

# 02\_Working with Digital Files

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:** Graphic art software is the tool used to create digital art. Digital art is an effective way to express ideas and emotions.

**Essential Questions:** How can an artist construct a media artwork that conveys purpose, meaning and artistic quality? How do media artists improve/refine their work?

**Enduring Understandings:** The forming, integration and refinement of aesthetic components, principles and processes create purpose, meaning and artistic quality in media artworks.

### CONTENT AREA STANDARDS

MA.9-12.1.2.12prof.Cr3	Refining and completing products.
MA.9-12.1.2.12prof.Cr3a	Understand the deliberate choices in organizing and integrating content, stylistic conventions, and media arts principles such as emphasis and tone.
MA.9-12.1.2.12prof.Cn	Connecting
MA.9-12.1.2.12prof.Cn10	Synthesizing and relating knowledge and personal experiences to create products. Synthesize
MA.9-12.1.2.12prof.Cn10a	Access, evaluate and integrate personal and external resources to inform the creation of original media artworks, such as experiences, interests and cultural experiences.

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

TECH.9.4.12.CT.1	Identify problem-solving strategies used in the development of an innovative product or practice (e.g., 1.1.12acc.C1b, 2.2.12.PF.3).
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## **STUDENT LEARNING TARGETS**

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### **Declarative Knowledge**

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Students will understand that:

- The forming, integration and refinement of aesthetic components, principles and processes create purpose, meaning and artistic quality in media artworks.
- The basic functionality of the graphics software is currently being used in digital imaging.
- The basic techniques can be used to create a piece of digital art.

### **Procedural Knowledge**

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Students will be able to:

- Construct a media artwork that conveys purpose, meaning and artistic quality.
- Improve/refine their work.
- Troubleshoot, research help, and build skills using digital art tools.
- Produce digital art by using software tools and techniques.

## **EVIDENCE OF LEARNING**

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### **Alternate Assessments**

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

### **Formative Assessments**

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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**

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Teacher Rubrics

Final Projects

Reflection Worksheet

Self Evaluation

Critiques

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

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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**

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Students will be able to use problem-solving strategies used in the development of an innovative product or practice beyond the classroom.

### **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

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See link to Accommodations & Modifications document in course folder.