

# 04\_Constructing Techniques

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

**Objective:** Digital art can portray different views, opinions, and interpretations.

**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:** 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?

### CONTENT AREA STANDARDS

MA.9-12.1.2.12acc.Cr	Creating
MA.9-12.1.2.12prof.Cr1	Generating and conceptualizing ideas. Conceive
MA.9-12.1.2.12acc.Cr1a	Strategically use generative methods to create multiple ideas and refine artistic goals that increase aesthetic depth.
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.

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

TECH.9.4.12.CI.1	Demonstrate the ability to reflect, analyze, and use creative skills and ideas (e.g., 1.1.12prof.CR3a).
------------------	---

## **STUDENT LEARNING TARGETS**

---

### **Declarative Knowledge**

---

Students will understand that:

- They can build an image that "tells their story" in a believable visual.
- The elements of design.
- You can use the elements of design to build a visual design vocabulary.
- Media arts use a variety of sources such as imagination and creative processes to inspire and transform concepts and ideas into artistic expression.
- They can visually and digitally dissect images into objects and shapes.
- Digital tools and techniques can enable the student to visually communicate their concepts.

### **Procedural Knowledge**

---

Students will be able to:

- Build an image using design vocabulary and concepts.
- Generate ideas and formulate artistic intent.
- Collaborate to expand and affect the creative process
- Take risks.
- Digitally dissect images into objects and shapes.
- Visually communicate their concepts.

## **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**

---

Demonstrate the ability to reflect, analyze, and use creative skills and ideas in the workplace.

## **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

---

See link to Accommodations & Modifications document in course folder.