

## Grade 11

► **IMAGE-DEVELOPMENT AND DESIGN STRATEGIES**  
*(Perceiving/Responding)*

Students perceive and respond to images in ways that demonstrate awareness of the sources, techniques, and strategies of image development and design.

*It is expected that students will:*

- compare the effect of images developed using two or more media arts technologies
- relate the design of media arts images to content and function
- identify the impact of traditional and modern technologies on image development and design
- analyse ethical, moral, and legal considerations associated with using media arts technology for image development

► **IMAGE-DEVELOPMENT AND DESIGN STRATEGIES**  
*(Creating/Communicating)*

Students create images reflecting their understanding of a wide variety of image sources, techniques, and image-development and design strategies.

*It is expected that students will:*

- create media arts images using a variety of design strategies and image sources to reach a specific audience or achieve a specific purpose
- solve a design problem using one or more media arts technologies
- use a variety of media arts technologies and design strategies to create a series of images focussing on one subject or theme
- create images using sound and movement

► **CONTEXT**  
*(Perceiving/Responding)*

Students perceive and respond to images and the ways these images reflect and affect personal, social, cultural, and historical contexts.

*It is expected that students will:*

- identify roles that media arts have in reflecting, sustaining, and challenging beliefs and traditions
- analyse how context and purpose influence the content and form of media artworks
- explain personal interpretation of and preferences for selected media artworks
- demonstrate an understanding of various career options in the media arts

► **CONTEXT**  
*(Creating/Communicating)*

Students create images that communicate understanding of and appreciation for the influence of personal, social, cultural, and historical contexts.

*It is expected that students will:*

- create images using media arts technology that:
  - defend values and traditions
  - reflect the characteristics of other artists, movements, and periods
  - reflect historical and contemporary themes
- create a media artwork for a specific audience
- evaluate audience response to a presentation of media artworks

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<p>▶ <b>VISUAL ELEMENTS AND PRINCIPLES OF ART AND DESIGN</b> <i>(Perceiving/Responding)</i></p> <p>Students perceive and respond to images in ways that demonstrate their understanding of the visual elements and principles of art and design.</p>	<p><i>It is expected that students will:</i></p> <ul style="list-style-type: none"> <li>• critique the use of the visual elements and principles of art and design in a variety of media artworks</li> <li>• identify symbolic and cultural associations of particular visual elements and principles of art and design in media arts</li> <li>• compare the application of particular visual elements and principles of art and design in selected media artworks</li> </ul>
<p>▶ <b>VISUAL ELEMENTS AND PRINCIPLES OF ART AND DESIGN</b> <i>(Creating/Communicating)</i></p> <p>Students create images that communicate their understanding of and appreciation for the visual elements and principles of art and design and how they are used to communicate.</p>	<p><i>It is expected that students will:</i></p> <ul style="list-style-type: none"> <li>• use media arts technology to create images that demonstrate particular visual elements and principles of art and design</li> <li>• use media arts technology to manipulate selected visual elements and principles of art and design in order to:                             <ul style="list-style-type: none"> <li>- alter the meaning or effect of images</li> <li>- reflect stylistic or cultural influences</li> </ul> </li> </ul>
<p>▶ <b>MATERIALS, TECHNOLOGIES, AND PROCESSES</b> <i>(Perceiving/Responding)</i></p> <p>Students perceive and respond to images from a variety of different types of artworks in ways that demonstrate their understanding of how the choice of materials, technologies, and processes affects images.</p>	<p><i>It is expected that students will:</i></p> <ul style="list-style-type: none"> <li>• analyse how materials, media arts technologies, and processes are used to affect the meaning of images</li> <li>• demonstrate an understanding of the evolution of media arts technology used to make images</li> <li>• consistently use appropriate vocabulary when discussing media artworks and associated materials, technologies, and processes</li> </ul>
<p>▶ <b>MATERIALS, TECHNOLOGIES, AND PROCESSES</b> <i>(Creating/Communicating)</i></p> <p>Students create images that demonstrate their ability to communicate effectively using a variety of materials, technologies, and processes.</p>	<p><i>It is expected that students will:</i></p> <ul style="list-style-type: none"> <li>• use a variety of materials, media arts technologies, and processes to create images</li> <li>• apply appropriate materials, media arts technologies, and processes to achieve their intent in media artwork</li> <li>• use and maintain materials, equipment, and work space in a safe and environmentally sensitive manner</li> </ul>