

What are we doing in Art for Term One?

Media Arts

The Media Arts curriculum aims to develop students':

- conceptual and perceptual ideas and representations through design and inquiry processes
- understanding of the use of the techniques, materials, processes and technologies
- critical and creative thinking skills, Media Arts languages, knowledge of Media Arts theories and practices
- respect for and acknowledgement of the diverse roles, innovations, traditions, histories and cultures of artists, designers, commentators and critics
- understanding of Media Arts social, cultural and industry practices
- confidence, curiosity, imagination, enjoyment and a personal aesthetic.

Foundation - grade 2

Students learn to use digital technology to create art – stories, pictures and to express ideas. They experiment with digital artworks and displaying and manipulating art in many forms. They explore how they can use digital art to tell simple stories and ideas, including creating characters. They begin to consider the audience for which their artwork is created for.

Grade 3 - 6

Students in the senior years continue to explore themselves as digital artists and the scope of their ability to manipulate digital forms to express ideas and create stories. Students begin to experiment with adding sound to enhance their artworks and creating works for purpose and audience. Students begin to consider the use of digital art in the community and the purposes it is used for. . They explore and use media technologies and media elements such as time, space, sound, colour, movement and lighting, and evaluate the use of these elements in the media artworks they make and view. They experience media arts from a range of cultures, times and locations including social, cultural and historical contexts.

