**Western Australian Curriculum**

The Arts | Media Arts

ABLE*WA* Stages A–D

**Content Descriptions, Elaborations and Achievement Standards**

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**Stage A | Content descriptions**

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| **Explore and represent ideas** | **Elaborations** |
| Experience characters and settings through stories in images, sounds and multimodal texts [(VCAMAE001)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-a/vcamae001) | * exposed to and co-actively using technologies associated with media art
* exposed to media art, images and sounds that represent their world
* exposed to the use of technologies to capture images or sounds, for example, use switch/button to activate media equipment
* co-actively use various multimedia equipment; tap a switch to take an image, record a sound
* assisting in composition by selecting images and/or sounds through reaction
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| **Media arts practices** | **Elaborations** |
| Experience media [technologies](https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/the-arts/arts-overview/glossary/technologies2) to [capture](https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/the-arts/arts-overview/glossary/capture) images and sounds for a story [(VCAMAM002)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-a/vcamam002) | * supported through a variety of learning experiences that encourage them to explore different ways of using media artworks, for example, taking samples of images, sounds they react to; integrating sounds and images of significant objects to represent their likes, reactions to the world around them
* exposed to the use of a digital camera to capture still or moving images, for example, using switch; clapping to activate and deactivate a camera; assisting to capture, view and react to images created using the effects of a camera application such as a photo booth
* experiencing computer software being used to create a photo story about themselves
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| **Present and perform** | **Elaborations** |
| Experience the presentation of media artworks [(VCAMAP003)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-a/vcamap003) | * assisting in the making and sharing of media artwork by reacting to images or sound to indicate a choice, attending for a short period of time to the construction process
* exposed to sounds and images and multimodal text
* experiencing the construction of media artworks
* exposed to the capture and selection of images being used to tell a recent event and present to others
* experiencing the producing and presenting of a media artwork for a particular purpose
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| **Respond and interpret** | **Elaborations** |
| React to stimuli in media artworks [(VCAMAR004)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-a/vcamar004) | * attending for a short period of time or reacting to media artwork
* responding to art experiences, for example, maintaining attention, visual tracking
* exposed to media artworks which reflect the local community, and which represent different stories, people, locations and purposes
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**Stage A | Achievement standard**

By the end of Stage A, students react to media artworks being made and viewed.

Students assist to make and share media artworks representing their life and preferences.

**Stage B | Content descriptions**

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| **Explore and represent ideas** | **Elaborations** |
| Respond to characters and settings through images, sounds and multimodal texts [(VCAMAE005)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-b/vcamae005) | * experiencing various media art experiences related to local stories and ideas
* experimenting with images, for example, assisting to capture images to be taken by a camera, or other device, to represent a day; assisting to retell a story of the school day by selecting and arranging images
* experiencing how objects and images can be linked to stories or songs as a way of representing the ideas in the song or story
* exploring composition by selecting and ordering images and/or sounds to assist in the creation of a media artwork or represent preferred stories or songs
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| **Media arts practices** | **Elaborations** |
| Use media [technologies](https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/the-arts/arts-overview/glossary/technologies2) to select images and sounds for a story [(VCAMAM006)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-b/vcamam006) | * experiencing and encouraged to react to the making and sharing of media artworks using story principles, sound and technologies
* co-actively exploring and use a camera or other photographic device
* experimenting with sound recording technology and found objects to create and record sound effects to support a photo story or represent their environment
* experiencing images that represent an object or place
* selecting and arranging images, sounds to represent an idea or story
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| **Present and perform** | **Elaborations** |
| Share media artworks that communicate ideas or familiar stories [(VCAMAP007)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-b/vcamap007) | * selecting and sharing class stories and presenting them to others
* indicating objects and items in artwork, e.g. house, mum
* using media tools to communicate observations, feeling or experience
* assisting in the collecting and sharing (with permission of the people involved) class stories and presenting them in various forms such as PowerPoint®, choice option page in Boardmaker® interactive or PowerPoint, school newsletter
* assisting in the creating of photo stories and seeking permission to share it with peers in another class
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| **Respond and interpret** | **Elaborations** |
| Respond to media artworks [(VCAMAR008)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-b/vcamar008) | * indicating what they liked in an artwork by pointing
* demonstrating artworks they like through repeated viewing and choice making, for example, selecting an image to indicate media artwork they want to view, picture/song they want/like
* exploring and responding to artworks as part of an audience for a short period of time
* experience media artworks at school and in the local community
* exploring features of media artworks by indicating elements they like, such as sound, image, colour
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**Stage B | Achievement standard**

By the end of Stage B, students indicate what they like and dislike about media artworks they make and view.

Students assist to make and share media artworks using [technologies](https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/the-arts/arts-overview/glossary/technologies2) and by selecting images and sounds to represent an idea or familiar story.

**Stage C | Content descriptions**

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| **Explore and represent ideas** | **Elaborations** |
| Explore different ways of representing characters and settings through images, sounds and multi-modal texts [(VCAMAE009)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-c/vcamae009) | * indicating the music and image they want in a photo story during a structured session
* using a photographic device to take a picture to represent a setting, character or story and use Photoshop® with assistance
* exploring sound to communicate ideas, for example, selecting a sound sample to accompany an image, making sound/music while watching a video and attaching sound to video
* exploring composition by selecting images and/or sounds to create the characters in well-known stories or songs or represent a well-known story or idea
* following rules to make multimodal text and use technologies safely
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| **Media arts practices** | **Elaborations** |
| Assist in the use of media [technologies](https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/the-arts/arts-overview/glossary/technologies2) to [capture](https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/the-arts/arts-overview/glossary/capture) images and sounds for a story [(VCAMAM010)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-c/vcamam010) | * expressing and communicating experiences, observations, ideas and feelings about themselves and their world through a variety of guided learning experiences that encourage them to select sounds, images and text for a purpose
* using media tools during sessions, for example, newspaper, photo booth, digital camera
* experimenting with and managing images, sounds and text, for example, reviewing, saving and presenting wanted work; and deleting unwanted work, for example, images, sounds
* reviewing and using recorded sound effects for a purpose, for example, to accompany an image or video
 |
| **Present and perform** | **Elaborations** |
| Present media artworks that communicate an idea or concept [(VCAMAP011)](https://k10outline.scsa.wa.edu.au/home/p-10-curriculum/codes/the-arts/media-arts/ablewa-stage-c/vcamap011) | * using software to create an artwork that expresses and communicates an experience in structured learning experiences
* talking about aspects of their work, by pointing to and naming some basic features of their own artworks to others
* sequencing images and text to create books that retell familiar events and traditional stories to share with the class
* producing and presenting a media artwork for a particular purpose, for example, creating an advertisement that recommends appropriate behaviour when using a tablet in a structured learning experience
 |
| **Respond and interpret** | **Elaborations** |
| Respond to media artworks by answering questions using one word responses or images [(VCAMAR012)](https://k10outline.scsa.wa.edu.au/home/p-10-curriculum/codes/the-arts/media-arts/ablewa-stage-c/vcamar012) | * responding to various media artworks and indicating if they liked or disliked it and indicating a reason why they liked it
* pointing to or naming some of the basic features of artwork to others
* talking about aspects of their own artworks
* identifying where they have experienced media artworks in their lives and communities, for example, a special event or place such as ANZAC day, art gallery
* identifying interests and preferences in media artworks they make and view
 |

**Stage C | Achievement standard**

By the end of Stage C, students communicate about media artworks they make and view, and why media artworks are made.

Students make media artworks that communicate a word or concept.

**Stage D | Content descriptions**

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| **Explore and represent ideas** | **Elaborations** |
| Explore ideas, characters and settings through stories in images, sounds and multimodal texts [(VCAMAE013)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-d/vcamae013) | * using a variety of media equipment to create a poster
* using a basic graphics software program to create visual and sound picture cards
* using a software program to create and present their own rhythmic composition or sound piece
* creating media artwork for a social purpose such as a local community event
* experimenting with images, for example, using images to represent an idea, location or event
* exploring composition by selecting images and/or sounds to create a representation of a well-known story or song, or character in well-known stories or songs
 |
| **Media arts practices** | **Elaborations** |
| Develop skills to use media technology to [capture](https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/the-arts/arts-overview/glossary/capture) images, sounds and text for a story [(VCAMAM014)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-d/vcamam014) | * using graphic programs with support
* exploring and using a variety of media technologies and learning how to use specific elements such as drawing, sound mixing, editing, effects
* experimenting with, and managing, a digital camera to capture still images, for example, reviewing captured images, zooming in and out
* beginning to use computer software to create a photo story using set rules and steps
 |
| **Present and perform** | **Elaborations** |
| Present media artworks that communicate a simple idea or story [(VCAMAP015)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-d/vcamap015) | * identifying the main features of a media artwork
* creating artworks to communicate ideas, concepts, feelings and/or experiences
* creating a visual and sound picture card or poster using graphic software with the intention to meet an audience need, for example retell a familiar story or event to share with the class
* exploring viewpoints – societies and cultures, for example, ‘what images will I use to tell my story, or represent an event?’
* collecting and sharing, with permission of the people involved, class stories and presenting them in the form of a class photo story or PowerPoint
* assisting in the producing and presenting of a media artwork for a particular purpose, for example, creating a poster about behaviour when using cameras in the room
 |
| **Respond and interpret** | **Elaborations** |
| Respond to media artworks and describe some of the characteristics they observe [(VCAMAR016)](https://k10outline.scsa.wa.edu.au/home/teaching/codes/the-arts/media-arts/ablewa-stage-d/vcamar016) | * demonstrating acceptable audience behaviour when attending school functions
* discussing and expressing an opinion about the way artwork was created including expressing what features they like best in others’ artworks
* discussing basic features of their own and others’ artworks such as identifying main materials used, characteristics of the artwork and what the piece is about
* investigating where the class experience media artworks in their lives and communities; and exploring the purpose of the pieces, for example, what media artworks are used to communicate cultural knowledge
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**Stage D | Achievement standard**

By the end of Stage D, students describe the characteristics of media artworks they make and view.

Students make and share media artworks representing a significant idea, event or story.