

# Film, Television & New Media 2019 v1.2

Unit 1 sample assessment instrument

August 2018

## Foundation project

This sample has been compiled by the QCAA to assist and support teachers in planning and developing assessment instruments for individual school settings.

Schools develop internal assessments for each senior subject, based on the learning described in Units 1 and 2 of the subject syllabus. Each unit objective must be assessed at least once.

## Assessment objectives

This assessment instrument is used to determine student achievement in the following objectives:

3. construct a treatment and storyboard using the accepted conventions
4. apply relevant terminology and written language conventions in a treatment
6. structure visual, audio and text elements to create a product for a film competition.

**Note:** Objectives 1, 2, 5, 7, 8 and 9 are not assessed in this instrument.

<b>Subject</b>	Film, Television & New Media
<b>Technique</b>	Foundation project
<b>Unit</b>	1: Foundation
<b>Topic</b>	—

<b>Conditions</b>			
<b>Duration</b>	—		
<b>Mode</b>	Multimodal	<b>Length</b>	45 seconds to 5 minutes
<b>Individual/group</b>	Individual	<b>Other</b>	Written treatment 800–1000 words Storyboard 12–24 frames
<b>Resources available</b>	Editing software Film-making hardware		
<b>Context</b>			
The Australian Centre of the Moving Image (ACMI) hosts the <i>Screen It</i> film competition, an annual moving image competition for primary and secondary students, which helps to promote artistry, screen literacy and storytelling. The theme for this year's competition is 'Time'.			
<b>Task</b>			
You must design and produce a film for the live action film category of the <i>Screen It</i> film competition held by ACMI. You must include a treatment that outlines how technical and symbolic codes will be used, construct a 12–24 shot storyboard to communicate the narrative idea and then produce a 45-second to 5-minute moving-image media product for the competition.			
<b>To complete this task, you must:</b>			
<ul style="list-style-type: none"> <li>• <b>construct</b> a treatment using the accepted conventions to communicate the narrative idea</li> <li>• <b>apply</b> relevant terminology and written language conventions in the treatment</li> <li>• <b>structure</b> visual, audio and text elements to create a moving-image media product for the film competition.</li> </ul>			
<b>Stimulus</b>			
—			
<b>Checkpoints</b>			
<input type="checkbox"/> 6 hours: Treatment draft			
<input type="checkbox"/> 6 hours: Storyboard draft			
<input type="checkbox"/> 12 hours: Rushes check and authentication			
<input type="checkbox"/> 18 hours: Final project submission			

## Feedback

### Authentication strategies

- The teacher will provide class time for task completion.
- Students will provide documentation of their progress.
- Students must submit a declaration of authenticity.

### Scaffolding

- Review the *Screen It* resources at [www.acmi.net.au/education/online-learning/screen-it-resources](http://www.acmi.net.au/education/online-learning/screen-it-resources).
- Review previous themes and entries at <https://2015.acmi.net.au/education/student-programs/screen-it/>.
- Consider how you will communicate your idea and how it will be filmed, including technical considerations such as location, soundtrack, lighting and props.
- Consider how best you will symbolise your ideas in a storyboard.
- Consider risks and hazards before commencing production.
- Consider copyright implications of any source material you intend to use, such as images, music and sound.