Lanyon High School

Media

Curriculum	Achievement standard	By the end of Year 7, 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. 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.

Teaching and learning	Term overview	Semester
		Unit Overview In Media, students learn about what drives the digital design processes and styles based on contemporary design practices. Students are guided through a series of activities to help develop techniques and skills. The theoretical component of the course will provide the opportunity for students to understand the importance of how other designers communicate ideas and concepts in their design. Students will draw inspiration from a variety of different contemporary designers, cultures and places. **The unit will provide opportunities for students to:** ● Work independently and develop the skills to evaluate media and designs ● Develop media design knowledge and understanding about design practices and skills ● Express their personalised ideas and innovation to create, design as well as to give and respond to constructive feedback ● Build and develop skills through a range of techniques, process and digital technologies ● Share work and ideas with an audience by building a portfolio of their digital artworks, emphasizing the importance of presentation, organization, and self-reflection in showcasing their creative growth and achievements. **Understandings and skills** ● Understand how Media Art is a reflection of contemporary culture in society ● Apply the concepts in Principles of Designs - Balance, Rhythm, Repetition, Harmony, Movement ● Analysis of Character Design ● Creating and editing visual images using digital technology - Google Drawing, Pixel Art, Piskel Art ● Purposeful creation of media for a specific audience
	Cross curriculum priorities and General capabilities	Literacy Numeracy ICT capability Critical and creative thinking Ethical behaviour Personal and social capability Intercultural understanding Aboriginal and Torres Strait Islander histories and cultures Asia and Australia's engagement with Asia Sustainability

Assessment	Evidence types Teachers will make judgements and provide feedback throughout the semester	Teachers make judgments about evidence of student learning against the Australian Curriculum achievement standard. During moderation processes, teachers engage in professional conversations to share their observations and judgments about evidence in student work. Schools and school clusters conduct moderation to improve the consistency, comparability and defensibility of teacher judgments, to ensure teacher judgments are as valid, reliable and fair as possible.
		Students will be continually assessed throughout the semester on a variety of classwork and project based tasks including: - Digital Portfolio and presentation - Media and Design Analysis - Computer and software Skills - Independent and Group Projects