

# Integrated Computer Science Standards

Arts Area	Area Indicator (color)
Dance	
Media Arts	
Music	
Theatre	
Visual Arts	

Code	Arts Area	Grade	Strand	Anchor Standard	Benchmark
1.0.2.4.2	1. Dance	K	2. Create	4. Revise and complete original artistic work.	2. Document a dance or movement by drawing a picture, using a <i>symbol</i> , or utilizing technology.**
1.1.2.4.2	1. Dance	1	2. Create	4. Revise and complete original artistic work.	2. Document many types of movements by drawing pictures, using <i>symbols</i> , or utilizing technology.**
1.2.2.4.2	1. Dance	2	2. Create	4. Revise and complete original artistic work.	2. Document <b>shapes</b> and <b>actions</b> of dance by drawing a picture, using <i>symbols</i> , or utilizing technology.**
1.3.2.4.2	1. Dance	3	2. Create	4. Revise and complete original artistic work.	2. Document <b>spatial elements</b> of a <i>dance phrase</i> by drawing a picture, using <i>symbols</i> , or utilizing technology.**
1.4.2.4.2	1. Dance	4	2. Create	4. Revise and complete original artistic work.	2. Document <b>timing elements</b> of a <i>dance phrase</i> by drawing a picture, using <i>symbols</i> , or utilizing technology.**
1.5.2.4.2	1. Dance	5	2. Create	4. Revise and complete original artistic work.	2. Document <b>energy elements</b> of a <i>dance phrase</i> using drawings, <i>symbols</i> , or utilizing technology.**
1.6.2.4.2	1. Dance	6	2. Create	4. Revise and complete original artistic work.	2. Document changes in a <i>dance study</i> by using words, <i>symbols</i> , or technology with consideration of privacy issues.**
1.7.2.4.2	1. Dance	7	2. Create	4. Revise and complete original artistic work.	2. Document dance compositions by using words, <i>symbols</i> , or technology with consideration of privacy issues.**
1.8.2.4.2	1. Dance	8	2. Create	4. Revise and complete original artistic work.	2. Compare and contrast recognized systems of <b>dance documentation and notation</b> , considering intellectual property rights.**
1.9.2.4.2	1. Dance	HS	2. Create	4. Revise and complete original artistic work.	2. Document a dance using self-created or recognized systems of documentation with consideration of privacy and intellectual property rights.**
2.6.5.9.1	2. Media Arts	6	5. Connect	9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	1. Compare and contrast how creating and presenting media artworks forms personal and <i>digital identity</i> .**  <i>For example: Using platforms of systematic communications, distribution and engagement with new media.</i>

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2.7.5.9.1	2. Media Arts	7	5. Connect	9. Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.	1. Analyze how to <i>safely, ethically</i> and intentionally develop <i>digital identity</i> when creating and presenting media artworks, through <i>systematic communications</i> .**  <i>For example: Ethically exploring anonymity in a virtual world such as gaming; digital safety; digital security.</i>
3.2.2.3.1	3. Music	2	2. Create	3. Create original artistic work.	1. Preserve personal <i>rhythmic</i> or <i>melodic patterns</i> using a system of <i>notation</i> or recording technology.**
3.2.4.7.1	3. Music	2	4. Respond	7. Analyze and construct interpretations of artistic work.	1. Identify <b>repeating patterns</b> and <b>expressive elements</b> while <b>listening</b> to and interacting with a variety of music.**
3.3.2.3.1	3. Music	3	2. Create	3. Create original artistic work.	1. Organize chosen musical <b>patterns</b> into <b>phrases</b> using a system of <i>notation</i> or recording technology.**
3.4.2.3.1	3. Music	4	2. Create	3. Create original artistic work.	1. Organize chosen musical <b>phrases</b> into a short <i>composition</i> using a system of <i>notation</i> or recording technology.**
3.5.2.3.1	3. Music	5	2. Create	3. Create original artistic work.	1. Organize chosen musical <b>phrases</b> into a given <b>form</b> using a system of <i>notation</i> or recording technology.**
3.6.2.3.1	3. Music	6	2. Create	3. Create original artistic work.	1. Develop a <i>composition</i> consisting of a <b>melody</b> using a system of <i>notation</i> or recording technology.**
3.7.2.3.1	3. Music	7	2. Create	3. Create original artistic work.	1. Develop a <i>composition</i> consisting of a <b>melody</b> with <b>expressive elements</b> using a system of <i>notation</i> or recording technology.**
3.8.2.3.1	3. Music	8	2. Create	3. Create original artistic work.	1. Develop a <i>composition</i> in a specific <b>form</b> that includes <b>expressive elements</b> using <i>notation</i> or recording technology.**
3.9.2.3.1	3. Music	HS	2. Create	3. Create original artistic work.	1. Select multiple <i>musical ideas</i> , original or existing, to <i>create</i> drafts of music using <i>notation</i> or technology, where appropriate.**
3.9.2.4.1	3. Music	HS	2. Create	4. Revise and complete original artistic work.	1. <i>Revise</i> or <i>arrange</i> a <i>composition</i> to become a completed <i>musical work</i> using current technology (as available) to preserve the <i>composition</i> .**
3.9.3.5.1	3. Music	HS	3. Perform	5. Develop and refine artistic techniques and work for performance.	1. Utilize multiple rehearsal strategies to <i>refine performance</i> , using technology where appropriate.
4.1.2.4.3	4. Theater	1	2. Create	4. Revise and complete original artistic work.	3. Select different <i>design</i> and <b>technical</b> (using available technology) choices for a <b>guided drama experience</b> .**
4.2.2.2.3	4. Theater	2	2. Create	2. Generate and develop original artistic ideas.	3. Identify ways <b>voice, sounds</b> , and technology may be used to create or retell a <b>story</b> .**
4.2.2.4.2	4. Theater	2	2. Create	4. Revise and complete original artistic work.	2. Use and adapt <b>sounds</b> (using available technology) and <b>movements</b> for a <b>guided drama experience</b> .**
4.2.2.4.3	4. Theater	2	2. Create	4. Revise and complete original artistic work.	3. Experiment with <i>design</i> and <b>technical</b> (using available technology) choices for an <b>improvised</b> or <b>scripted work</b> .**
4.3.2.4.3	4. Theater	3	2. Create	4. Revise and complete original artistic work.	3. Revise <i>design</i> and <b>technical</b> (using available technology) choices to support an <b>improvised</b> or <b>scripted work</b> .**

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4.4.2.2.2	4. Theater	4	2. Create	2. Generate and develop original artistic ideas.	2. <i>Design</i> one or more <b>technical theater elements</b> (using available technology) that support the <b>story</b> and <i>given circumstances</i> in a <i>work</i> .**
4.4.2.4.3	4. Theater	4	2. Create	4. Revise and complete original artistic work.	3. Collaborate with peers on solutions to <i>design</i> and <b>technical challenges</b> (using available technology) in <b>rehearsals</b> for a <i>work</i> .**
4.4.3.6.2	4. Theater	4	3. Perform	6. Make artistic choices in order to convey meaning through performance.	2. Customize various <b>technical elements</b> (using available technology) for a <i>work</i> .**
4.4.4.8.1	4. Theater	4	4. Respond	8. Evaluate artistic work by applying criteria.	1. Describe how <b>technical elements</b> or technology may support a <b>theme</b> or idea in a <i>work</i> .**
4.5.2.2.2	4. Theater	5	2. Create	2. Generate and develop original artistic ideas.	2. Propose and create <i>designs</i> using multiple technical theater elements (using available technology) to support the story and <i>given circumstances</i> in a <i>work</i> .**
4.5.2.4.3	4. Theater	5	2. Create	4. Revise and complete original artistic work.	3. Create and justify solutions to <i>design</i> and <b>technical</b> challenges (using available technology) that arise in <b>rehearsal</b> for a <i>work</i> .**
4.5.3.6.2	4. Theater	5	3. Perform	6. Make artistic choices in order to convey meaning through performance.	2. Modify and justify the use of specific <b>technical elements</b> (using available technology) in a <i>work</i> .**
4.6.2.2.2	4. Theater	6	2. Create	2. Generate and develop original artistic ideas.	2. Propose and create a comprehensive <i>design</i> using all <b>technical theater elements</b> and available technology to support the <b>story</b> and <i>given circumstances</i> in a <i>work</i> .**
4.6.2.4.3	4. Theater	6	2. Create	4. Revise and complete original artistic work.	3. Analyze and revise planned <b>technical design choices</b> (using available technology) during the rehearsal process for a <b>devised</b> or <b>scripted work</b> .**
4.7.2.4.3	4. Theater	7	2. Create	4. Revise and complete original artistic work.	3. Compare and contrast multiple planned <b>technical design elements</b> (using available technology) during the <b>rehearsal</b> process for a <b>devised</b> or <b>scripted work</b> .**
4.7.3.6.2	4. Theater	7	3. Perform	6. Make artistic choices in order to convey meaning through performance.	2. Determine a variety of <b>technical elements</b> (using available technology) that can be applied to a <i>design</i> for a <i>work</i> .**
4.8.2.4.3	4. Theater	8	2. Create	4. Revise and complete original artistic work.	3. Implement and refine a planned <b>technical design</b> (using available technology) during the <b>rehearsal</b> process for <b>devised</b> or <b>scripted work</b> .**
4.8.3.6.2	4. Theater	8	3. Perform	6. Make artistic choices in order to convey meaning through performance.	2. Apply a variety of <b>technical elements</b> (using available technology) to create a <i>design</i> for a <b>rehearsal</b> or production.**
4.9.2.2.1	4. Theater	HS	2. Create	2. Generate and develop original artistic ideas.	1. Apply research (including available technology) to construct the <i>visual composition</i> for a <i>work</i> .**
4.9.2.2.2	4. Theater	HS	2. Create	2. Generate and develop original artistic ideas.	2. Investigate the impact of technology on <i>design</i> choices in a <i>work</i> .**

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4.9.2.4.3	4. Theater	HS	2. Create	4. Revise and complete original artistic work.	3. Refine a <b>technical design</b> (including available technology) to support the <b>story</b> and emotional impact of a <b>devised</b> or <b>scripted work</b> .**
4.9.3.6.2	4. Theater	HS	3. Perform	6. Make artistic choices in order to convey meaning through performance.	2. Research and apply <b>technical elements</b> (using available technology) to create a <b>design</b> for a production.**
5.4.2.3.2	5. Visual Arts	4	2. Create	3. Create original artistic work.	2. Identify issues involving copying and originality in artmaking.**
5.5.2.3.2	5. Visual Arts	5	2. Create	3. Create original artistic work.	2. Explain the <i>ethical responsibility of appropriation</i> in artmaking.**
5.5.3.6.1	5. Visual Arts	5	3. Present	6. Make artistic choices in order to convey meaning through presentation.	1. Identify and describe the choices an artist makes when assembling a presentation or a <i>portfolio</i> . <i>For example: Physical vs. digital formats.</i> **
5.7.2.3.2	5. Visual Arts	7	2. Create	3. Create original artistic work.	2. Describe <i>ethical responsibility</i> when sharing original <i>artwork</i> through the internet and communication formats.**
5.7.3.6.1	5. Visual Arts	7	3. Present	6. Make artistic choices in order to convey meaning through presentation.	1. Compare and contrast the differences between engaging with <i>art</i> through technology and physically experiencing an <i>artwork</i> .**
5.8.2.3.2	5. Visual Arts	8	2. Create	3. Create original artistic work.	2. Apply ethics of <i>appropriation, fair use, creative commons, open sources, and copyright</i> to the creation of <i>artwork</i> .**
5.9.2.3.2	5. Visual Arts	HS	2. Create	3. Create original artistic work.	2. Balance freedom and <i>ethical responsibility</i> in the use of images, <i>materials</i> , tools, and equipment during <i>art</i> making.**