

Media Arts

Prep–Year 10 example of knowledge and skills

This table shows an example of knowledge and skills for Prep to Year 10. It presents information from www.australiancurriculum.edu.au/f-10-curriculum/the-arts/media-arts/example-of-knowledge-and-skills/.

		Prep – Year 2	Years 3–4	Years 5–6	Years 7–8	Years 9–10
		In this band students are introduced to the ways that ideas and intentions are communicated in and through Media Arts. They develop knowledge, understanding and skills through media arts practices focusing on:	In this band students develop their knowledge of how ideas and intentions are communicated in and through media arts. They build on and refine their knowledge, understanding and skills through media arts practices focusing on:			
Representation and story principles	Structure	<ul style="list-style-type: none"> representing experience through the construction of stories and ideas 	<ul style="list-style-type: none"> using story structures and organising ideas to make clear meaning for an audience 	<ul style="list-style-type: none"> organising ideas, and using story structures and tension to engage an audience 	<ul style="list-style-type: none"> developing ideas and story structures through media and genre conventions to shape understanding and experience for a particular audience 	<ul style="list-style-type: none"> developing ideas and story structures through the manipulation of media and genre conventions for a specific audience experience and expectation
	Intent	<ul style="list-style-type: none"> communicating ideas from their imagination or experience 	<ul style="list-style-type: none"> conveying ideas about self, others and stereotypes 	<ul style="list-style-type: none"> communicating ideas and stories with a purpose 	<ul style="list-style-type: none"> imagining and communicating representations within a local context or popular culture for a specific purpose 	<ul style="list-style-type: none"> constructing and communicating ideas, beliefs and values through representations in a personal, social and cultural context for a specific purpose
	Character	<ul style="list-style-type: none"> the characteristics of fictional and non-fictional people such as story characters, newsreaders, presenters, actors 	<ul style="list-style-type: none"> the characteristics and portrayal of self and others in fictional and non-fictional roles, for example, being identified through physicality, voice, costumes and props 	<ul style="list-style-type: none"> the characteristics of fictional and non-fictional roles portrayed through physicality, voice, costumes and props 	<ul style="list-style-type: none"> the characteristics and motivations of fictional and non-fictional subjects portrayed through their physicality, voice, costumes, props and/or acting 	<ul style="list-style-type: none"> the characteristics and motivations of fictional and non-fictional identities portrayed through the manipulation of physicality, voice, costumes and props and using direction, design or actuality
	Settings	<ul style="list-style-type: none"> familiar, local and imagined environments and situations 	<ul style="list-style-type: none"> familiar, local and imagined environments and situations for characters 	<ul style="list-style-type: none"> the real or imagined environments and situations for characters and ideas 	<ul style="list-style-type: none"> the real or imagined environments and situations, and their relationship to characters and ideas 	<ul style="list-style-type: none"> the chosen or constructed environment and the impact of that environment on situations and characters
	Points of view			<ul style="list-style-type: none"> the perspective of who tells the stories or constructs the ideas 	<ul style="list-style-type: none"> perceiving and constructing stories and ideas from different perspectives 	<ul style="list-style-type: none"> perceiving and constructing stories and ideas from an alternative, objective or subjective perspective
	Genre conventions			<ul style="list-style-type: none"> the established and accepted rules for constructing stories and ideas in a particular style 	<ul style="list-style-type: none"> the established and accepted patterns for constructing meaning in a particular form or style 	<ul style="list-style-type: none"> the established and accepted system for constructing and deconstructing meaning in a particular form or style
	Media conventions				<ul style="list-style-type: none"> the established techniques for creating within different media forms 	<ul style="list-style-type: none"> manipulating techniques within established media forms to create new and hybrid media artworks

		Prep – Year 2	Years 3–4	Years 5–6	Years 7–8	Years 9–10
Languages: elements of media arts (technical and symbolic)	Composition	<ul style="list-style-type: none"> the selection and arrangement of images, sounds and text to highlight and organise important features of an idea or story, for example, by deciding what is in the frame, audio sequence or layout 	<ul style="list-style-type: none"> the arrangement and sequence of images and text to organise events in stories creating relationships between ideas and focusing on important features using framing, editing and layout 	<ul style="list-style-type: none"> the arrangement and sequence of images and text to support the purpose of communicating ideas or stories from different points of view using framing, editing and layout 	<ul style="list-style-type: none"> the arrangement, weight and focus of components in images, sounds and texts that are sequenced to communicate ideas and stories, using juxtaposition in framing, audio effects, editing and layout 	<ul style="list-style-type: none"> the manipulation and combination of the technical and symbolic elements in images, sounds and text to affect audience expectation and experience through the control of production
	Time		<ul style="list-style-type: none"> the order and duration of ideas and events 	<ul style="list-style-type: none"> the order, duration and depiction of ideas and events 	<ul style="list-style-type: none"> the experience and construction of time through the ordering, duration and depiction of action, ideas and events 	<ul style="list-style-type: none"> the manipulation of the experience and perception of time through the ordering, duration and depiction of actions, ideas and events
	Space		<ul style="list-style-type: none"> the distance between objects, sounds or text the depiction of place 	<ul style="list-style-type: none"> the distance and relationship between objects, sounds or text or the depiction of place 	<ul style="list-style-type: none"> the depiction of place and environment through the relationship between subjects, objects, sounds or text and the surrounding or negative space in a two- or three-dimensional context 	<ul style="list-style-type: none"> the depiction of place and environment through the manipulation of subjects, objects, sounds or text and the surrounding or negative space in a two- or three-dimensional context
	Sound	<ul style="list-style-type: none"> loudness, softness background noise 	<ul style="list-style-type: none"> loudness, softness background noise sound effects music 	<ul style="list-style-type: none"> loudness, softness ambient noise music for effect 	<ul style="list-style-type: none"> loudness, softness ambient noise music for effect 	<ul style="list-style-type: none"> manipulation of sounds, voice, dialogue, music and motifs for impact and effect
	Movement			<ul style="list-style-type: none"> the way the eye discovers images or text; the suggestion of movement through sound 	<ul style="list-style-type: none"> the perception and depiction of moving action, and the design of interactivity 	<ul style="list-style-type: none"> the expression, perception and depiction of moving action and rhythm or design flow for effect the design of navigation and interaction with images and text the creation of movement through sound, continuity and rhythm
Lighting				<ul style="list-style-type: none"> light, shade and colour for effect 	<ul style="list-style-type: none"> intensity and direction of light, shadow and colour for texture, focus and mood 	<ul style="list-style-type: none"> intensity and quality of light, shadow and colour to create surface, perspective, highlighting and atmosphere
Technologies	<ul style="list-style-type: none"> capturing and combining images, sounds and text or a combination of these with available technology 	<ul style="list-style-type: none"> editing images, sounds and text or a combination of these with available technology 	<ul style="list-style-type: none"> edit and produce images, sounds and text or a combination of these with selected media technologies 	<ul style="list-style-type: none"> planning, controlling, editing and producing images, sounds and text or a combination of these using selected media technologies, processes and equipment 	<ul style="list-style-type: none"> designing, manipulating, editing and producing images, sounds and text or a combination of these using selected media technologies, processes and equipment 	
Audience	<ul style="list-style-type: none"> identifying themselves as an audience recognising different audience groups recognising how meaning is made for and by an audience 	<ul style="list-style-type: none"> identifying themselves as a target audience group recognising the different interests of audience groups recognising how meaning is made for audiences 	<ul style="list-style-type: none"> identifying the variety of audiences and purposes for which media artworks are made 	<ul style="list-style-type: none"> examining the ways in which audiences make meaning and how particular audiences engage, interact and share different media artworks 	<ul style="list-style-type: none"> analyse the ways audiences make meaning and how a range of audiences engage, interact and share different media artworks 	
Institutions: individuals, communities and organisations		<ul style="list-style-type: none"> understanding purposes and processes for producing media artworks recognising appropriate and inappropriate use of other people's images and works in the making of media artworks 	<ul style="list-style-type: none"> identifying purpose and processes for producing media artworks and considering individual ethical behaviour and the role of communities and organisations in regulating access to media artworks 	<ul style="list-style-type: none"> the local and cultural contexts shaping purpose and processes to produce media artworks the role and ethical behaviour of individuals, communities and organisations making, using and sharing media artworks, and the associated regulatory issues 	<ul style="list-style-type: none"> the social and cultural contexts, both locally and globally, shaping purpose and processes to produce media artworks the social and ethical role and behaviour of individuals, communities and organisations making, using and sharing media artworks, and the associated regulatory issues in a networked culture 	