Kindergarten   **Example of Bundling Media Arts Benchmarks**

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.0.2.2.1	1. Develop ideas for media artworks using play and experimentation.	
2.0.2.3.1	1. Capture ideas in media artworks.	
2.0.2.4.1	1. Make changes to the content of media artworks and share results.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.0.3.5.1	1. Identify different ways media artworks are presented.	
2.0.3.6.1	1. Explain the message of a media artwork.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.0.4.7.1	1. Identify *components* (such as sound, lighting, sequence, mood) in media artworks.	
2.0.4.8.1	1. Share reactions to media artworks.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.0.5.9.1	1. Use personal experiences in creating media artworks.	
2.0.5.10.1	1. Identify how media arts are a part of life.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.1.2.2.1	1. Plan and *prototype* a media artwork idea.	
2.1.2.3.1	1. Choose and use a media arts tool to capture an idea.	
2.1.2.4.1	1. After reviewing media artwork, make changes to the form of the work.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.1.3.5.1	1. Sort media artwork by styles and types.	
2.1.3.6.1	2. Identify where you see media arts in the community.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.1.4.7.1	1. Identify components and messages in media artworks.	
2.1.4.8.1	1. Identify effective parts and possible changes to media artworks.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.1.5.9.1	1. Use personal experiences and interests in creating media artworks.	
2.1.5.10.1	1. Describe media art from various times and places.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.2.2.2.1	1. Generate multiple ideas for media artworks through the development of sketches, models or stories.	
2.2.2.3.1	1. Choose and use sketches, models or stories to create unified media artworks.	
2.2.2.4.1	1. Test and describe expressive effects in altering, revising, and completing media artworks.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.2.3.5.1	1. Identify techniques and sequencing in media artworks.	
2.2.3.6.1	1. Compare and contrast venues where media arts are shared and their effects on the audience.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.2.4.7.1	1. Identify and describe the components and messages in media artworks, and share how the work creates different experiences.	
2.2.4.8.1	1. Discuss the effectiveness of and improvements for media artworks, considering their context.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.2.5.9.1	1. Use personal experiences, interests, and research in creating media artworks.	
2.2.5.10.1	1. Discuss how media artworks relate to everyday cultural life.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.3.2.2.1	1. Generate multiple ideas for a sequenced media artwork using a variety of tools and materials.	
2.3.2.3.1	1. Construct media arts content to communicate a purpose or idea, using **elements of artistic foundations**.	
2.3.2.4.1	1. When revising media artworks compare and contrast how the emphasis of elements alters effect and purpose.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.3.3.5.1	1. Discuss techniques used in editing media artworks.	
2.3.3.6.1	1. Explain how the meaning of a media artwork might change depending on the venue.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.3.4.7.1	1. Identify and describe how messages are created by components in media artworks, and share how the components affect mood.	
2.3.4.8.1	1. Evaluate media artworks and identify possible improvements based on given criteria.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.3.5.9.1	1. Identify and show how media artworks form meaning, situations, and culture.	
2.3.5.10.1	2. Explain how knowing the time and place in which a media artwork was made influences interpretation of the work.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.4.2.2.1	1. Generate multiple ideas for media artworks using a variety of creative methods that explore time and motion.	
2.4.2.3.1	1. Structure and arrange content and components to convey purpose and meaning in the creation of media artworks, applying artistic foundations.	
2.4.2.4.1	1. Revise content to convey purpose and meaning in various media artworks, using artistic foundations.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.4.3.5.1	1. Combine and coordinate a variety of media content into a media artwork presentation.	
2.4.3.6.1	1. Identify and describe presentation conditions, and take on a role in presenting media artworks.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.4.4.7.1	1. Compare how messages are created by components in media artworks, and explain how the components affect mood and audience experience.	
2.4.4.8.1	1. Apply given criteria for evaluating and improving media artworks and production processes.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.4.5.9.1	1. Examine and use personal interests, research, and cultural understanding to create media artworks.	
2.4.5.10.1	1. Identify how media artworks are used to inform or change beliefs, values or behaviors of an individual or society.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.5.2.2.1	1. Develop and test ideas, plans, models, and proposals for media artworks, considering artistic goals and audience.	
2.5.2.3.1	1. Create content and combine components for a specific audience to express purpose and meaning in media artworks, utilizing artistic foundations.	
2.5.2.4.1	1. Based on feedback, revise media artworks to improve clarity and purpose.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.5.3.5.1	1. Organize multiple media artworks to be combined into a single presentation.	
2.5.3.6.1	1. Explain different roles related to presenting media artworks, and fulfill one of those roles in a presentation.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.5.4.7.1	1. Differentiate how components in media artworks impact message and mood to create meaning and how they affect audience experience.	
2.5.4.8.1	1. Develop and apply criteria to evaluate media artworks and production processes.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.5.5.9.1	1. Access and use multiple resources related to cultural understanding to create media artworks.	
2.5.5.10.1	1. Make inferences about the time, place, or culture in which a media artwork was created, citing evidence.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.6.2.2.1	1. Organize and propose artistic ideas, plans, prototypes, and processes for media artworks, considering expressive intent.	
2.6.2.3.1	1. Experiment with multiple approaches to produce content and components for a specific purpose in media artworks, utilizing a range of artistic foundations.	
2.6.2.4.1	1. Evaluate how elements and components can be altered for intentional effects and audience.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.6.3.5.1	1. Evaluate how the public uses, relates to, and participates with media artworks.	
2.6.3.6.1	1. Select artwork for a collection or *portfolio* based on given criteria.	
2.6.3.6.2	2. Analyze various presentation formats and fulfill various tasks and defined processes in the presentation or distribution of media artworks.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.6.4.7.1	1. Analyze how messages change due to multiple approaches in producing media artworks and how they affect audience experience.	
2.6.4.8.1	1. Provide and receive constructive feedback based on criteria for evaluating media artworks.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.6.5.9.1	1. Compare and contrast how creating and presenting media artworks forms personal and digitial identity.	
2.6.5.10.1	1. Explain how media artworks relate to and impact personal, societal, cultural, historical, and community situations.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.7.2.2.1	1. Design, propose and evaluate artistic ideas, plans, prototypes, and production processes for media artworks, considering expressive intent and resources.	
2.7.2.3.1	1. Create media artworks, using artistic foundations, that integrate production processes, content, and stylistic conventions to communicate meaning for a specific audience.	
2.7.2.4.1	1. Improve media artworks by placing emphasis on particular expressive components.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.7.3.5.1	1. Explain the choices made in the presentation of media artworks.	
2.7.3.6.1	1. Evaluate how various presentation formats and approaches to distribution can have a personal or local impact.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.7.4.7.1	1. Analyze how intentional use of elements of media artworks interact with personal perceptions, influencing mood and managing audience experience.	
2.7.4.8.1	1. Compare and contrast an evaluation of a media artwork based on personal criteria and an evaluation of a media artwork based on a set of established criteria.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.7.5.9.1	1. Analyze how to safely, ethically and intentionally develop digital identity when creating and presenting media artworks, through systematic communications.	
2.7.5.10.1	1. Analyze how response to media art is influenced by understanding the time and place in which it was created, the available resources, and cultural uses.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.8.2.2.1	1. Structure and critique ideas and solutions for original media artworks, using divergent thinking and identified generative methods.	
2.8.2.3.1	1. Create media artworks using transdisciplinary or transmedia production, to express emotion and meaning.	
2.8.2.4.1	1. Refine media artworks, resisting closure while intentionally altering stylistic conventions based on specific goals and personal choices.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.8.3.5.1	1. Develop and apply criteria for evaluating a collection of media artwork for presentation.	
2.8.3.6.1	1. Evaluate and implement improvements in the presentation of media artworks, considering personal and local impacts.	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.8.4.7.1	1. Analyze the relationships between media arts components, and explain how transdisciplinary or transmedia productions communicate and affect audience experience.	
2.8.4.8.1	1. Evaluate media artworks and production processes with developed criteria at multiple stages in the creation process, including criteria related to fair use and copyright.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.8.5.9.1	1. Evaluate the cycle of producing media artworks to make meaning of and respond to local and global events, and the power of media arts to affect social change.	
2.8.5.10.1	1. Explain different ways media arts are used to represent, establish, reinforce, and reflect culture or group identity.	

Foundations + Create

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.9.2.2.1	1. Apply aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media artworks, considering original inspirations, audience and constraints.	
2.9.2.3.1	1. Create media artworks using hybridization or multimodal perception, by integrating components and stylistic conventions, to express compelling purpose, story, or emotion.	
2.9.2.4.1	1. Modify media artworks by improving technical quality, components, and stylistic conventions, based on consideration of purpose, audience, and place.	

Foundations + Present

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.9.3.5.1	1. Critique and justify the use of design components within a media arts presentation, considering the reaction of the audience.	
2.9.3.6.1	1. Design and evaluate presentation and distribution of media artworks through multiple formats for specific contexts, market(s) and system(s).	

Foundations + Respond

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.9.4.7.1	1. Analyze how a broad range of media artworks affect experience and communicate through multimodal perception, while using artistic foundations.	
2.9.4.8.1	1. Construct and defend evaluations of media artworks and production processes, including criteria related to ethics.	

Foundations + Connect

Code	Benchmarks	What this looks like in our district/my classroom
2.A.1.1	Use foundational knowledge and skills while responding to, creating, and presenting artistic work.	
2.9.5.9.1	1. Incorporate personal experiences and cultural perspectives to establish personal aesthetic in media artworks.	

2.9.5.9.2	2. Analyze how individually developed media messages influence local and global communities.	
2.9.5.10.1	1. Synthesizes how media arts represent, establish, reinforce, and reflect culture or group identity.	
2.9.5.10.2	2. Use contexts, purposes, representations, and values to inform media artworks.	