



Highfields State
Secondary College

Semester 1 Course Overview

Faculty: The Arts
Subject: Media Arts
Year level: 8

Achievement Standard:

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 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.

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

Term 1 or 2 2022

Unit 1: 24 Frames per Second

This unit focuses on the history, development, codes and conventions of animated media, focusing particularly on the stop-motion form of animation. Students will establish a fundamental of making and responding within Media Arts. Students explore technical and symbolic codes and conventions within different forms of animated media, and develop and refine their use of these codes when producing animated media for an audience of same-age peers. Students build on their understanding of narrative structure, character, settings and genre conventions in media artworks, allowing them to plan, structure and design media artworks to engage audiences. Students understand and use time, space, sound, movement, lighting and technologies to experiment with ideas to create points of view in stop-motion media artworks. Students learn that over time there has been furthered development of different traditional and contemporary styles, technologies, institutions and languages of animation. Students view animated works a variety of times and cultures, beginning with Australian and Indigenous Australian works, before viewing products from Asia and Europe. In doing this, students consider social, cultural and historical influences upon animated media texts and how they have effected various social and cultural representations. Students develop and refine their own understanding of the established behaviours of media production and ethical practices necessary to appropriately use technology. Students analyse and evaluate how technical and symbolic elements are used within animated media artworks to create representations and communicate points of view and social and ethical issues to specific audiences.

Key Learning:

THEORETICAL:

- Identifying and analysing of how the codes and conventions of animated media can be manipulated to communicate points of view and create representations
- Identifying and analysing how mise-en-scene contributes to a narrative and creates representations in animated media
- Understanding how fundamental technical aspects of media production, such as shot types, angles and camera movement, can be used for specific purposes and effects
- Evaluating the success of production practices in producing a short stop-motion animation which communicates a narrative

PRACTICAL:

- Manipulating basic filmmaking technology to communicate a narrative
- Constructing a set which manipulates mise-en-scene to create representations of time, space or character
- Using iPad technology to practice using the rule of thirds when taking photos to represent a mood or theme
- Using editing technologies to sequence and distribute an original stop-motion animation
- Using LED lighting technologies to develop a mood
- Using USB-microphones and basic editing software to record non-diegetic and diegetic sound, including a Foley soundscape, narration, voiceovers and a soundtrack for an original stop-motion animation

Assessment:

Task 1	Task 2
Responding	Making
Written exam	Stop-motion production
70 mins Individual 300-400 words (Short response and extended response questions)	Collaborative Minimum 30-second production
R1, R2	M1, M2, M3, M4