Subject: ART - Media Arts Year: MYP 4

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| Unit title   | Key<br>concepts | Related concepts          | Global<br>context  | Statement of inquiry   | Subject group objectives  | ATL skills  | Content   |
|--|-----------------|---------------------------|--|--|---|---|---|
| UNIT 1  Visual Storytelling through Photography  (September – November 2025) | Communication   | Representation Aesthetics | Identities and relationships  Exploring how we express ideas of self and others. | Images communicate identity and emotions by shaping the way stories are represented.  Inquiry Questions:  Factual: What are the basic compositional techniques in photography? Conceptual: How do photographers use images to tell stories? Debatable: Can a photograph ever be objective? | A. Investigating: Analyze the role of photography in visual storytelling.  B. Developing: Apply composition, lighting, and editing techniques.  C. Creating/Performing: Develop a photographic series that communicates a narrative.  D. Evaluating: Evaluate and reflect on personal work and peer projects. | Communication:  I. Communication skills:  1.14. Use and interpret a range of discipline-specific terms and symbols  1.19. Take effective notes in class  Self - management:  III. Organization skills:  3.1.10. Select and use technology effectively and productively  V. Reflection skills:  -3.3.9. Keep a journal to record reflections  Research:  VI. Information Literacy skills:  4.1.6. Present information in a variety of formats and platforms  Communication:  Presenting ideas visually and verbally (artist statement, review).  Self-management: Planning and executing photo shoots, meeting deadlines.  Research: Investigating photographers, movements, and visual culture. | Topics: Photography as visual language. History of photography and its role in storytelling. Camera basics (exposure, aperture, shutter speed, ISO). Storytelling with images. Narrative in a single image vs. photo series. Exploring self-portraiture and cultural identity through photography. Ethical considerations (consent, stereotypes, representation). Visual analysis frameworks (subject, composition, technique, meaning).  Knowledge: Understanding that photographs are a visual language used to communicate meaning, identity, and emotion. Understanding of symbolism, metaphor, and visual cues in storytelling - how identity (self, cultural, social) can be expressed through photography. Knowledge of digital editing tools (e.g., cropping, contrast, filters, color grading). Understanding how editing alters audience perception. Awareness of ethical debates around manipulation and authenticity.  Skills: Operating a camera (DSLR, phone, or digital device). Analyzing photographs using visual language. Generating ideas and concepts for photographic storytelling. |

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| UNIT 2  Digital Media and Social Influence  (December 2025 - February 2026) | Connections     | Audience Interpretation | Globalization and sustainability  Understanding the power of digital media in shaping societies. | Digital media connects people globally and influences how audiences interpret information.  Inquiry Questions:  Factual: How do social media platforms shape audience interaction? Conceptual: How does digital media create influence and bias? Debatable: Should social media influencers be considered artists? | A. Investigating: Investigate how digital campaigns form opinions.  B. Developing: Use digital tools to create persuasive media.  C. Creating/ Performing: Design a media campaign addressing a social issue.  D. Evaluating: Evaluate ethical responsibilities of digital creators. | Communication:  I. Communication skills:  1.5. Use a variety of media to communicate with a range of audiences  Self - management:  III. Organization skills:  3.1.5. Plan strategies and take action to achieve personal and academic goals  Thinking:  VII. Media literacy skills:  4.2.1. Locate, organize, analyze, synthesize and ethically use information from a variety of courses and media (including digital social media and online networks)  Communication: Create messages using multiple digital formats (visual, video, text).  Engage in peer critique using respectful and constructive language.  Self-management: Organize tasks in campaign development (planning, scheduling, revisions).  Thinking: Analyze persuasive techniques in digital media. Question ethical implications of media production and consumption. | Topics: What is digital media? The global role of media in communication and activism. Understanding target audiences (age, culture, interests). How social media platforms shape interaction (algorithms, trends, hashtags). Persuasive techniques. The psychology of virality (what makes content shareable?) Truth, misinformation, and "fake news." Representation and stereotypes in digital media. Influencers and responsibility: Should they be held accountable like journalists? Presenting campaigns to peers.  Knowledge: Different forms of digital media (social media platforms, memes, short-form videos, campaigns, infographics). How digital media functions in global communication and activism. The role of algorithms, hashtags, and platform design in shaping visibility. Common persuasive techniques in media (emotional appeal, authority, humor, statistics, celebrity endorsement). The psychology of influence (trust, relatability, repetition, "social proof").  Skills: Use of digital tools for creating media products. Deconstructing digital campaigns to identify persuasive techniques. Identifying bias, stereotypes, and misinformation in digital content. |

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| Creativity in the Age of Al (February – April 2026) | Change          | Innovation Ethics | Scientific and technical innovation  Exploring how emerging technologies transform media creation and communication. | Artificial intelligence is transforming creative media by enabling new forms of content, raising ethical and societal questions about authorship, originality, and responsibility.  Inquiry Questions:  Factual: What types of media can Al generate (images, text, video, music)? Conceptual: How does Al- generated content challenge traditional ideas of authorship and creativity? Debatable: Should Al- generated art be considered equivalent to human-created art? | A: Investigating: Demonstrate knowledge of AI tools and technologies used in media creation (image, text, video, and music generators).  B: Developing: Operate AI media generation tools to produce creative content (text, images, music, or video).  C: Creating/ Performing: Generate original ideas for creative media projects that combine human and AI input.  D: Evaluating: Critically evaluate the impact of AI on their own media creation and on society at large. | Communication:  I. Communication skills:  1.5. Use a variety of media to communicate with a range of audiences  Social:  II. Collaboration skills:  2.1.9. Listen actively to other perspectives and ideas  Thinking:  X. Transfer skills:  5.3.2. Apply skills and knowledge in unfamiliar situations  Communication:  Present Al-generated media online or in class, explaining creative and ethical decisions.  Social:  Share and discuss Al-assisted creative projects with peers.  Thinking:  Address challenges in combining Al outputs with personal creative ideas. | Topics: What is artificial intelligence? Overview of Al in creative fields. Examples of Al-generated content: images, text, video, music. How Al is used in industries like gaming, advertising, art, and social media. Prompt engineering: how input affects Al outputs. Creating simple Al-generated images, text, or short videos. Intellectual property and copyright concerns with Al content. Ethical issues: plagiarism, misrepresentation, misinformation, cultural bias. Debate: "Can Al-generated content be considered art?"  Knowledge: Understanding what Al is and how it is applied in creative fields (image, text, video, and music generation). Concept of machine learning, neural networks, and how Al "learns" from data (basic- level understanding). Understanding how Al can assist human creativity without fully replacing it. Intellectual property, copyright, and authorship concerns for Al-generated content. Ability to compare Al- generated content with human-created work in terms of quality, originality, and meaning.  Skills: Experimenting with Al tools to generate media (images, text, video, music). Comparing Al-generated vs. human-created media in terms of narrative, aesthetics, and impact. Brainstorming original ideas that integrate Al tools responsibly. |

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| UNIT 4        | Creativity      | Narrative        | Personal and              | Video<br>combines            | A: Investigating:                            | Social: II. Collaboration skills:                   | Topics:<br>Introduction to video                             |
|               |                 | Expression       | cultural expression       | narrative,                   | Demonstrate knowledge of the                 | 2.1.9. Listen actively to other perspectives and    | production. Storytelling and narrative                       |
| From Script   |                 |                  | ολρισσοιστι<br>           | visuals, and                 | stages of video                              | ideas   | structure: scriptwriting, plot, and visual narrative.        |
| to Screen     |                 |                  | Exploring how             | sound to                     | production.                                  | Self - management:                                  | Ethics in video making: copyright, representation,           |
|               |                 |                  | stories and               | convey                       | Understand narrative structure, storytelling | III. Organization skills:                           | and fair use.  |
|               |                 |                  | messages are communicated | meaning,<br>evoke            | conventions, and                             | 3.1.10. Select and use technology effectively and   | Project development and feedback: draft videos, peer         |
| (April – June |                 |                  | through moving            | emotion, and                 | visual language in                           | productively  | critique, refining final cut. Presentation and reflection:   |
| 2026)         |                 |                  | images.                   | express                      | video.                                       | Thinking  | showcase projects, reflective                                |
|               |                 |                  |                           | individual or                | B: Developing:                               | Thinking:<br>X. Transfer skills:                    | statements about creative and technical decisions.           |
|               |                 |                  |                           | cultural perspectives.       | Use editing software                         | 5.3.2. Apply skills and                             | Knowledge:   |
|               |                 |                  |                           | perspectives.                | to combine visuals, audio, and effects       | knowledge in unfamiliar situations                  | Understanding the three                                      |
|               |                 |                  |                           | Inquiry                      | into a cohesive final                        | 5.3.6. Combine                                      | main stages: pre-production (planning, storyboarding,        |
|               |                 |                  |                           | Questions:                   | product.                                     | knowledge, understanding and skills to create       | scripting), production (filming, lighting, sound), and post- |
|               |                 |                  |                           | Factual:                     |  | products or solutions                               | production (editing, color                                   |
|               |                 |                  |                           | What are the                 | C: Creating/                                 |   | grading, sound mixing). Elements of storytelling: plot,      |
|               |                 |                  |                           | basic stages of video        | Performing: Generate original                | Social:   | conflict, resolution, character, and setting.                |
|               |                 |                  |                           | production (pre-             | video concepts and                           | Working in groups or pairs                          | Intellectual property and                                    |
|               |                 |                  |                           | production,                  | creative ideas.                              | to co-create videos, share equipment, and assign    | copyright considerations when using music, images,           |
|               |                 |                  |                           | production,<br>post-         | D: Evaluating:                               | roles.  | or stock footage. Reflecting on how technical,               |
|               |                 |                  |                           | production)?                 | Critically evaluate the                      | Considering peer perspectives during group          | creative, and ethical  |
|               |                 |                  |                           | Conceptual:                  | effectiveness of their                       | projects and critiques.                             | decisions shape the final media product.                     |
|               |                 |                  |                           | How do editing, composition, | own and peers' video projects.               | Self – management:                                  | Skills:  |
|               |                 |                  |                           | and sound                    | p. 0,000.                                    | Scheduling shoots, editing                          | Operating cameras and recording equipment to                 |
|               |                 |                  |                           | design                       |  | sessions, and reflection periods to meet deadlines. | capture high-quality visuals.                                |
|               |                 |                  |                           | influence<br>audience        |  | Setting achievable                                  | Editing video using software (e.g., Adobe Premiere,          |
|               |                 |                  |                           | perception?                  |  | creative and technical goals for video projects.    | iMovie, DaVinci Resolve) to create cohesive narratives.      |
|               |                 |                  |                           | Debatable:                   |  |   | Evaluating video projects for                                |
|               |                 |                  |                           | Is video the most effective  |  | Thinking: Troubleshooting issues in                 | clarity, impact, and audience engagement.                    |
|               |                 |                  |                           | medium for                   |  | filming, lighting, sound, or                        | Combining technical skills and storytelling to               |
|               |                 |                  |                           | storytelling                 |  | editing processes. Generating original ideas        | communicate ideas  |
|               |                 |                  |                           | compared to other media      |  | for narrative, visual                               | effectively. Incorporating peer and                          |
|               |                 |                  |                           | forms?                       |  | composition, and storytelling techniques.           | teacher feedback to improve projects.                        |