

# 01\_Computer & Software Basics

Content Area: **Art**  
Course(s):  
Time Period: **Semester**  
Length: **2 Weeks**  
Status: **Published**

## General Overview, Course Description or Course Philosophy

### OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS

**Objectives:** It takes time to develop the confidence to build skill rather than focus on "the perfect" outcome when working with new tools. Students will develop and understanding and appreciation for lifelong learning and the personal benefits of artistic expression.

**Essential Questions:** 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?

**Enduring Understandings:** Media arts use a variety of sources such as imagination and creative processes to inspire and transform concepts and ideas into artistic expression.

### CONTENT AREA STANDARDS

MA.9-12.1.2.12prof.Cr	Creating
MA.9-12.1.2.12prof.Cr1	Generating and conceptualizing ideas. Conceive
MA.9-12.1.2.12prof.Cr1a	Formulate multiple ideas using generative methods to develop artistic goals and solve problems in media arts creation processes.
MA.9-12.1.2.12prof.Cr1b	Organize and design artistic ideas for media arts productions.

### RELATED STANDARDS (Technology, 21st Century Life & Careers, ELA Companion Standards are Required)

TECH.9.4.12.CI	Creativity and Innovation With a growth mindset, failure is an important part of success.
----------------	--

### STUDENT LEARNING TARGETS

## **Declarative Knowledge**

---

Students will understand that:

- Media arts use a variety of sources such as imagination and creative processes to inspire and transform concepts and ideas into artistic expression.
- The basic functionality of the graphics software currently in use in the digital imaging classroom or computer lab.
- They can troubleshoot, research help, and build skills using digital art tools.

## **Procedural Knowledge**

---

Students will be able to:

- Generate ideas and formulate artistic intent.
- Use collaboration to expand and affect the creative process.
- Take creative risks.
- Apply their understanding of the use of graphics to produce a variety of projects.

## **EVIDENCE OF LEARNING**

---

### **Alternate Assessments**

---

- Teacher/Student Conferences
- Projects
- Presentations
- Modified Rubrics
- Portfolios

### **Formative Assessments**

---

Teacher observation as the students work with the step-by-step instructions  
Teacher observation as the students work independently  
Teacher observation as the students work in groups

Teacher Feedback and Discussions

Student Journal

Practical Exercises

Independent Investigation Activities

## **Summative Assessments**

---

Teacher Rubrics

Final Projects

Reflection Worksheet

Self Evaluation

Critiques

## **RESOURCES (Instructional, Supplemental, Intervention Materials)**

---

Step-by-step demonstrations

Digital and written instructions

Video demonstrations

Visual examples

Supplied files for the students to practice with

Individual and group help as needed

## **INTERDISCIPLINARY CONNECTIONS**

---

Use a growth mindset with the understanding that it is an important part of success.

## **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

---

See link to Accommodations & Modifications document in course folder.

