful practice, within media arts production.

1.2.2.Pr5c: Discover, experiment with and demonstrate creative skills for media artworks.