

Rethinking the Digital: New Media Art and the Active Viewer **Featured State and National Standards**

Featured Missouri Grade Level Expectations (GLE):

GLE: FA 3: 1.A Aesthetics - Investigate the nature of art and discuss responses to artworks.
Grades 9-12: Discuss personal beliefs about the nature of art, define aesthetics as the branch of philosophy that deals with the nature and value of art, discuss and develop answers to questions about art, such as: What is art? Why do responses vary? Who decides what makes an artwork special, valuable or good?

GLE: FA 3: 2.A Art Criticism - Analyze and evaluate art using art vocabulary.
Grades 9-12: With one or between multiple artworks: describe, analyze, and/or compare and contrast the use of elements and principles in the work, interpret the meaning of the work (subject, theme, symbolism, message communicated), and judge the work from various perspectives.

GLE: CA 5 1.5, 1.7, 2.7 Media Messages - Develop and apply effective skills and strategies to analyze and evaluate visual media. (e.g., videos, pictures, web-sites, and artwork)
Grades 9-12: Analyze, describe and evaluate the elements of messages projected in various media.

Featured National Standards (Visual Arts):

NA-VA.9-12.3 Choosing and Evaluating a Range of Subject Matter, Symbols, and Ideas
Students reflect on how artworks differ visually, spatially, temporally, and functionally, and describe how these are related to history and culture.

NA-VA.9-12.5 Reflecting Upon and Assessing the Characteristics and Merits of the Work of Others
Students correlate responses to works of visual art with various techniques for communicating meanings, ideas, attitudes, views, and intentions.

NA-VA.9-12.6 Making Connections Between Visual Arts and Other Disciplines
Students compare the materials, technologies, media, and processes of the visual arts with those of other arts disciplines as they are used in creation and types of analysis.

Featured National Standards (Technology):

NT.K-12.2 Social, Ethical, and Human Issues
Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.