Prep to Year 2 standard elaborations — Australian Curriculum: Media Arts

- **Purpose** The standard elaborations (SEs) provide additional clarity when using the Australian Curriculum achievement standard to make judgments on a five-point scale. These can be used as a tool for:
 - · making consistent and comparable judgments about the evidence of learning in a folio of student work
 - developing task-specific standards for individual assessment tasks.
- **Structure** The SEs are developed using the **Australian Curriculum achievement standard**. The Arts: Media Arts achievement standard describes the learning expected of students at each band in the two valued features for Australian Curriculum Arts *responding* and *making*. Teachers use the achievement standard during and at the end of a period of teaching to make on-balance judgments about the quality of learning students demonstrate.

In Queensland the achievement standard represents the **working with (WW) standard** — a sound level of knowledge and understanding of the content, and application of skills. The SEs are presented in a **matrix**. The <u>discernible differences</u> or degrees of quality associated with the five-point scale are highlighted to identify the characteristics of student work on which teacher judgments are made. Terms are described in the Notes section following the matrix.

Prep* to Year 2 Australian Curriculum: Media Arts achievement standard

By the end of Year 2, students communicate about media artworks they make and view, and where and why media artworks are made.

Students make and share media artworks using story principles, composition, sound and technologies.

Source Australian Curriculum, Assessment and Reporting Authority (ACARA), *Australian Curriculum Version 8 The Arts: Media Arts*, www.australiancurriculum.edu.au/f-10-curriculum/the-arts/media-arts

Prep in Queensland is the Foundation Year of the Australian Curriculum and refers to the year before Year 1. Children beginning Prep in January must be five years of age by 30 June.



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	Applying (AP)	Making connections (MC)	Working with (WW)	Exploring (EX)	Becoming aware (BA)
	The folio of a student's work has the following characteristics:				
Responding	 clear and informed communication about: media artworks made and viewed where and why media artworks are made 	 informed communication about: media artworks made and viewed where and why media artworks are made 	 communication about: media artworks made and viewed where and why media artworks are made 	 guided communication about: media artworks made and viewed where and why media artworks are made 	 directed statements about: media artworks made and viewed where and why media artworks are made
Making	 making and sharing of media artworks demonstrating skilful and effective use of: composition sound story principles technologies 	 making and sharing of media artworks demonstrating effective use of: composition sound story principles technologies 	 making and sharing of media artworks demonstrating use of: composition sound story principles technologies 	 making and sharing of media artworks demonstrating guided use of aspects of: composition sound story principles technologies 	 making and sharing of media artworks demonstrating directed use of aspects of: composition sound story principles technologies

Prep to Year 2 Media Arts standard elaborations

Key shading emphasises the qualities that discriminate between the AP-BA descriptors

AP applies the curriculum content; demonstrates a thorough understanding of the required knowledge; demonstrates a high level of skill that can be transferred to new situations

MC makes connections using the curriculum content; demonstrates a clear understanding of the required knowledge; applies a high level of skill in situations familiar to them, and is beginning to transfer skills to new situations

WW works with the curriculum content; demonstrates understanding of the required knowledge; applies skills in situations familiar to them

EX exploring the curriculum content; demonstrates understanding of aspects of the required knowledge; uses a varying level of skills in situations familiar to them

BA becoming aware of the curriculum content; demonstrates a basic understanding of aspects of required knowledge; beginning to use skills in situations familiar to them

Notes

Australian Curriculum common dimensions

The SEs describe the qualities of achievement in the two dimensions common to all Australian Curriculum learning area achievement standard — understanding and skills.

Dimension	Description
understanding	the concepts underpinning and connecting knowledge in a learning area, related to a student's ability to appropriately select and apply knowledge to solve problems in that learning area
skills	the specific techniques, strategies and processes in a learning area

Terms used in Prep to Year 2 Media Arts standard elaborations

These terms clarify the descriptors in the Prep to Year 2 Media Arts SEs. Descriptions are drawn from:

- ACARA Australian Curriculum: The Arts glossary, www.australiancurriculum.edu.au/f-10-curriculum/the-arts/glossary
- ACARA The Arts: Media Arts > Examples of knowledge and skills > Foundation to Year 2, www.australiancurriculum.edu.au/f-10-curriculum/the-arts/media-arts/example-of-knowledge-and-skills
- other sources, to ensure consistent understanding.

Term	Description
artist	generic term for the maker of an artwork in each of the five arts subjects; <i>artists</i> include actors, choreographers, composers, dancers, directors, editors, filmmakers, instrumental musicians, painters, scriptwriters, sculptors, singers; also includes artists who make hybrid artworks
artwork	generic term for a performance or an artwork in each of the five arts subjects; when referred to generically this curriculum uses the term <i>artwork</i> ; within each arts subject, the subject-specific terms are used; artworks are also frequently described with reference to forms or styles; <i>artworks</i> include performances such as a dance, dramatic play or song and artefacts such as a film or painting; also includes hybrid artworks
aspects	particular parts or features
audience; audiences	individuals or groups of people who experience the arts in a range of settings and contexts (formal, informal, virtual or interactive) through intellectual, emotional and social engagement; the artist is audience to their own artwork; in Media Arts, one of the five key concepts
character	identification and portrayal of a person's values, attitudes, intentions and actions as imagined relationships, situations and ideas in dramatic action see also representation and story principles examples
clear	easy to perceive, understand, or interpret; without ambiguity
communication	in The Arts, <i>communication</i> means sharing of learnings, ideas, thoughts and feelings through the viewpoints of the artist and/or the audience

Term	Description	
composition	in Media Arts, <i>composition</i> is 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; includes the visual arrangement of object and space within the frame; see also elements of media arts	
description; describe	give an account of characteristics or features	
directed	following the instructions of the facilitator	
effective meeting the assigned purpose in a considered and/or efficient manner to desired or intended result; in Media Arts, <i>effective</i> includes meeting the purpose by producing a stronimpression		
elements of media arts	 composition time space sound movement lighting; also known as <i>languages: elements of media arts (technical and symbolic)</i> or <i>technical and symbolic elements</i> in Prep to Year 2 Media Arts, examples for the <i>elements of media arts</i> include: composition 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 sound loudness, softness background noise 	
guided	visual and/or verbal prompts to facilitate or support independent action	
hybrid artwork	the combination of more than one art form within an artwork	
informed	having relevant knowledge; being conversant with the topic; in Media Arts, <i>informed</i> includes how the knowledge and skills (representation and story principles, technical and symbolic elements of media arts) work together to communicate meaning or intent in and through media arts	
institutions	in Media Arts, one of the five key concepts	
key concepts	 in Media Arts: languages: the system of signs or symbols that media artworks use to communicate ideas and stories; the language system is a combination of symbolic codes and the technical form of media arts technologies; the language systems of media artworks use and control technical and symbolic elements to communicate meaning; see also elements of media arts technologies: the tools and processes which are essential for producing, accessing and distributing media institutions: the individuals, communities and organisations that influence, enable and constrain media production and use; institutions are framed by the social, historical and cultural context audiences: the individuals or groups for whom media artworks are made and who 	

Term	Description
	respond as consumers, citizens and creative individuals; audiences engage and interact based on expectation and experience
	 representation: the act of representing people, places and times, shared social values and beliefs through images, sounds and text, or a combination of these; the representations are a constructed reality
	in Prep to Year 2, examples for <i>key concepts</i> include:
	 technologies capturing and combining images, sounds and text or a combination of these with available technology
	 audience identifying themselves as an audience
	 recognising different audience groups recognising how meaning is made for and by an audience
languages	in Media Arts, one of the five key concepts
lighting	see elements of media arts
making	includes learning about and using knowledge, skills, techniques, processes, materials and technologies to explore arts practices and make artworks that communicate ideas and intentions
movement	see elements of media arts
points of view	in Media Arts, the perspective of who tells the stories or constructs the ideas
production processes;	the skills, techniques and processes to create media artworks are developed through the three stages of production:
production stages	 pre-production (including scriptwriting, storyboarding, sketching designs, planning, research)
	 production (including capturing, recording, directing) post-production (including mixing, editing, assembling, lay out, distributing)
representation	the expression or designation of a character, place, idea, image or information by some other term, character, symbol, diagram, image, sound or combination of visual and aural expression, based on shared social values and beliefs;
	in Media Arts, one of the five key concepts; see also representation and story principles examples
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representation and story	 in Prep to Year 2, examples for <i>representation and story principles</i> include: structure — representing experience through the construction of stories and ideas
principles examples	• intent — communicating ideas from their imagination or experience
	 character — the characteristics of fictional and non-fictional people such as story characters, newsreaders, presenters, actors
	 settings — familiar, local and imagined environments and situations see also representation, story principles
responding	includes exploring, responding to, analysing and interpreting artworks
skilful	in Media Arts, in the context of:
	 creating artworks, this includes considered selection, management and application of the elements of media arts; sharing artworks, this includes a high degree of proficiency and polish
sound	see elements of media arts

Term	Description	
space	see elements of media arts	
statement; state	a sentence or assertion	
story principles	in Media Arts, selecting and organising the elements of structure, intent, characters, settings and points of view within the conventions of a genre, such as a Hollywood love story that follows a pattern of boy meets girl, boy loses girl, boy gets girl; see also representation and story principles examples	
technical and symbolic elements	see elements of media arts	
technologies	in Media Arts, one of the five key concepts	
time	see elements of media arts	