Year 10 Syllabus

The syllabus is based on the requirement that in Years 9 and 10 the study of the Arts is optional.

Year Level Description

In Year 10, students are provided with opportunities to explore in more depth the way media work is constructed in different contexts and how it can be used to challenge the values of an audience. They explore past and current media trends on audience use of media.

Students continue to make and respond to their own media productions and professional media work within the selected media type, genre or style studied, using refined media production skills and processes: problem solving, working as a team, or independently; setting and following personal and group timelines; and independently using media equipment safely and responsibly.

Teachers are required to address knowledge and skills in Media Arts through **two** of the foci and media below. Other foci and media may be used in addition to teach knowledge and skills in Media Arts.

Media foci are: Media Fiction (for example, narrative focused video games, celebrities in media fiction, Hollywood or Bollywood films) and Media Non-Fiction (for example, educational programs, wiki site blogs, photographic essays).

Students are expected to work within, or across, the following media in each year level: film, television, photography, print media, radio or online media.

Making

MEDIA LANGUAGES

Responding

ANALYSING AND REFLECTING ON

Introduction to key terminology and technologies related to selected context and focus ([ACAMAM073](#))

- 📄 Literacy
- ⌖ Critical and creative thinking

Codes and conventions for constructing meaning in the selected media type, genre and/or style studied ([ACAMAM073](#))

- 📄 Literacy
- ⌖ Critical and creative thinking

Alternative points of view for different audiences in the context of the media type, genre and/or style studied ([ACAMAM073](#))

- 📄 Literacy
- ⌖ Critical and creative thinking
- ↻ Intercultural understanding

Media works that manipulate narrative conventions in the context of the media type, genre and/or style studied ([ACAMAM073](#))

- 📄 Literacy
- ⌖ Critical and creative thinking

The impact of their own and others' media work for the intended audience, purpose and context ([ACAMAR078](#))

- 📄 Literacy
- ⌖ Critical and creative thinking
- ⇥ Ethical understanding
- ↻ Intercultural understanding

Media work from contemporary and past times to explore differing viewpoints in Australian media work and/or international media work ([ACAMAR079](#))

- 📄 Literacy
- ⌖ Critical and creative thinking
- ⇥ Ethical understanding
- ↻ Intercultural understanding

Media conventions, social and cultural beliefs and values, local and/or global, that underpin representations and shape purposes and processes in media work ([ACAMAR078](#))

- 📄 Literacy
- ⌖ Critical and creative thinking

Intercultural understanding

REPRESENTATION

Representation of ideas, issues and/or people in the media now, and/or in the past, and the values they represent or challenge (consideration of stereotypes) ([ACAMAM074](#))

- Literacy
- Critical and creative thinking
- Ethical understanding
- Intercultural understanding

PRODUCTION

Controls, constraints and audience values impacting the production context of media work ([ACAMAM074](#))

- Literacy
- Critical and creative thinking
- Ethical understanding
- Intercultural understanding

SKILLS AND PROCESSES

Media production skills to integrate and shape codes and conventions

Ethical understanding

Intercultural understanding

Values presented or challenged by celebrities, stars and/or heroes ([ACAMAR078](#))

- Literacy
- Critical and creative thinking
- Ethical understanding
- Intercultural understanding

AUDIENCE

Impact of intended audience on the producer's selections in choosing codes and conventions, styles, narrative, genre, representations, stereotypes, differing points of view and values ([ACAMAR078](#))

- Literacy
- Critical and creative thinking
- Intercultural understanding

Intended audience profiles of specific media work ([ACAMAR078](#))

- Literacy
- Critical and creative thinking
- Intercultural understanding

in media work for a specific purpose, meaning and style ([ACAMAM075](#))

- :⊀ Information and Communication Technology (ICT) capability
- ⓒ Critical and creative thinking
- ⚬ Personal and social capability
- ⇌ Ethical understanding
- ⓢ Intercultural understanding

Independent awareness of safe production practices when using technologies and resources ([ACAMAM077](#))

- :⊀ Information and Communication Technology (ICT) capability
- ⚬ Personal and social capability
- ⇌ Ethical understanding

Team skills and specific role responsibilities ([ACAMAM076](#))

- :⊀ Information and Communication Technology (ICT) capability
- ⚬ Personal and social capability
- ⇌ Ethical understanding

Personal and group timelines and development of problem-solving

Impact of past and current trends in how audience use media ([ACAMAR079](#))

- ▤ Literacy
- ⓒ Critical and creative thinking
- ⓢ Intercultural understanding

skills ([ACAMAM075](#))

- 📄 Literacy
- ⠵ Information and Communication Technology (ICT) capability
- ⊙ Critical and creative thinking
- 👥 Personal and social capability

Clear self-production processes using appropriate technical skills, scripts, storyboards and layouts ([ACAMAM075](#))

- 📄 Literacy
- ⠵ Information and Communication Technology (ICT) capability
- ⊙ Critical and creative thinking
- 👥 Personal and social capability

Achievement standard

At Standard, students apply mostly correct media terminology specific to the task and chosen context. They select and use codes with some effectiveness to construct meaning, select and combine narrative conventions appropriate to genre or purpose and use some conventions to position audience. Students use selection processes to construct representations of ideas, issues and people that reflect or challenge values. They demonstrate social and cultural sensitivity in media work by complying with controls and audience values. Students complete most

required planning, and select and safely use technology to create and edit planned media work, applying problem-solving processes with mostly effective results. They fulfil most personal and team timeline responsibilities and contribute to some team problem solving.

Students describe, in their own work and the work of others, aspects, and explain the impact, of media work in relation to audience and purpose in a variety of contexts. They describe the impact of past and current trends on how audiences use media.

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