

Grade 12

► **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:

- evaluate the effect of images developed using two or more media arts technologies
- analyse the use of media arts technology to solve a specific visual design problem
- evaluate ethical, moral, and legal implications of using media arts technology to reproduce and distribute images

► **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, and justify selection
- identify and solve design problems using one or more media arts technologies
- adjust meaning by manipulating a single image through a variety of technologies and processes
- develop images that simultaneously challenge more than one sense

► **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:

- analyse roles that media arts have in reflecting, sustaining, and challenging beliefs and traditions
- evaluate how content and form influence and are influenced by historical, social, and cultural context
- justify personal interpretation of and preferences for media artworks
- demonstrate an understanding of the skills and training needed to pursue media arts careers

► **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:

- use a variety of media arts technologies to create images that:
 - support or challenge beliefs, values, and traditions
 - incorporate characteristics of other artists, movements, and periods in personal style
 - reflect historical and contemporary issues
- select and defend choices of media arts technologies, form, and content to reflect the intended audience and purpose
- develop a presentation of media arts images for a specific purpose or venue

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<p>▶ VISUAL ELEMENTS AND PRINCIPLES OF ART AND DESIGN <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"> • evaluate how the visual elements and principles of art and design are manipulated to: <ul style="list-style-type: none"> - convey a message - create an effect - influence personal preference • analyse symbolic and cultural associations of visual elements and principles of art and design in media arts • predict the impact of altering visual elements and principles of art and design in selected media artworks
<p>▶ VISUAL ELEMENTS AND PRINCIPLES OF ART AND DESIGN <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"> • use a variety of media arts technologies to create a series of images that demonstrate the qualities of particular visual elements and principles of art and design • manipulate and justify selection of visual elements and principles of art and design in order to: <ul style="list-style-type: none"> - alter the meaning or effect of images - reflect cultural and stylistic influences - achieve a specific emotional response
<p>▶ MATERIALS, TECHNOLOGIES, AND PROCESSES <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"> • identify the materials, media arts technologies, and processes used in creating images and given media artworks • evaluate the effect of the selection of materials, media arts technologies, and processes on the meaning and purpose of images • describe the evolution of specific media technologies used to make images, and predict future developments • consistently use appropriate vocabulary when discussing media artworks and associated materials, technologies, and processes
<p>▶ MATERIALS, TECHNOLOGIES, AND PROCESSES <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"> • use a variety of materials, media arts technologies, and processes proficiently to create images • manipulate a combination of materials, media arts technologies, and processes to support intent of media artworks • use and maintain materials, equipment, and work space in a safe and environmentally sensitive manner • apply appropriate procedures associated with a specific position in a production team to create media artworks