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 conifdence to build skill rather than focus on "the perfect" outcome when working with new tools. Students willdevelop and understanding and appreciation for lifelonglearning 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 dgital 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.