



THE ARTS

WORKING DRAFT

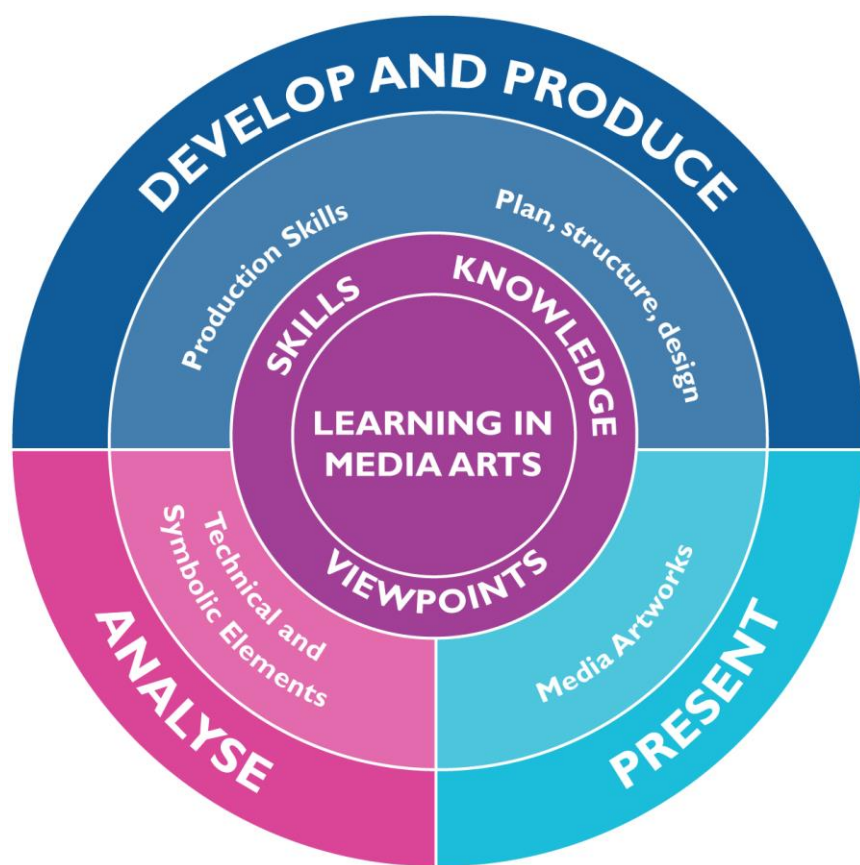
DEPARTMENT OF
EDUCATION
learners first

YEARS 7–8 MEDIA ARTS PLANNING GUIDE

ACHIEVEMENT STANDARD

Understanding Dimension: By the end of Year 8, students identify and analyse how representations of social values and points of view are portrayed in the media artworks they make, distribute and view. They evaluate how they and other makers and users of media artworks from different cultures, times and places use genre and media conventions and technical and symbolic elements to make meaning. They identify and analyse the social and ethical responsibility of the makers and users of media artworks.

Skills Dimension: Students produce representations of social values and points of view in media artworks for particular audiences and contexts. They use genre and media conventions and shape technical and symbolic elements for specific purposes and meaning. They collaborate with others in design and production processes, and control equipment and technologies to achieve their intentions.



Suggested emphasis of content and focus in Years 7–8 acknowledging that all elements are interrelated

POSSIBLE QUESTIONS TO EXPLORE

- » How is your choice of the technical and symbolic elements of media artworks influenced by your purpose, intended meaning and audience?
- » How might you plan, structure and design media artworks to engage an audience?
- » In what ways do ethical considerations effect the presentation of media artworks?
- » How might story, genre, values and an audiences points of view influence the way in which the technical and symbolic elements are used in media artworks?
- » How might the specific features and purposes of media artworks from contemporary and past times enable you to explore viewpoints and enrich your media arts making?

BIG IDEAS AND KEY UNDERSTANDINGS

The key concepts of Media Arts – media languages, technologies, institutions, audiences and constructed representations of the world, the elements of media arts and application of story principles are used to communicate and express meaning through a range of print, audio, screen based or hybrid art forms.

DEVELOP AND PRODUCE

- » Media representations show familiar or shared social and cultural values and beliefs, including those of Aboriginal and Torres Strait Islander Peoples
- » Media production skills are used to shape the technical and symbolic elements of images, sounds and text for a specific purpose and meaning
- » By experimenting with the organisation of ideas to structure stories involves use of media conventions and genres

PRESENT

- » Presenting media artworks for different community and institutional contexts require consideration of ethical and regulatory issues

ANALYSE

- » Analysing of how technical and symbolic elements are used in media artworks to create representations influenced by story, genre, values and points of view of audiences enables artists to refine their own artworks
- » Artists can explore viewpoints and enrich personal art making by identifying and connecting specific features and purposes of media artworks from contemporary and past times starting with Australian artworks including those of Aboriginal and Torres Strait Islander media artworks artists



The General Capabilities and Cross Curriculum Priorities add depth and richness to learning and need to be considered where they are most relevant when planning for learning.

For full details go to australiancurriculum.edu.au

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