



Media Arts Year 5/6 Semester 2 Outline 2017

Description

Students have the opportunity to engage with PCs, Mac computers and Adobe CC software to create digital images and basic animations. They learn about how points of view, ideas or stories can be represented in media artworks.

Student Feedback and Assessment: Students' knowledge, understanding and skills will be continually assessed and demonstrated through a range of tasks and regularly reflected on throughout the semester during class.

Australian Curriculum Outcomes for the course are based on the following:

Responding:

- Explain how points of view, ideas and stories are shaped and portrayed in media artworks they make, share and view.
- Explain the purposes and audiences for media artworks made in different cultures, times and places.

Making:

- Work collaboratively using technologies to make media artworks for specific audiences and purposes
- Use story principles to shape points of view and genre conventions, movement and lighting.

Outcomes	Content	Skills and Knowledge	Feedback/Assessment
<i>Responding</i>	Answering what is the maker's intention in a selected media artwork and examining how that intention is conveyed.	<ul style="list-style-type: none"> • Compositional and symbolic conventions for photography / movies making • Technical and symbolic elements • Historical, social, or cultural context • Communication of understanding 	<ul style="list-style-type: none"> • Written statement • Test
<i>Making</i>	Using Photoshop CC, create manipulated images and animated gifs based on a specified theme or subject	<ul style="list-style-type: none"> • Computer interface (PC and Mac) • File management • Image capture and downloading • Image file types • Photoshop: • Image adjustments • Setting up documents • Layers • Adjustment layers • Blend modes • Selections 	<ul style="list-style-type: none"> • Checklist • Rubric with comment for completed files

Achievement Standards covered from Australian Curriculum:

By the end of Year 6, students explain how points of view, ideas and stories are shaped and portrayed in media artworks they make, share and view. They explain the purposes and audiences for media artworks made in different cultures, times and places.

Students work collaboratively using technologies to make media artworks for specific audiences and purposes using story principles to shape points of view and genre conventions, movement and lighting.

Contact Details: If you would like to contact me regarding this unit or if you have questions during the semester please call on 61422200 or email me at: alan.harding@ed.act.edu.au