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| Media Arts in Practice 2024 v1.0  [#]1: Project — [topic] Workshop sample assessment template 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 Applied subject, based on the learning and assessment described in the syllabus.  To use this template, teachers should:   * + customise the school information section and subject details, delete the QCAA logo, and replace ‘Queensland Curriculum and Assessment Authority’ with the school name in all footers   + complete the unit and module section using information from the syllabus   + consider the conditions prescribed in the syllabus when completing the conditions section   + construct assessment items in the provided fields. Refer to the guidance provided in yellow in the template. This guidance refers to content to be entered   + include stimulus items within the template or attached separately, as appropriate   + refer to the Assessment techniques section of the syllabus for further information about subject-specific specifications, e.g. whether all objectives need to be assessed   + remove the text in blue from the assessment instrument when it is completed. The text in blue provides formatting tips and instructions to writers.  |  |  | | --- | --- | | **Student name** |  | | **Student number** |  | | **Teacher** |  | | **Issued** |  | | **Due date** |  |   **Overall result**   | Result | | | | | Comment | | --- | --- | --- | --- | --- | --- | | **A** | **B** | **C** | **D** | **E** |  | |

## Conditions

Copy and paste the technique, unit, duration and response requirements directly from the syllabus. Identify if it will be a group or individual task. Add other resource information as needed or delete these fields as needed.

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| **Technique** | [Insert collection of work, investigation, performance, practical demonstration, product, project] |
| **Unit** | [Insert the unit number and name, i.e. Unit 2: Domestic building] |
| **Response requirements** | [Specify whether the response is written, spoken and/or multimodal and/or the number of words, minutes, pages and/or slides.] |
| **Individual/group** | [Specify whether individual or group work is required.] |
| **Other** | [Identify here if there is stimulus to be used, access to technology, use of notes, audience, genre, word length etc. Add a row for each instruction.] |
| **Resources** | [Specify access to resources.] |

## Context

Suggested items to include are:

* + purpose of the task
  + information about the audience
  + relevance of the instrument to the unit of work
  + description of the problem or scenario that students will address when completing the task
  + delete if the context is not needed in your subject.

## Task

Add task, i.e. copy and paste the task information from the relevant unit and then contextualise it to align to your school and student needs.

## Specifications

Copy and paste the specifications directly from the syllabus. You can then contextualise this further to align to the specific task you have developed.

This task requires students to:

## Stimulus

Add further stimulus information here as required. Use appropriate titles and sub-titles as necessary.

If it is impractical to include the actual stimulus material, describe what stimulus or type of stimulus is required to complete this task.

## Checkpoints

Insert or delete due dates and sign-off as required. Insert a maximum of five checkpoints.

[Term [X] Week [x]/Date]: Identify checkpoint action.]

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[Term [X] Week [x]/Date]: Identify checkpoint action.]

## Authentication strategies

Select at least one strategy from the following list. Delete strategies not required.

* The teacher will provide class time for task completion.
* Students will produce sections of the final response under supervised conditions.
* Students will each produce a unique response by … [Identify how this is achieved, e.g. selecting a unique topic or a topic with teacher-defined limits to how many students may select that particular topic, using individualised datasets, collecting data as a group but producing individual reports … ]
* Students will provide documentation of their progress [at indicated checkpoints, if checkpoints are provided].
* The teacher will collect copies of the student response and monitor at key junctures.
* The teacher will collect and annotate drafts.
* The teacher will conduct interviews or consultations with each student as they develop the response.
* Students will use plagiarism-detection software at submission of the response.
* Students must acknowledge all sources.
* Students must submit a declaration of authenticity.
* Students will produce summaries during the response preparation.
* The teacher will conduct interviews after submission to clarify or explore aspects of the response.
* The teacher will compare the responses of students who have worked together in groups.
* The teacher will ensure class cross-marking occurs.

## Scaffolding

* + Delete this heading and section if no scaffolding will be used.

[Scaffolding should describe specific processes that must be used, or expectations for the presentation of the student response, e.g. information about the report format to be used, expected referencing or citation conventions, or the inquiry or problem-solving model that must be used.]

## Instrument-specific standards (A1): Project — Personal viewpoints

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| --- | --- | --- | --- | --- |
| Use media arts practices | Plan media artworks | Communicate ideas | Evaluate media artworks | Grade |
| The student work has the following characteristics: | | | | |
| * use of media technologies and media techniques that demonstrates self-direction and competency | * planning that reveals strategic and self-directed artistic intentions | * communication of ideas through self-directed features that enhance ideas | * evaluation that reveals the interrelationship between purpose and context to inform practice | **A** |
| * use of media technologies and media techniques that demonstrates informed selection | * planning that reveals clear and logical choices | * communication of ideas that emphasises a personal viewpoint | * evaluation that shows well-reasoned justification of features to align to purpose and context | **B** |
| * use of media technologies and media techniques to make a design product about a societal issue | * planning for a media artwork that expresses a personal viewpoint about a societal issue | * communication of ideas that represent a personal viewpoint about a societal issue | * evaluation of personal viewpoint of a societal issue in a design product, using appropriate media arts terminology and language conventions | **C** |
| * experiments with technology or technique | * planning that links to ideas about a societal issue | * communication of ideas that links to a societal issue | * statements of opinion linked to a societal issue | **D** |
| * evidence of a design mode. | * documentation of ideas. | * communication of ideas. | * documentation of thoughts. | **E** |

## Instrument-specific standards (B1): Project — Representations

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| --- | --- | --- | --- | --- |
| Use media arts practices | Plan media artworks | Communicate ideas | Evaluate media artworks | Grade |
| The student work has the following characteristics: | | | | |
| * use of media technologies and media techniques demonstrating self-direction and competency | * planning that reveals strategic and self-directed artistic intentions | * communication of ideas through self-directed features that enhance ideas | * evaluation that reveals the interrelationship between purpose and context to inform practice | **A** |
| * use of media technologies and media techniques demonstrating informed selection | * planning that reveals clear and logical choices | * communication of ideas that emphasises representations | * evaluation shows well-reasoned justification of features to align to purpose and context | **B** |
| * use of media technologies and media techniques to make a design product for a chosen social media or gaming platform | * planning for a media artwork for a social media or gaming platform that includes representations | * communication of ideas about representations through a design product | * evaluation of choices in social media or gaming platforms, using appropriate media arts terminology and language conventions | **C** |
| * experiments with technology or technique | * planning that links to ideas about representations | * communication of ideas that links to representations | * statements of opinion linked to representations | **D** |
| * evidence of a design mode. | * documentation of ideas. | * communication of ideas. | * documentation of thoughts. | **E** |

## Instrument-specific standards (C1): Project — Community

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Use media arts practices | Plan media artworks | Communicate ideas | Evaluate media artworks | Grade |
| The student work has the following characteristics: | | | | |
| * use of media technologies and media techniques demonstrating self-direction and competency | * planning that reveals strategic and self-directed artistic intentions | * communication of ideas through self-directed features that enhance ideas | * evaluation that reveals the interrelationship between purpose and context to inform practice | **A** |
| * use of media technologies and media techniques demonstrating informed selection | * planning that reveals clear and logical choices | * communication of ideas that emphasise a community message or story | * evaluation shows well-reasoned justification of features to align to purpose and context | **B** |
| * use of media technologies and media techniques to make a design product relating to community | * planning for a media artwork that celebrates or advocates for a chosen community or informs audiences about community | * communication of ideas about a person, event, issue or other aspect in a community through a design product | * evaluation of choices in a design product to communicate about a community, using appropriate media arts terminology and language conventions | **C** |
| * experiments with technology or technique | * planning that links to ideas about a community | * communication of ideas that link to a community | * statements of opinion linked to a community | **D** |
| * evidence of a design mode. | * documentation of ideas. | * communication of ideas. | * documentation of thoughts. | **E** |

## Instrument-specific standards (D1): Project — Persuasion

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| --- | --- | --- | --- | --- |
| Use media arts practices | Plan media artworks | Communicate ideas | Evaluate media artworks | Grade |
| The student work has the following characteristics: | | | | |
| * use of media technologies and media techniques demonstrating self-direction and competency | * planning that reveals strategic and self-directed artistic intentions | * communication of ideas through self-directed features that enhance ideas | * evaluation that reveals the interrelationship between purpose and context to inform practice | **A** |
| * use of media technologies and media techniques demonstrating informed selection | * planning that reveals clear and logical choices | * communication of ideas through well-selected features that target a specific audience | * evaluation shows well-reasoned justification of features to align to purpose and context | **B** |
| * use of media technologies and media techniques to make a design pitch | * planning for a media artwork that follows marketing styles or trends for an identified purpose | * communication of ideas in a persuasive design pitch | * evaluation of a persuasive design pitch, using appropriate media arts terminology and language conventions | **C** |
| * experiments with technology or technique | * planning that links to ideas about purpose or context | * communication of ideas that link to a specific audience | * statements of opinion linked to a specific audience | **D** |
| * evidence of a design mode. | * documentation of ideas. | * communication of ideas. | * documentation of thoughts. | **E** |

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