Media Arts scope and sequence: Foundation to Level 10

| **Foundation** | **Levels 1 and 2** | **Levels 3 and 4** | **Levels 5 and 6** | **Levels 7 and 8** | **Levels 9 and 10** |
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| Achievement standard | | | | | |
| By the end of Foundation, students describe experiences, observations, ideas and feelings about media arts works they encounter at school, home and in the community. Students develop an understanding of media arts processes. They use play, imagination and experimentation with media arts processes to create media arts works. Students make and share media arts works to communicate their experiences and ideas. | By the end of Level 2, students identify where they experience media arts. They describe where, when, why and how people across cultures, times, places and/or other contexts experience media arts. Students experiment with media production processes. They use media arts languages and technologies to construct representations in media arts works. Students share their work with audiences in informal settings. | By the end of Level 4, students identify and describe the media languages and media technologies used to construct representations in media arts works they experience and/or produce. They recall where, when, why and how media arts works are created and distributed across cultures, times, places and other contexts, including the work of Aboriginal and Torres Strait Islander Peoples.  Students explore and experiment with media arts production processes and technologies. They use media languages, technologies and production processes to communicate ideas, perspectives and meaning in media arts works. Students share their work in informal and formal settings with different audiences using responsible media practice. | By the end of Level 6, students explain how media languages and media technologies are used in media arts works they construct and experience. They describe how media arts works are created across cultures, times, places and other contexts to communicate ideas, perspectives and meaning. They identify how media arts are used to continue and revitalise cultures, including the work of Aboriginal and Torres Strait Islander Peoples.  Students develop ideas in media arts works using media languages and production processes. They select and use media languages, media technologies and production processes to construct representations in media arts works for specific purposes and audiences. Students present their work in informal and formal settings for different audiences using responsible media practice. | By the end of Level 8, students analyse the use of media arts concepts in media arts works they produce and experience. They describe ways in which media arts concepts in media arts works from across cultures, times, places and other contexts communicate ideas, perspectives and meaning, including the works of Aboriginal and Torres Strait Islander Peoples. They identify and describe how and why respectful approaches are used in creating and responding to media arts works.  Students select and manipulate media languages, technologies and production processes to construct representations. They document and reflect on their media arts practice and use media arts terminology. They create and produce media arts works using media languages, media technologies and production processes that communicate ideas, perspectives and meaning. They plan and present where and how they could distribute their media arts works to engage specific audiences using responsible media practices. | By the end of Level 10, students analyse and evaluate how and why media arts concepts are manipulated to construct representations in media arts works they produce and experience. They evaluate how and why media artists across cultures, times, places and/or other contexts use media arts concepts to represent and/or challenge ideas, perspectives and/or meaning, including the practices of Aboriginal and Torres Strait Islander creators and producers. They evaluate how media arts are used to celebrate and challenge perspectives of Australian identity, including the media arts works of Aboriginal and Torres Strait Islander Peoples.  Students use media arts concepts to construct representations and communicate ideas, perspectives and meaning. They document, reflect on and annotate their use of media languages and production processes. They use media languages, media technologies and production processes to create and produce media arts works in selected genres, styles and/or forms for specific audiences. They use media languages, media technologies and production processes to produce media arts works that communicate ideas, perspectives and meaning for specific audiences. They present and plan where and how they could distribute their work, considering audience engagement in a range of contexts. |
| Content descriptions | | | | | |
| Strand: Exploring | | | | | |
| *Students learn to:* | | | | | |
| explore how and why media arts are important for people and communities  VC2AMAFE01 | explore where, when, why and how people across cultures, times, places and other contexts experience media arts, including examples of media arts by Aboriginal and Torres Strait Islander Peoples  VC2AMA2E01 | explore where, when, why and how media arts are created and distributed across cultures, times, places and other contexts  VC2AMA4E01 | explore ways that media languages and media technologies are used to communicate ideas, perspectives and meaning in media arts practices across cultures, times, places and other contexts, including from Aboriginal and Torres Strait Islander Peoples  VC2AMA6E01 | investigate the ways that media arts concepts are used in media arts works to communicate ideas, perspectives and meaning across cultures, times, places and other contexts  VC2AMA8E01 | investigate the ways that media artists across cultures, times, places and other contexts use media arts concepts to construct representations in media arts works to communicate and challenge ideas, perspectives and meaning  VC2AMA10E01 |
| explore ideas in media arts works through play and media arts processes  VC2AMAFE02 |  | explore how Aboriginal and Torres Strait Islander Peoples use media arts to communicate their connection to and responsibility for Country and Place  VC2AMA4E02 | explore ways Aboriginal and Torres Strait Islander Peoples use media arts to continue and revitalise cultures  VC2AMA6E02 | explore the diversity of media arts works created by Aboriginal and Torres Strait Islander Peoples and culturally responsive approaches to creating media arts works, including Indigenous Cultural and Intellectual Property rights  VC2AMA8E02 | investigate the ways media artists, including Aboriginal and Torres Strait Islander Peoples, celebrate and challenge multiple perspectives of Australian identity through creation and production of media arts works  VC2AMA10E02 |
| Strand: Developing Practices | | | | | |
| *Students learn to:* | | | | | |
| use play, imagination, experimentation and processes to discover possibilities and develop ideas  VC2AMAFD01 | explore ways of using media technologies to capture and organise images, sounds, text and/or interactive elements  VC2AMA2D01 | develop media production skills by exploring ways of shaping ideas using media languages and technologies, including images, sounds, text and/or interactive elements  VC2AMA4D01 | develop media production skills through manipulation of media languages and media technologies including images, sounds, texts and/or interactive elements  VC2AMA6D01 | develop media production skills throughout the production process to construct representations using media languages and media technologies  VC2AMA8D01 | experiment with media processes and skills, media language and media technologies throughout the production process to construct representations that reflect ideas, perspectives and meaning  VC2AMA10D01 |
|  |  |  |  | reflect on, analyse and document their own and others’ media arts works and practices to inform decisions they make during the production process  VC2AMA8D02 | reflect on, analyse, evaluate and document their own or others’ media arts works and/or practices to refine and inform choices they make throughout the production process  VC2AMA10D02 |
| Strand: Creating | | | | | |
| *Students learn to:* | | | | | |
| use processes and materials to create media arts works that communicate ideas and explore meaning  VC2AMAFC01 | use media languages and media technologies to construct representations  VC2AMA2C01 | use media arts language, production processes and technologies to construct representations that communicate ideas, perspectives and meaning  VC2AMA4C01 | use media languages, media technologies and production processes to construct media arts works that communicate ideas, perspectives and meaning for specific audiences  VC2AMA6C01 | design and structure media arts works to communicate ideas, perspectives and meaning to an intended audience  VC2AMA8C01 | design and structure media arts works that communicate ideas, perspectives and meaning  VC2AMA10C01 |
|  |  |  |  | apply production processes and use media arts concepts to construct representations and produce media arts works that communicate ideas, perspectives and meaning for specific audiences  VC2AMA8C02 | select and apply production processes and use media arts concepts to construct representations and produce media arts works that communicate ideas, perspectives and meaning to an intended audience  VC2AMA10C02 |
| Strand: Presenting | | | | | |
| *Students learn to:* | | | | | |
| share their media arts works with audiences  VC2AMAFP01 | share media arts works with audiences in informal settings  VC2AMA2P01 | share media arts works in formal and informal settings considering responsible media practice  VC2AMA4P01 | select and present media arts works for specific audiences in informal and formal settings using responsible media practice  VC2AMA6P01 | refine and present media arts works, considering the conventions of the genre, audience engagement and context  VC2AMA8P01 | critique and evaluate the presentation of media arts works in different contexts, genres and styles for specific audiences to inform the presentation of their own media arts works  VC2AMA10P01 |