Film, Television & New Media 2019 v1.2

Unit 2 sample assessment instrument

August 2018

Genre 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:

2. symbolise conceptual ideas through descriptions of technical and symbolic codes in a genre project treatment

4. apply relevant terminology and written language conventions in a treatment

7. experiment with moving-image media languages and generic conventions outlined in a reflective statement

9. synthesise moving-image media elements to make a moving-image media sequence in a specified genre.

Note: Objectives 1, 3, 5, 6 and 8 are not assessed in this instrument.

Subject	Film, Television & New Media
Technique	Genre project
Unit	2: Story forms
Topic	—

Conditions			
Duration	—		
Mode	Multimodal	**Length**	Individual production of 2–5 minutes
Individual/ group	Individual	**Other**	Treatment of 800–1000 words Reflective statement of 200–400 words • Submission – pdf of treatment and reflective statement – .mov, .mp4 or .avi for dynamic files
Resources available	Editing software Filmmaking hardware		

Context

Genre Shorts is a production company calling for submissions of short narrative genre productions, either as a complete story or a section of a story. The productions must work within the accepted codes and conventions of existing narrative genres and target an intended audience of 18 to 30-year-olds. To be successful, productions require a tight narrative structure, rising dramatic tension, strong character creation and attention to the codes and conventions of the chosen genre.

Task

Write a treatment for a narrative moving-image media product in a chosen genre to structure the story. You must then make the narrative production based on this treatment. To accompany this, write a reflective statement, outlining how you have experimented with story form and representations.

To complete this task, you must:

- **symbolise** conceptual ideas through descriptions of technical and symbolic codes in a genre project treatment
- **apply** relevant terminology and written language conventions in a treatment
- **experiment** with moving-image media languages and generic conventions outlined in a reflective statement
- **synthesise** moving-image media elements to make a moving-image media sequence in a specified genre.

Stimulus

—

Checkpoints
☐   6 hours: Treatment draft
☐   12 hours: Rushes check and authentication
☐   15 hours: Reflective statement draft
☐   18 hours: Final project submission

Feedback

Authentication strategies

- The teacher will provide class time for task completion.

- Students will provide documentation of their progress at indicated checkpoints.

- Students must submit a declaration of authenticity.

Scaffolding

- Develop a story idea suitable for the intended audience.
- Consider the codes and conventions of your nominated narrative genre to structure the story.
- Consider the narrative arc of your screenplay.
- Consider how you have experimented with representations in a reflective statement.