



Richard Woods, Georgia's School Superintendent  
*"Educating Georgia's Future"*

# **MEDIA ARTS FOR AUDIO AND MUSIC**

## **Georgia Standards of Excellence (GSE)**

**Kindergarten – Grade 12**

# Table of Contents

ELEMENTARY .....	3
Kindergarten.....	4
First Grade.....	6
Second Grade .....	8
Third Grade.....	10
Fourth Grade .....	12
Fifth Grade.....	15
MIDDLE SCHOOL.....	18
Sixth Grade .....	19
Seventh Grade .....	22
Eighth Grade.....	25
HIGH SCHOOL .....	28
Media Arts for Audio and Music.....	29



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# MEDIA ARTS FOR AUDIO AND MUSIC

## Georgia Standards of Excellence (GSE)

**ELEMENTARY**

**Kindergarten – Grade 5**

## Media Arts for Audio and Music Georgia Standards of Excellence

### Kindergarten

#### **54.00500**

**Course Description:** Introduces meaning and creative thinking, contextual understanding, assessment, reflection, and production to make connections from the world of media arts for audio and music to other areas of learning and personal endeavors using available traditional and digital media.

### Creating

#### **MAAMK.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Discover, explore, and share ideas for media arts music productions and/or projects through a variety of methods including, but not limited to, play and experimentation.

#### **MAAMK.CR.2 Organize and develop artistic ideas and work.**

- a. With guidance, use ideas to form plans or models for media arts music productions and/or projects.

#### **MAAMK.CR.3 Refine and complete artistic work.**

- a. With guidance, create, edit, and share media arts content for expression and meaning in media arts music productions and/or projects.

### Presenting/Producing

#### **MAAMK.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. With guidance, combine art forms and media content (e.g. recording sound, film) to create media arts music productions and/or projects.

#### **MAAMK.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Explore basic artistic and technical skills (e.g. selecting and properly handling creation tools, making choices, cooperating) when creating media arts music productions and/or projects.
- b. Identify and demonstrate creative skills (e.g. problem solving, performing) within media arts music productions and/or projects.

#### **MAAMK.PR.3 Convey meaning through the presentation of media arts music productions and/or projects.**

- a. With guidance, identify and share how time and place affect the presentation of media arts music productions and/or projects.

## **Media Arts for Audio and Music Georgia Standards of Excellence**

- b. With guidance, identify and share reactions to the presentation of media arts music productions and/or projects.
- c. Title and sign finished media arts music productions and/or projects.

### **Responding**

#### **MAAMK.RE.1 Perceive and analyze artistic work.**

- a. Recognize and share components and messages in media arts music productions and/or projects.
- b. With guidance, identify how different media arts music productions and/or projects create different experiences.

#### **MAAMK.RE.2 Interpret intent and meaning in artistic work.**

- a. With guidance, share observations regarding a variety of media arts music productions and/or projects.

#### **MAAMK.RE.3 Apply criteria to evaluate artistic work.**

- a. Share thoughts about positive and negative qualities of a media arts music production and/or project.

### **Connecting**

#### **MAAMK.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. With guidance, share ideas about the relationship between media arts music productions and/or projects and everyday life.
- b. With guidance, begin building digital citizenship skills by interacting safely and appropriately with media arts tools and environments.

#### **MAAMK.CN.2 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Use personal experiences to make choices when creating media arts music productions and/or projects.
- b. Share memorable experiences of media arts music productions and/or projects.

## Media Arts for Audio and Music Georgia Standards of Excellence

### First Grade

#### **54.00510**

**Course Description:** Enhances previous course and introduces meaning and creative thinking, contextual understanding, assessment, reflection, and production to make connections from the world of media arts for audio and music to other areas of learning and personal endeavors using available traditional and digital media.

### Creating

#### **MAAM1.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Express and share ideas for media arts music productions and/or projects through a variety of methods including, but not limited to, writing rhythms and improvising simple melodies.

#### **MAAM1.CR.2 Organize and develop artistic ideas and work.**

- a. With guidance, use and evaluate student-generated ideas to form plans and models for media arts music productions and/or projects.

#### **MAAM1.CR.3 Refine and complete artistic work.**

- a. Create and share media arts content for expression and meaning in media arts music productions and/or projects, utilizing discipline-specific elements and principles.
- b. Begin to recognize the effects of the editing process on finished work.

### Presenting/Producing

#### **MAAM1.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. With guidance, combine varied academic, fine arts, and media content in media arts music productions and/or projects.

#### **MAAM1.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Identify and explore basic artistic and technical skills (e.g. selecting and properly handling creation tools, making choices, cooperating) when creating media arts music productions and/or projects.
- b. Identify and demonstrate creative skills (e.g. problem solving, performing) within media arts music productions and/or projects.

#### **MAAM1.PR.3 Convey meaning through the presentation of artistic work.**

- a. With guidance, discuss how time, place, and audience affect the presentation of media arts

## **Media Arts for Audio and Music Georgia Standards of Excellence**

- music productions and/or projects and perform a related task in presenting media arts music productions and/or projects.
- b. With guidance, discuss the experience of presenting media arts music productions and/or projects.
  - c. Sign and title selected media arts music productions and/or projects and craft an appropriate artist statement.

### **Responding**

#### **MAAM1.RE.1 Perceive and analyze artistic work.**

- a. With guidance, identify and describe components and messages in media arts music productions and/or projects.
- b. With guidance, identify and describe how different media arts music productions and/or projects create different experiences.

#### **MAAM1.RE.2 Interpret intent and meaning in artistic work.**

- a. Interpret the intent and meaning of a variety of media arts music productions and/or projects, expressing moods, feelings, themes, and/or ideas and using self-developed criteria incorporating specific elements and principles.

#### **MAAM1.RE.3 Apply criteria to evaluate artistic work.**

- a. With guidance, identify meaning in a variety of media arts music productions and/or projects.

### **Connecting**

#### **MAAM1.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. Explore and describe media arts music productions and/or projects in everyday life (e.g. popular media, connections with family and friends).
- b. Build digital citizenship skills by interacting safely and appropriately with media arts tools and environments.

#### **MAAM1.CN.2 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Use personal experiences, interests, and models when creating media arts music productions and/or projects.
- b. Share meaningful experiences of media arts music productions and/or projects.

## Media Arts for Audio and Music Georgia Standards of Excellence

### Second Grade

#### **54.00520**

**Course Description:** Enhances previous course and introduces meaning and creative thinking, contextual understanding, assessment, reflection, and production to make connections from the world of media arts for audio and music to other areas of learning and personal endeavors using available traditional and digital media.

### Creating

#### **MAAM2.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Explore and share multiple ideas for media arts music productions and/or projects through a variety of methods including, but not limited to, brainstorming and improvising.

#### **MAAM2.CR.2 Organize and develop artistic ideas and work.**

- a. With guidance, use and evaluate student-generated ideas to create plans and models for media arts music productions and/or projects.

#### **MAAM2.CR.3 Refine and complete artistic work.**

- a. Create and organize content into unified media arts music productions and/or projects utilizing discipline-specific elements and principles.
- b. Recognize the effect of the editing process on the final product.

### Presenting/Producing

#### **MAAM2.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. Practice combining varied academic, fine arts, and media content into unified media arts music productions and/or projects.

#### **MAAM2.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Investigate basic artistic and technical skills (e.g. selection and proper handling of creation tools, making choices, cooperating) when creating media arts music productions and/or projects.
- b. Identify and demonstrate use of creative thinking skills (e.g. playful practice, trial and error) within and through media arts music productions and/or projects.

#### **MAAM2.PR.3 Convey meaning through the presentation of artistic work.**

- a. Identify and describe how time, place, and audience affect the presentation of media arts



## **Media Arts for Audio and Music Georgia Standards of Excellence**

- music productions and/or projects and perform related tasks.
- b. Identify, describe, and share the experience of presenting media arts music productions and/or projects.
  - c. Title and sign selected media arts music productions and/or projects and craft an artist statement.

### **Responding**

#### **MAAM2.RE.1 Perceive and analyze artistic work.**

- a. Identify and describe the components and messages in media arts music productions and/or projects.
- b. Identify and describe how different media arts music productions and/or projects create different experiences.

#### **MAAM2.RE.2 Interpret intent and meaning in artistic work.**

- a. Consider context and identify purpose and meaning of various media arts music productions and/or projects.

#### **MAAM2.RE.3 Apply criteria to evaluate artistic work.**

- a. Consider context and discuss thoughts about positive and negative qualities of media.

### **Connecting**

#### **MAAM2.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. Discuss and explore how media arts music productions and/or projects and ideas relate to everyday and cultural life.
- b. Build digital citizenship skills by interacting safely and appropriately with media arts tools and environments.

#### **MAAM2.CN.2 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Use personal experiences, interests, and prior knowledge when creating media arts music productions and/or projects.
- b. Discuss and share personal experiences related to media arts music productions and/or projects that include meaning and purpose.

## Media Arts for Audio and Music Georgia Standards of Excellence

### Third Grade

#### **54.00530**

**Course Description:** Enhances previous course and introduces meaning and creative thinking, contextual understanding, assessment, reflection, and production to make connections from the world of media arts for audio and music and film to other areas of learning and personal endeavors using available traditional and digital media.

### Creating

#### **MAAM3.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Develop and share multiple ideas for media arts music productions and/or projects using a variety of tools, methods, and/or materials.

#### **MAAM3.CR.2 Organize and develop artistic ideas and work.**

- a. Independently use and evaluate student-generated ideas to formulate plans for media arts music productions and/or projects.

#### **MAAM3.CR.3 Refine and complete artistic work.**

- a. Create, organize, and edit content into unified, meaningful media arts music productions and/or projects utilizing discipline-specific elements and principles.

### Presenting/Producing

#### **MAAM3.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. Combine varied academic media content into unified media arts music productions and/or projects.

#### **MAAM3.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Develop basic artistic and technical skills (e.g. selecting and safely manipulating creation tools, making choices, collaborating) when creating media arts music productions and/or projects.
- b. Examine fundamental creative and innovative strategies to develop solutions within and through media arts music productions and/or projects.

#### **MAAM3.PR.3 Convey meaning through the presentation of artistic work.**

- a. Design, evaluate, and refine presentation and distribution of multiple formats/contexts of media arts music productions and/or projects considering the impact on personal growth

## **Media Arts for Audio and Music Georgia Standards of Excellence**

- and meaning.
- b. Analyze why and how an exhibition or production may influence ideas, beliefs, and experiences.

### **Responding**

#### **MAAM3.RE.1 Perceive and analyze artistic work.**

- a. Identify and describe how messages are created through the components of a media arts music productions and/or projects.
- b. Recognize and share how meaning and style in media arts music productions and/or projects affect audience experience.

#### **MAAM3.RE.2 Interpret intent and meaning in artistic work.**

- a. Identify and discuss the purpose and meaning of various media arts music productions and/or projects considering the context in which they were made.

#### **MAAM3.RE.3 Apply criteria to evaluate artistic work.**

- a. Analyze and interpret media arts music productions and/or projects through thoughtful discussion or written response, considering themes, ideas, mood/feeling, context, and artistic goals based on input from the critique process.

### **Connecting**

#### **MAAM3.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. Identify and build multimedia arts skills to address social, cultural, or societal issues while examining related careers, higher order thinking, problem-solving, creativity, personal beliefs, imagination, and lifelong learning opportunities in a local and global context.

#### **MAAM3.CN.2 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Identify and demonstrate trends in the media arts to communicate cultural differences to connect people and places through values, purpose, interdisciplinary study, differing perspectives to increase innovation and the quality of work.
- b. Interpret the use and impact of digital citizenship to include environments, technological contexts, copyright, plagiarism, citations, validating resources, and social media.

Fourth Grade

**54.00540**

**Course Description:** Enhances previous course and introduces meaning and creative thinking, contextual understanding, assessment, reflection, and production to make connections from the world of media art for audio, music and film to other areas of learning and personal endeavors using available traditional and digital media.

**Creating**

**MAAM4.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Identify and develop ideas, goals, and solutions for original media arts music productions and/or projects through authentic engagement focused on creative processes through divergent thinking and open-ended inquiry.

**MAAM4.CR.2 Organize and develop artistic ideas and work.**

- a. Structure and critique ideas, plans, prototypes, and processes for media arts music productions and/or projects, considering artistic intent, resources, presentation context, and associated elements and principles.

**MAAM4.CR.3 Refine and complete artistic work.**

- a. Understand and apply a variety of media arts processes to produce increasingly complex media arts music productions and/or projects that communicate personal choice.
- b. Increase technical skill using a range of elements and principles.
- c. Refine and modify media arts music productions and/or projects, improving technical quality and intentionally accentuating selected expressive and stylistic elements to reflect an understanding of purpose, tone, mood, audience, and place.

**Presenting/Producing**

**MAAM4.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. Synthesize multiple contents and forms into unified media arts music productions and/or projects that convey a strong theme and personal voice.

**MAAM4.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Exhibit an increasing set of artistic, design, and technical skills through performing various roles in producing media arts music productions and/or projects through creative problem-solving, collaborative communication, and organization.
- b. Demonstrate creativity, exploratory process, and adaptability using innovative tools and

## **Media Arts for Audio and Music Georgia Standards of Excellence**

techniques in revising and developing solutions to achieve an assigned purpose in constructing media arts music productions and/or projects.

### **MAAM4.PR.3 Convey meaning through the presentation of artistic work.**

- a. Design, evaluate, and refine presentation and distribution of multiple formats/contexts of media arts music productions and/or projects considering the impact on personal growth and meaning.
- b. Analyze why and how an exhibition or production may influence ideas, beliefs, and experiences.

## **Responding**

### **MAAM4.RE.1 Perceive and analyze artistic work.**

- a. Identify, describe, and analyze methods, various styles, message, and meaning with intent to develop and organize own ideas, resolve specific audio and music problems, and create media arts music productions and/or projects to manage audience experience.

### **MAAM4.RE.2 Interpret intent and meaning in artistic work.**

- a. Interpret the intent and meanings of a variety of media arts music productions and/or projects, focusing on intentions, forms, and various contexts, by incorporating specific elements and principles.

### **MAAM4.RE.3 Apply criteria to evaluate artistic work.**

- a. Analyze and interpret media arts music productions and/or projects through thoughtful discussion or written response, considering themes, ideas, mood/feeling, context, and artistic goals, based on input from the critique process.

## **Connecting**

### **MAAM4.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. Identify and build media arts skills to address social, cultural, or societal issues while examining related careers, higher order thinking, problem-solving, creativity, personal beliefs, imagination, and lifelong learning opportunities in a local and global context.

### **MAAM4.CN.2 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Identify and demonstrate trends in the media arts to communicate cultural differences to connect people and places through values, purpose, interdisciplinary study, differing

## **Media Arts for Audio and Music Georgia Standards of Excellence**

perspectives to increase innovation and the quality of work.

- b. Interpret the use and impact of digital citizenship to include environments, technological contexts, copyright, plagiarism, citations, resource validation, and social media.

## Media Arts for Audio and Music Georgia Standards of Excellence

### *Fifth Grade*

#### **54.00550**

**Course Description:** Enhances previous course and introduces meaning and creative thinking, contextual understanding, assessment, reflection, and production to make connections from the world of media art for audio, music and film to other areas of learning and personal endeavors using available traditional and digital media.

### **Creating**

#### **MAAM5.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Identify and develop ideas, goals, and solutions for original media arts music productions and/or projects through authentic engagement focused on creative processes through divergent thinking and open-ended inquiry.

#### **MAAM5.CR.2 Organize and develop artistic ideas and work.**

- a. Structure and critique ideas, plans, prototypes, and processes for media arts music productions and/or projects, considering artistic intent, resources, presentation context, and associated elements and principles.

#### **MAAM5.CR.3 Refine and complete artistic work.**

- a. Understand and apply a variety of media arts processes to produce increasingly complex media arts music productions and/or projects, communicating personal choice and increased technical skill, using a range of elements and principles.
- b. Refine and modify media arts music productions and/or projects, improving technical quality and intentionally accentuating selected expressive and stylistic elements to reflect an understanding of purpose, tone, mood, audience, and place.

### **Presenting/Producing**

#### **MAAM5.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. Synthesize multiple contents and forms into unified media arts music productions and/or projects that convey a strong theme and personal voice.

#### **MAAM5.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Exhibit an increasing set of artistic, design, and technical skills through performing various roles in producing media arts music productions and/or projects through creative problem-solving, collaborative communication, and organization.
- b. Demonstrate creativity, exploratory process, and adaptability using innovative tools and

## **Media Arts for Audio and Music Georgia Standards of Excellence**

techniques in revising and developing solutions to achieve an assigned purpose in constructing media arts music productions and/or projects.

### **MAAM5.PR.3 Convey meaning through the presentation of artistic work.**

- a. Design, evaluate, and refine presentation and distribution of multiple formats/contexts of media arts music productions and/or projects, considering the impact on personal growth and meaning.
- b. Analyze why and how an exhibition and/or production may influence ideas, beliefs, and experiences.

## **Responding**

### **MAAM5.RE.1 Perceive and analyze artistic work.**

- a. Identify, describe, and analyze methods, various styles, message, and meaning with intent to develop and organize own ideas, resolve specific audio and music problems, and create media arts music productions and/or projects to manage audience experience.

### **MAAM5.RE.2 Interpret intent and meaning in artistic work.**

- a. Interpret the intent and meanings of a variety of media arts music productions and/or projects, focusing on intentions, forms, and various contexts, by incorporating specific elements and principles.

### **MAAM5.RE.3 Apply criteria to evaluate artistic work.**

- a. Analyze and interpret media arts music productions and/or projects through thoughtful discussion or written response, considering themes, ideas, mood/feeling, context and artistic goals, based on input from the critique process.

## **Connecting**

### **MAAM5.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. Identify and build media arts skills to address social, cultural, or societal issues while examining related careers, higher order thinking, problem-solving, creativity, personal beliefs, imagination, and lifelong learning opportunities in a local and global context.

### **MAAM5.CN.2 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Identify and demonstrate trends in the media arts to communicate cultural differences to connect people and places through values, purpose, interdisciplinary study, differing



## **Media Arts for Audio and Music Georgia Standards of Excellence**

perspectives to increase innovation and the quality of work.

- b. Interpret the use and impact of digital citizenship to include environments, technological contexts, copyright, plagiarism, citations, validating resources, and social media.



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# MEDIA ARTS FOR AUDIO AND MUSIC

## Georgia Standards of Excellence (GSE)

### MIDDLE SCHOOL Grade 6 – Grade 8

## Media Arts for Audio and Music Georgia Standards of Excellence

### Sixth Grade

#### 54.00560

**Course Description:** Students develop critical thinking abilities, creativity, and curiosity while gaining the tools to appreciate the multiplicity of creative, cultural, and historical perspectives in audio and music media. Students develop unique creative skills through technology by exploring various techniques for content creation in the fields of film, music, video games, podcasts, and other multimedia types. Techniques may include sound design, sound recording, mixing, mastering, composition, and scoring.

### Creating

#### **MAAM6.CR.1 Generate and conceptualize artistic ideas for media arts music productions and/or projects.**

- a. Brainstorm ideas for media arts music productions and/or projects with specific aesthetic or technical goals.
- b. Formulate plans for media arts music productions and/or projects by practicing selected creative processes.

#### **MAAM6.CR.2 Organize and develop artistic ideas for media arts music productions and/or projects.**

- a. Develop and evaluate prototypes of media arts music productions and/or projects incorporating audio and music based aesthetic and technical goals.

#### **MAAM6.CR.3 Refine and complete media arts music productions and/or projects.**

- a. Experiment with multiple approaches to create and refine content and components for determined purpose and meaning in media arts music productions and/or projects incorporating audio and music, utilizing a range of associated technical and aesthetic principles.
- b. Appraise how elements and components can be altered for intentional effects and target audience, and refine media arts music productions and/or projects incorporating audio and music to reflect purpose, audience, and artistic voice.

### Presenting/Producing

#### **MAAM6.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. Explore how integrating multiple contents, processes, and forms can support a central idea or theme in a media arts music production and/or project.

## **Media Arts for Audio and Music Georgia Standards of Excellence**

### **MAAM6.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Develop a variety of artistic, design, technical, and collaborative skills through performing various roles in producing media arts music productions and/or projects (e.g. recording, sequencing, mixing, editing, personal choice, problem-solving).
- b. Demonstrate creativity and adaptability using innovative tools and techniques in revising and developing solutions within media arts music productions and/or projects.

### **MAAM6.PR.3 Convey meaning through the presentation of media arts music productions and/or projects.**

- a. Evaluate and select various formats and mechanisms for distribution and presentation of media arts music productions and/or projects (e.g. media-sharing websites, personal blogs, streaming services, social media).
- b. Analyze results from the distribution and presentation of media arts music productions and/or projects, and evaluate areas of improvement in choices of format and/or distribution mechanism.

## **Responding**

### **MAAM6.RE.1 Perceive and analyze media arts music productions and/or projects.**

- a. Identify, describe, and analyze how messages are created by components in media arts music productions and/or projects.
- b. Identify, describe, and analyze how various forms, methods, and styles in media arts music productions and/or projects manage audience experience.

### **MAAM6.RE.2 Interpret intent and meaning in media arts music productions and/or projects.**

- a. Analyze and interpret the intent of a variety of media arts music productions and/or projects using given criteria.

### **MAAM6.RE.3 Apply criteria to evaluate media arts music productions and/or projects.**

- a. Develop and apply criteria to evaluate various media arts music production processes, considering context by providing respectful and constructive criticism to peers in informal and/or formal class critiques.

## **Connecting**

### **MAAM6.CN.1 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Access, evaluate, and use internal and external resources, such as knowledge, experiences,

## **Media Arts for Audio and Music Georgia Standards of Excellence**

interests, and research, to create media arts music productions and/or projects.

- b. Explain and show how media arts music productions and/or projects form new meanings for social, cultural, and historical events and experiences.

### **MAAM6.CN.2 Relate artistic ideas and works with career, societal, cultural, and historical contexts to deepen understanding.**

- a. Research and show how media arts music productions and/or projects and ideas relate to career, personal, social, community, and cultural situations, such as personal identity, history, and entertainment.
- b. Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright ethics, and media literacy.

## Media Arts for Audio and Music Georgia Standards of Excellence

### Seventh Grade

#### **54.00570**

**Course Description:** Enhances previous course with continued development of critical thinking abilities, creativity, and curiosity while gaining the tools to appreciate the multiplicity of creative, cultural, and historical perspectives in audio and music media. Students develop unique creative skills through technology by exploring various techniques for content creation in the fields of film, music, video games, podcasts, and other multimedia types. Techniques may include sound design, sound recording, mixing, mastering, composition, and scoring. Students are offered more opportunity for choice in type and scope of project and selected processes.

### Creating

#### **MAAM7.CR.1 Generate and conceptualize artistic ideas for media arts music productions and/or projects.**

- a. Brainstorm ideas for media arts music productions and/or projects with specific aesthetic or technical goals.
- b. Formulate plans for media arts music productions and/or projects by practicing selected creative processes.

#### **MAAM7.CR.2 Organize and develop artistic ideas for media arts music productions and/or projects.**

- a. Develop and evaluate prototypes of media arts music productions and/or projects based on aesthetic and technical goals.

#### **MAAM7.CR.3 Refine and complete media arts music productions and/or projects.**

- a. Experiment with multiple approaches to create and refine content and components for determined purpose and meaning in media arts music productions and/or projects incorporating audio and music, utilizing a range of associated technical and aesthetic principles.
- b. Assess how elements and components can be altered for intentional effects and target audience, and refine media arts music productions and/or projects incorporating audio and music to reflect purpose, audience, and artistic voice.

### Presenting/Producing

#### **MAAM7.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. Explore how integrating multiple contents, processes, and forms can support a central idea or theme in a media arts music production and/or project.

## **Media Arts for Audio and Music Georgia Standards of Excellence**

### **MAAM7.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Develop a variety of artistic, design, technical, and collaborative skills through performing various roles in producing media arts music productions and/or projects (e.g. recording, sequencing, mixing, editing, personal choice, problem-solving).
- b. Demonstrate creativity and adaptability using innovative tools and techniques in revising and developing solutions within media arts music productions and/or projects.

### **MAAM7.PR.3 Convey meaning through the presentation of media arts music productions and/or projects.**

- a. Evaluate and select various formats and mechanisms for distribution and presentation of media arts music productions and/or projects (e.g. media-sharing websites, personal blogs, streaming services, social media).
- b. Analyze results from the distribution and presentation of media arts music productions and/or projects, and evaluate areas of improvement in choices of format and/or distribution mechanism.

## **Responding**

### **MAAM7.RE.1 Perceive and analyze media arts music productions and/or projects.**

- a. Identify, describe, and analyze how messages are created by components in media arts music productions and/or projects.
- b. Identify, describe, and analyze how various forms, methods, and styles in media arts music productions and/or projects manage audience experience.

### **MAAM7.RE.2 Interpret intent and meaning in media arts music productions and/or projects.**

- a. Analyze and interpret the intent of a variety of media arts music productions and/or projects using given criteria.

### **MAAM7.RE.3 Apply criteria to evaluate media arts music productions and/or projects.**

- a. Develop and apply criteria to evaluate various media arts music production processes, considering context by providing respectful and constructive criticism to peers in informal and/or formal class critiques.

## **Connecting**

### **MAAM7.CN.1 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

- a. Access, evaluate, and use internal and external resources, such as knowledge, experiences,

## **Media Arts for Audio and Music Georgia Standards of Excellence**

interests, and research to create media arts music productions and/or projects.

- b. Explain and show how media arts music productions and/or projects form new meanings for social, cultural, and historical events and experiences.

### **MAAM7.CN.2 Relate artistic ideas and works with career, societal, cultural, and historical contexts to deepen understanding.**

- a. Research and show how media arts music productions and/or projects and ideas relate to career, personal, social, community, and cultural situations, such as personal identity, history, and entertainment.
- b. Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright ethics, and media literacy.



## Media Arts for Audio and Music Georgia Standards of Excellence

### *Eighth Grade*

#### **54.00580**

**Course Description:** Enhances previous course with continued development of critical thinking abilities, creativity and curiosity. Students gain the tools to appreciate the multiplicity of creative, cultural, and historical perspectives in audio and music media. Students develop unique creative skills through technology by exploring various techniques for content creation in the fields of film, music, video games, podcasts, and other multimedia types. Techniques may include sound design, sound recording, mixing, mastering, composition, and scoring. Students are offered increased opportunity for student choice in type and scope of project and selected processes, and demonstrate more intentionality in selection of processes to achieve aesthetic goals.

### **Creating**

#### **MAAM8.CR.1 Generate and conceptualize artistic ideas for media arts music productions and/or projects.**

- a. Brainstorm ideas for media arts music productions and/or projects incorporating with specific aesthetic or technical goals.
- b. Formulate plans for media arts music productions and/or projects by practicing selected creative processes.

#### **MAAM8.CR.2 Organize and develop artistic ideas for multimedia projects.**

- a. Develop and evaluate prototypes of media arts music productions and/or projects incorporating audio and music based on aesthetic and technical goals.

#### **MAAM8.CR.3 Refine and complete artistic for media arts music productions and/or projects.**

- a. Experiment with multiple approaches to create and refine content and components for determined purpose and meaning in media arts music productions and/or projects, utilizing a range of associated technical and aesthetic principles.
- b. Assess how elements and components can be altered for intentional effects and target audience, and refine media arts music productions and/or projects to reflect purpose, audience, and artistic voice.

### **Presenting/Producing**

#### **MAAM8.PR.1 Select, analyze, and interpret artistic work for presentation.**

- a. Explore how integrating multiple contents, processes, and forms can support a central idea or theme in a media art music product and/or production incorporating audio and music.

## **Media Arts for Audio and Music Georgia Standards of Excellence**

### **MAAM8.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Develop a variety of artistic, design, technical, and collaborative skills through performing various roles in producing media arts music productions and/or projects incorporating audio and music (e.g. recording, sequencing, mixing, editing, personal choice, problem-solving).
- b. Demonstrate creativity and adaptability using innovative tools and techniques in revising and developing solutions within media arts music productions and/or projects.

### **MAAM8.PR.3 Convey meaning through the presentation of media arts music productions and/or projects.**

- a. Evaluate and select various formats and mechanisms for distribution and presentation of media arts music productions and/or projects incorporating (e.g. media-sharing websites, personal blogs, streaming services, social media).
- b. Analyze results from the distribution and presentation of media arts music productions and/or projects, and evaluate areas of improvement in choices of format and/or distribution mechanism.

## **Responding**

### **MAAM8.RE.1 Perceive and analyze media arts music productions and/or projects.**

- a. Identify, describe, and analyze how messages are created by components in media arts music productions and/or projects.
- b. Identify, describe, and analyze how various forms, methods, and styles in media arts music productions and/or projects manage audience experience.

### **MAAM8.RE.2 Interpret intent and meaning in media arts music productions and/or projects.**

- a. Analyze and interpret the intent of a variety of media arts music productions and/or projects using given criteria.

### **MAAM8.RE.3 Apply criteria to evaluate media arts music productions and/or projects.**

- a. Develop and apply criteria to evaluate various media arts music production processes, considering context by providing respectful and constructive criticism to peers in informal and/or formal class critiques.

## **Connecting**

### **MAAM8.CN.1 Synthesize and relate knowledge and personal experiences to make media arts music productions and/or projects.**

## **Media Arts for Audio and Music Georgia Standards of Excellence**

- a. Access, evaluate, and use internal and external resources, such as knowledge, experiences, interests, and research, to create media arts music productions and/or projects.
- b. Explain and show how media arts music productions and/or projects form new meanings for social, cultural, and historical events and experiences.

### **MAAM8.CN.2 Relate artistic ideas and works with career, societal, cultural, and historical contexts to deepen understanding.**

- a. Research and show how media arts music productions and/or projects and ideas relate to career, personal, social, community, and cultural situations, such as personal identity, history, and entertainment.
- b. Analyze and interact appropriately with media arts tools and environments, considering fair use and copyright ethics, and media literacy.



Richard Woods, Georgia's School Superintendent  
*"Educating Georgia's Future"*

# MEDIA ARTS FOR AUDIO AND MUSIC

## Georgia Standards of Excellence (GSE)

### HIGH SCHOOL Grade 9 – Grade 12

## Media Arts for Audio and Music Georgia Standards of Excellence

### Media Arts for Audio and Music

Levels I-IV

#### Course Descriptions:

##### **54.00600**

**Media Arts for Audio and Music I** - Students explore diverse purposes and audiences while investigating various techniques for content creation in the fields of film, music, video games, podcasts, and other multimedia types. Techniques may include sound design, sound recording, mixing, mastering, composition, and scoring. Introduces digital audio and music by designing prototypes and evaluating the processes for media arts music productions and/or projects with the intent to understanding the techniques of a field of technology.

##### **54.00620**

**Media Arts for Audio and Music II** - Students explore diverse purposes and audiences while investigating various techniques for content creation in the fields of film, music, video games, podcasts, and other multimedia types. Techniques may include sound design, sound recording, mixing, mastering, composition, and scoring. Expands digital media knowledge by designing a wider variety of media arts products and productions.

##### **54.00630**

**Media Arts for Audio and Music III** - Students explore diverse purposes and audiences while investigating various techniques for content creation in the fields of film, music, video games, podcasts, and other multimedia types. Techniques may include sound design, sound recording, mixing, mastering, composition, and scoring. Emphasizes critical thinking expressing diverse, artistic, and creative processes indicating personal, social, and cultural exploration through multiple disciplines of technology.

##### **54.00640**

**Media Arts for Audio and Music IV** - Students explore diverse purposes and audiences while investigating various techniques for content creation in the fields of film, music, video games, podcasts, and other multimedia types. Techniques may include sound design, sound recording, mixing, mastering, composition, and scoring. In this advanced course, students create portfolios that showcase a variety of digital audio and music skills and techniques.

### Creating

#### **MAAMHS.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Use identified generative methods to formulate multiple ideas, develop aesthetic and technical goals, and problem solve in media arts creation processes as they relate to audio

## Media Arts for Audio and Music Georgia Standards of Excellence

and music.

### **MAAMHS.CR.2 Organize and develop artistic ideas and work.**

- a. Apply aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media arts music productions and/or projects, considering original inspirations, goals, and presentation context.

### **MAAMHS.CR.3 Refine and complete media arts music productions and/or projects.**

- a. Consolidate production processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts music productions and/or projects, demonstrating understanding of associated principles (e.g. emphasis, tone).
- b. Refine and modify media arts music productions and/or projects, honing aesthetic quality and intentionally accentuating stylistic elements to reflect an understanding of personal goals and preferences.

## **Presenting/Producing**

### **MAAMHS.PR.1 Select, analyze, and interpret media arts music productions and/or projects for presentation.**

- a. Integrate various techniques, multimedia forms incorporating audio and music, and other types of music content into unified media arts music productions and/or projects, considering the reaction and interaction of the audience (e.g. experiential design).

### **MAAMHS.PR.2 Develop and refine musical and artistic techniques and work for presentation.**

- a. Demonstrate progression in artistic, musical, design, technical, and soft skills through selecting and fulfilling specified roles in the production of a variety of media arts music productions and/or projects.
- b. Develop and refine a determined range of creative and adaptive innovation abilities when addressing identified challenges and constraints within and through media arts music productions and/or projects (e.g. design thinking, risk taking).
- c. Demonstrate adaptation and innovation through the combination of tools, techniques, and content in standard and innovative ways to communicate intent in the production of media arts music productions and/or projects.

### **MAAMHS.PR.3 Convey meaning through the presentation of media arts music productions and/or projects.**

- a. Design the presentation and distribution of collections of media arts music productions and/or projects, considering combinations of formats and audiences.
- b. Evaluate and implement improvements in presenting media arts music productions and/or projects, considering personal and local impacts and the benefits for self and others.

## Media Arts for Audio and Music Georgia Standards of Excellence

### Responding

#### **MAAMHS.RE.1 Perceive and analyze media arts music productions and/or projects.**

- a. Analyze the qualities of, and relationships between, components, style, and preferences communicated by media arts music productions and/or projects and artists.
- b. Analyze how a variety of media arts music productions and/or projects manage audience experience and create intention through multimodal perception.

#### **MAAMHS.RE.2 Interpret intent and meaning in media arts music productions and/or projects.**

- a. Analyze the intent, meaning, and reception of a variety of media arts music productions and/or projects focusing on personal and cultural contexts.

#### **MAAMHS.RE.3 Apply criteria to evaluate media arts music productions and/or projects.**

- a. Evaluate multimedia projects and production processes at decisive stages, using identified criteria and considering context and aesthetic and technical goals.

### Connecting

#### **MAAMHS.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. Demonstrate and explain how media arts music productions and/or projects and ideas relate to various contexts, purposes, and values (e.g. social trends, power, equality, personal/cultural identity).
- b. Critically evaluate and effectively interact with legal, technological, systemic, and vocational contexts of media arts considering ethics, media literacy, social media, virtual worlds, and digital identity.

#### **MAAMHS.CN.2 Synthesize and relate knowledge and personal experiences to create multimedia projects.**

- a. Synthesize internal and external resources to inform the creation of media arts music productions and/or projects by accessing relevant resources (e.g. interests, cultural experiences, introspection, research, exemplary works).
- b. Expand connections and demonstrate the use of media arts music productions and/or projects to derive new meaning, gain knowledge, and create cultural experiences.