



MEDIA ARTS 7-10 CURRICULUM OVERVIEW



Year 7

Year 8

Year 9

Year 10

TERM 1

TERM 2

TERM 3

TERM 4

	Year 7	Year 8	Year 9	Year 10	
WEEK 1	Unit 1: Photoshop Vs AI	N/A	Unit 1: Photography and Photoshop - Composition, Creative Focus, Macro and Painting with Light Portraiture	Unit 1: Multiple Exposure Portraits	
WEEK 2	Students are introduced to Photoshop and AI. They explore the implications and issues in using these tools. They then explore image creation using a range of tools, comparing and contrasting the results			Students develop an understanding of DSLR cameras through exploration and application. They will develop an understanding of photographic compositional skills and concepts, which will be applied practically and become the basis of visual literacy. They will develop an understanding of focal ranges, specifically macro photography, and shutter speed through painting with light.	Students explore the photographic process of combined and multiple exposure portraits. Working collaboratively, they then create a series of combined portraits and self-portraits.
WEEK 3					Students reflect and consider their successes and the skills they have developed.
WEEK 4					
WEEK 5					
WEEK 6	Unit 2: Photoshop Basic Training - Digital Imaging and Surrealism			Unit 2: Filmmaking	Unit 2: Concept Art
WEEK 7	Students explore ethics within advertising, establishing, and extending skills in interpreting and analysing images and information within the media. They explore and apply digital manipulation techniques, surrealistic imagery and the concept of digital artworks, allowing them to create a range of media arts products, reflect upon the work of established practitioners and reflect upon their own works.			Students explore the conventions of filmmaking including script writing, storyboards, shot types, lighting and some performance. They create a short video showcasing shot types, camera angles and movements. They develop, shoot and edit a one minute short film of their choice.	Students are provided with examples of digitally painted landscapes and Concept Art and Design is discussed and presented for potential employment pathways. Students explore a range of digital painting techniques and then apply them through a landscape sketch. They then create a digital portrait based on a photograph that they capture. The style and genre of this portrait is student orientated.
WEEK 8					
WEEK 9					
WEEK 10					
WEEK 11					
WEEK 1	Unit 3: Animation - History and Foundations		Unit 3: Game Design - Pixel Based Platform Game	Unit 3: Video Animation	
WEEK 2			Students are introduced to pixel-based art and simple gaming. They explore the history of the media form and develop understanding of game structure (set up, progress, resolution).	Students will explore a range of video animation techniques and processes and the work of established artists. They will create short responses based on a video animator of their choice.	
WEEK 3	Students are introduced to animation concepts and techniques. They explore the history and development of animation, creating a range of reflection and practical animation products. They then explore 2-dimensional animation through the Adobe Creative Suite, including drawing, tweening, frame by frame and character rigging. Students apply these new skills in the development and creation of a short animation using a character rig of their creation.		Students design and create a simple platform-based game using a range of applications.	They will apply these skills and concepts in the planning and creation of video footage, which is then combined with a 2D animation overlay.	
WEEK 4					
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*Please note: The Unit order may alter due to facility and resource availability