



Western Australian Curriculum

The Arts | Media Arts

Scope and sequence of the mandated curriculum content

Pre-primary–Year 10

Revised curriculum | For familiarisation in 2026

Acknowledgement of Country

Kaya. The School Curriculum and Standards Authority (the Authority) acknowledges that our offices are on Whadjuk Noongar boodjar and that we deliver our services on the country of many traditional custodians and language groups throughout Western Australia. The Authority acknowledges the traditional custodians throughout Western Australia and their continuing connection to land, waters and community. We offer our respect to Elders past and present.

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Overview

The current Western Australian Curriculum: The Arts was adopted and adapted from the Australian Curriculum version 8.4.

Western Australia provided feedback to the Australian Curriculum, Assessment and Reporting Authority (ACARA) during the consultation for the Australian Curriculum during 2021–2022. Teachers then advised a preference for the existing Western Australian curriculum, especially the inclusion of examples.

The revised Western Australian Curriculum: The Arts, Media Arts has been adapted from the Australian Curriculum version 9.

Guide to reading this document

The Scope and sequence Western Australian Curriculum: The Arts, Media Arts, shows the proposed content across the years of schooling from Pre-primary to Year 10.

The Scope and sequence for The Arts shows the **mandated** curriculum for teaching, written as **content descriptions** across year levels so that a sequence of content can be viewed across the years of schooling from Pre-primary to Year 10.

The Arts learning area consists of five subjects: Dance, Drama, Media Arts, Music and Visual Arts. All students will study at least two of the five Arts subjects (including at least one performance arts subject [Dance, Drama or Music] and one visual arts subject [Media Arts or Visual Arts]) from Pre-primary to the end of Year 8. It is desirable that schools provide students with the opportunity to engage with all five Arts subjects across Pre-primary to Year 10. In Years 9 and 10, the study of The Arts is optional.

The Arts				
Performance arts			Visual arts	
Dance	Drama	Music	Media Arts	Visual Arts
Explore	Explore	Explore	Explore	Explore
Create	Create	Create	Develop	Develop
Perform	Perform	Perform	Create	Create

The Western Australian Curriculum: The Arts, Media Arts should be taught in an integrated way across the three subject strands of Explore, Develop and Create. The subject strands in Media Arts are organisers, ensuring content is progressive and developmental in the planning, teaching and learning of content from Pre-primary to Year 10.

The content descriptions in the **Explore** strand encourage students' understanding of how media work communicates ideas, feelings, perspectives and values. Students explore how media representations are shaped by different contexts, and learn to evaluate how media codes and conventions, narrative and representations shape meaning and influence audiences. This strand supports students' development of media literacy as they learn to analyse media work using media terminology, with consideration of industry and institutions.

The content descriptions in the **Develop** strand is about learning, building and reflecting on production skills and processes. Students experiment with, and practice using, media codes and conventions to consider how these impact the construction of genre, narrative, meaning and the development of representations and points of view. This strand supports students' growing control over media technologies, tools and processes, and strengthens their ability to work collaboratively and ethically.

The content descriptions in the **Create** strand focus on applying media production knowledge and skills to create and share media work with audiences. Students use production and post-production processes to purposefully shape and refine content, considering narrative, style, genre, audience and representation. They also practise responsible media use, including consent, copyright, and ethical decision-making when presenting work in digital and physical settings. This strand supports collaboration and creativity in the construction of media work in production teams.

Pre-primary–Year 6

Strand: Explore

Pre-primary	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Media work represents real and imagined experiences through images, sounds or symbols	Images and sounds can be selected and arranged to communicate feelings, ideas and experiences	Images and sounds can be combined and sequenced to represent an event, feeling or simple story	Media work uses sequenced images, audio and text to represent characters, settings and ideas	Narrative structures are used to tell a story or convey a message with a beginning, middle and end	Narrative structures and media conventions communicate ideas and points of view for specific audiences	Narrative structures and media conventions are used to shape meaning, convey point of view and influence audience perception
Exploration of media work from different cultures or places	Media work from different cultures, times or places represent people, places and ideas	Media work from different cultures, times or places communicate stories and ideas	Media work from different cultures, times or places express cultural identity, community and connection to place	Media work from different cultures, times or places represent ideas and reflect cultural values	Media work from different cultures, times or places communicate contemporary and historical perspectives	Media work from different cultures, times or places reflect, challenge and shape social and cultural values
Responses to media work that express likes, dislikes and/or personal connections	Responses to media work that express personal preferences and provide a reason	Responses that identify familiar features, such as characters, settings, sounds and stories, in	Responses to the use of codes and conventions in their own and others' media work, using media terminology	Responses that involve identifying and reflecting on how codes and conventions make meaning and	Responses that involve identifying and describing how codes and conventions are used to	Responses that involve identifying and describing how codes and conventions are used to shape

Pre-primary	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		media work they have viewed and/or produced		engage audiences, using media terminology	communicate meaning and create point of view, using media terminology	meaning and create point of view, using media terminology

Strand: Develop

Pre-primary	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore and experiment with the codes and conventions of media, including: - technical (capturing, selecting and arranging images) - symbolic (objects, colour)	Explore and experiment with the codes and conventions of media, including: - technical (capturing, selecting and arranging images) - symbolic (objects, colour) - audio (selecting/capturing sounds to create a mood or feeling; dynamics)	Explore and experiment with the codes and conventions of media, including: - technical (capturing, selecting and arranging images); camera shots (close-up, long-shot) - symbolic (objects, colour, setting) - audio (selecting/capturing sounds to	Explore and experiment with the codes and conventions of media, including: technical (capturing, sequencing and editing images to organise events in a story; camera shots (close-up, mid-shot, long-shot); camera angles (low-angle, high-angle, eye-level)	Explore and experiment with the codes and conventions of media, including: technical (capturing, sequencing and editing images to organise events in a story; camera shots (close-up, mid-shot, long-shot); camera angles (low-angle, high-angle, eye-level)	Explore and experiment with the codes and conventions of media, including: - technical (capturing, sequencing and editing of images; camera shots (close-up, mid-shot, long-shot); camera angles (low-angle, high angle, eye-level) - symbolic (using costumes and	Explore and experiment with the codes and conventions of media, including: technical (capturing, sequencing and editing images; camera shots (close-up, mid-shot, long-shot); camera angles (low-angle, high-angle, eye-level); camera movement (pan, tilt, zoom)

Pre-primary	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	written (adding text)	- create a mood or feeling; dynamics) - written (selecting, arranging and editing text)	- symbolic (objects, colour, setting, using costumes and props to represent familiar people as fictional characters) - audio (dynamics; music to convey mood; sound effects) - written (selecting, arranging and editing text to tell a clear story)	- symbolic (using costumes and props to represent fictional and/or non-fictional characters; manipulating familiar places to create fictional settings) - audio (dynamics; music to convey mood; sound effects) - written (selecting, arranging and editing text to enhance meaning)	- props to represent people as fictional and/or non-fictional characters; manipulating familiar places to create fictional settings; consideration of natural light to enhance a shot) - audio (dynamics; music to convey a mood; sound effects) - written (selecting text to strengthen meaning or create point of view)	- symbolic (using costumes and props to represent people as fictional and/or non-fictional characters; manipulating familiar places to create fictional settings; manipulating light to enhance a shot; using body language to create meaning) - audio (dynamics; music to convey mood; sound effects) - written (selecting text to strengthen a point of view and engage an audience)

Strand: Create

Pre-primary	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Create media work that represents personal experiences, familiar environments or imagined stories	Create media work that tells real or imagined stories about themselves, familiar people or places	Create media work that communicates a story or experience with an audience	Create media work that uses codes and conventions to enhance the story or message for an audience	Create media work that uses narrative structures to engage an audience	Create media work that communicates a point of view or message for a specific audience	Create media work that engages and influences an audience through purposeful storytelling
Use media technologies responsibly when creating media work	Use media technologies responsibly and consider respectful practices when creating media work	Use media content responsibly and demonstrate clear organisation of media files	Apply simple protocols for image and voice use, with awareness of privacy and consent	Follow protocols for permission and awareness of appropriate audience sharing	Responsible media practice, including consent and consideration of audience	Ethical and responsible choices, including permissions, attribution, and cultural protocols

Years 7–10

Strand: Explore

Year 7	Year 8	Year 9	Year 10
Media languages used in media work to create meaning	Media languages used in media work to create meaning including in narrative, genre and style	Media languages used in media work to manipulate meaning and convey point of view	Audience responses to the use of media languages in media work to manipulate meaning and convey point of view
The purpose and point of view of contemporary media work for intended audiences	The purpose, point of view and context of contemporary and historic media work for intended audiences	The purpose, point of view and context of Australian or international media work for intended audiences	The purpose, point of view and context of Australian and international media work for intended audiences
Representation in media work	Representation in media work and the values represented	Representation of ideas, issues, people or places in media work and the values represented or challenged	Representation of ideas, issues, people or places in media work across different contexts or cultures, and how values are represented, reinforced or challenged
Awareness of controls and constraints	How controls and constraints are managed or navigated during the production of media work	How controls and constraints impact the creation or distribution of media work	How controls and constraints within media industry organisations impact the creation or distribution of media work

Year 7	Year 8	Year 9	Year 10
Media technologies used to produce and consume media work	The impact of new technologies on the creation and viewing experience of media work	The impact of current trends and new media technologies in the production and consumption of media work	The impact of current trends and new media technologies in the production and consumption of media work compared to past times or different audience contexts

Strand: Develop

Year 7	Year 8	Year 9	Year 10
Experiment with codes and conventions	Experiment with codes and conventions to create representations	Experiment with codes and conventions to manipulate representations and convey point of view	Experiment with manipulating codes and conventions to determine the most effective representations or preferred meanings
Understand the use of pre-production documentation	Understand the use of pre-production documentation and the stages of the production process	Understand the purpose of pre-production documentation and its relationship to the stages of the production process	Understand the purpose of pre-production documentation and its impact on the success of the production process and media work
The development of ideas for media work, understanding how their intended audience influences the selection process	The development of ideas for media work, understanding how their intended audience influences the selection process	The development of ideas for media work, understanding how the intended audience influences the selection process and construction of meaning in planned media work	The development of ideas for media work, understanding how intended audience values influence the selection process and construction of meaning in planned media work

Year 7	Year 8	Year 9	Year 10
Practise fundamental technical skills using available media technologies to develop experience in capturing images, sound and/or footage	Practise technical skills using available media technologies, to build production techniques with growing confidence	Practise technical skills through the operation of available media technologies, to refine production techniques with increasing accuracy	Practise technical skills through the control of available media technologies, to enhance production techniques with advancing consistency
Team skills including specific production role responsibilities	Team skills including specific production role responsibilities and development of problem-solving skills	Team skills including specific production role responsibilities, production scheduling and development of problem-solving skills	Team skills including specific production role responsibilities, production scheduling and successful application of problem-solving skills

Strand: Create

Year 7	Year 8	Year 9	Year 10
Pre-production planning, feedback and reflection to create and review media work	Pre-production planning, feedback and reflection to create and review media work	Pre-production planning, feedback and reflection to create and evaluate media work	Pre-production planning, feedback and reflection to create and evaluate media work
Communicate meaning to an intended audience using media languages	Communicate meaning to an intended audience using media languages	Construct meaning and inform representations using selected media languages to appeal to an intended audience	Construct meaning and portray representations using selected media languages to influence an intended audience
Apply codes and conventions of narrative, genre or style when creating media work	Follow planning to apply codes and conventions of narrative, genre or style when creating media work	Follow planning to manipulate codes and conventions of narrative,	Follow planning to purposefully integrate codes and conventions to achieve specific narrative, genre or

Year 7	Year 8	Year 9	Year 10
		genre or style when creating media work	style choices when creating media work
Ethical and safe application of media technologies when creating media work	Ethical decision-making and safety when using media technologies during production and post-production processes	Ethical decision-making during production and post-production processes with awareness of responsible representation and messaging in media content	Ethical workflows in media production, acknowledging legal implications of media technologies, and following responsible media creation practices
		Follow safe production practices and protocols when using media technologies or content creation tools	Independent awareness of safety and risk management in media environments
Methods to consider when sharing created media work	Marketing or distribution methods for created media work	Marketing and distribution of created media work	Plan approaches for publicity, marketing or distribution of created media work