NEO Elective Subjects (Years 9 and 10)

Information Booklet for Year 9 & 10 Students and Parents

DULWICH HIGH SCHOOL OF VISUAL ARTS AND DESIGN

2018

Dulwich High School
of Visual Arts & Design

Contents

NEO courses attract a fee to purchase materials and equipment required in the course. **Students are required to pay fees by the end of term one**. If families are unable to meet the cost, please contact the Student Administration Office to discuss a payment plan.

This is a NESA endorsed course. If you complete one or two years of study in either Year 9 or Year 10, this course will be accredited on your Record of School Achievement (ROSA).

Rationale

Seeking to harness and develop the students' strong interest in cartooning and cartoon culture, this course offers participants the opportunity to develop skills in perspective drawing, layout techniques, visual-verbal storytelling, creation of cartoon characters and animation. Through exploring contemporary and historical studies of the form, students will develop their conceptual and critical skills.

Course Outline

Students will learn about visual communication through the forms of illustration, comic strips, comic books, zines and the principles of animation. Student will develop their knowledge and literacy in cartoon culture, its history, genres and the industry. From a wide range of options, students design and create an individual or small group project. The stages of the project include planning, production and presentation. Students will develop confidence in practical, technical and conceptual skills for cartooning. Students will undertake professional learning opportunities which may include excursions to view contemporary animation, and relevant exhibitions and workshops or tours, at either of TAFE Enmore Design Centre or The Japan Foundation.

Student work at creating zines, comic books, T shirt designs, badges, stickers, short animation sequences and may use other graphic forms. The course will provide an introduction to entrepreneurial thinking by engagement with real world markets, within and outside the school; art competitions, the annual MCA Zine Fair, Design Marketplace, Live It Create It, Dulwich Village Fair and WOO/C7 Website. Through such interactions learning experiences are extended and high expectations are reinforced as cartooning and illustration projects are created to an exhibition standard. To produce their cartoon and animation work students may use cameras and BYOD computers including drawing tablets. The course supports both traditional methods of production and contemporary use of technology. While all tasks can be hand drawn, a student may choose to employ a range of technology to complete tasks.

Outcomes: Students will:

- demonstrate development of a range of strategies and conventions for cartooning. applies knowledge of cartooning conventions and develops procedures to create an original comic zine.
- demonstrate creativity and the ability to manipulate a subject through a series of drawings to create short proto animation and animation sequences.
- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.

Assessment

Semester 1	Semester 2
Milestone 1: Character development.	Milestone 1: Moving images. 'Persistence of vision'
Milestone 2: Produce/exhibit and market Zine.	Milestone 2: Individual or group project (progress mark)

For more information: Mr Wootten   Fee: $40

NEO—Animation

Rationale

This course will offer students the opportunity to develop creative and technical practices in zine making and animation. Specific visual literacy skills and techniques are explored to create engaging narrative sequence making and animations, developed through experimentation and research and suitable for marketing and exhibition. They will learn to express their ideas as illustrators and animators and communicate with, challenge and entertain an audience. Students will develop their conceptual and critical skills through exploring contemporary and historical studies of the form.

Course Outline

Students will learn about visual communication through the visual arts form of zines and animation, generating an original, creative animation or animated series. They will learn to take a project from planning to shooting, editing, sound design and post-production, developing their knowledge of the history of animation and current industry practice. Students will develop confidence in the specific technical and conceptual skills for animation, in creating the narrative, storyboarding, stop motion or digital animation skills, pre- and post production skills and consider ethical and social responsibility. They will undertake professional learning opportunities in Workshops/tour of TAFE Enmore Design Centre-Animation and at Animal Logic in Fox Studios.

Student work in creating zines and animations will be assessed as school tasks, but the learning experience is extended and high expectations of student work is reinforced by engagement with real world markets within the school (Design Marketplace), the community (Live It Create It Film & Animation Festival, MCA Zine Fair, and Dulwich Village Fair) and global market (student film & animation competitions, WOO/C7 Website). The course will provide an introduction to entrepreneurial thinking with animation projects and will have the option of being group project work. Zines & animations may be based on a theme being used across KLAs. In Animation, students will learn to use cameras, lights and Flash (Adobe Animate CC) on Mac or PC. Zines will require colour printers to produce quality product for a global audience.

Outcomes: Students will:

- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- Investigate the world as a source of ideas, concepts, subject matter in Animation
- Develop the ability to independently make an innovative and creative animation project that demonstrates developing technical accomplishment and refinement in animation.

Assessment

Semester 1	Semester 2
Milestone 1: Zine	Milestone 1: Animation process
Milestone 2: Animation storyboard/plan	Milestone2: Post Production/exhibit and market animation

For more information: Mr Wootten   Fee: $ 50

Rationale:

Ceramics is the art and technology of forming, firing and glazing clay to make a range of products. Clay can be used a diverse applications ranging from unique one off hand-built sculptural works, or wheel-thrown and cast forms to produce utilitarian wares. It lends itself to a wide range of surface treatments and aesthetic possibilities.

Course Outline:

Students will learn a range of practical fundamental ceramic skills to enable them to make a range of ceramic utilitarian and sculptural products. They will gain an understanding of design and manufacture a variety of pieces using ceramic techniques. Students will use their imagination and creativity to produce interesting artworks, including an installation within the school. Students' ceramic work will be assessed as school tasks, but the learning experience is extended and high expectations of student work reinforced by engagement with real world markets within the school (Design Marketplace), the community (Live It Create It, Dulwich Village Fair) and global market (WOO/C7 Website). The course will provide an introduction to entrepreneurial thinking and will have the option of being group project work and may be based on a theme being used across KLAs.

Outcomes: Students will :

- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- engage in the development of different techniques and aesthetic considerations suited to artistic intentions in the making of ceramic works.
- explore ways of generating ideas as representations in the making of ceramic works

Assessment

Semester 1	Semester 2
Milestone 1: Series of works: fundamental skills	Milestone 1: Production of a range of products to sell
Milestone 2: School-based installation	Milestone 2: Self-initiated task

For more information: Mr Wootten   Fee: $70

NEO—Dulwich Television (DTV)

Rationale:

DHSVAD has a suite of communication channels that require content. There is the opportunity for a student voice and representation on these platforms while upskilling students in film technology, performance, script writing and investigative reporting. The course aligns with the ethos of DHSVAD in that it provides opportunities for students to develop critical thinking and problem solving skills within a creative framework.

Course Outline:

- Develop skills using film, sound and editing technologies
- Learn front of camera skills, voice projection and communication techniques.
- Research and present stories using the Dulwich TV studio
- Use green screen technology to create interesting and in
- formative segments for DTV.

Outcomes: Students will –

- Students will be introduced to the world of DTV and production, learning and applying a range of creative and technical skills through the development of their own content.
- develop entrepreneurial skills to identify problem or opportunity, plan and produce products for an authentic purpose or event.
- create innovative solutions to produce a **breakthrough** product.
- Develop and understand the terminology and functional aspects of digital communication
- Research and plan creative content for DTV using the appropriate software and technology to create completed content.

Assessment:

Semester 1	Semester 2
Milestone 1: Research and develop a story for DTV , planning and writing a script for a school or community event or issue.	Milestone 1: Students to develop an area of specialisation and collaborate with other student skill sets to produce quality TV content.
Milestone 2: Demonstrate understanding of communication techniques via a screen test	Milestone 2: Provide ongoing content for the school's communication channels, Facebook and the school website.

For more information: MsTaylor   Fee: $100

NEO– Food Styling & Photography

Rationale:

Food styling and photography is used to create attractive still life photographs of food which are used in advertisements, magazines, packaging, menus, cookbooks and various social media platforms.

This course provides students with a broad knowledge and understanding of food styling and photography including plating, propping, lighting and tricks of the trade. It also provides students with the opportunity to refine their ICT skills through digital photo editing and camera manipulation.

Students explore the food industry and real world opportunities through a range of practical experiences. They develop food-specific photography skills and apply design concepts/ entrepreneurial skills to produce and market quality food products.

Course Outline:

Students learn and develop specific food styling and photography techniques for food presentation, whilst following safe and hygienic work practices and using a range of equipment. They will experiment, create and develop their competence to prepare and present foods, including styling food for photography for the ideal shot. A range of food themes will be investigated with styling and props to suit various themes. Displays will be created using photo booths, props and prepared food. Students will learn presentation skills and be guided through the process of taking great shots exploring viewpoints and angles ideal for marketing food.

Collaborating with peers, students will use inquiry based learning to develop and create food photography masterpieces for a variety of purposes including social media platforms and media advertising. A key event will be the display of their food creations for DHSVAD Design Market.

Outcomes: Students will –

- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- demonstrate safe and hygienic food handling practices.
- style foods for photography including the layout of food for visual appeal and plating   styles.
- develop skills and knowledge in proficient food preparation techniques including the correct use of equipment.
- modify, develop and create recipes for a design project

Assessment:

Semester 1	Semester 2
Milestone 1: Skill development module: food preparation, presentation & styling	Milestone 1: Design Market module - marketing & product development:
Milestone 2: Food Photography module: Camera, lighting and editing	Milestone 2: Food Advertising Module – designing food products for social media.

For more information Mr Felman   Fees: $100

NEO— Games & Sport

Rationale:

Sports and recreation is a widespread and varied industry within Australia. It involves the employment of individuals and groups in a large number of private and public enterprises.

The industry requires the development of a participant-centred approach in a practical context, emphasising the skills of leadership, communication, teamwork, adaptability and creative thinking. The course aligns with the ethos of DHSVAD in that it provides opportunities for students to develop critical thinking and problem solving skills within a creative framework.

Course Outline:

During this course students will develop their leadership, communication, teamwork, adaptability and creative thinking skills, with the aim of applying these skills to the creation, coordination and implementation of an original game/sport during the whole-school Live It Create It Festival. Students will have the opportunity to develop these skills and understand their importance during coordination and participation in established games and sports. Students will then develop an original game/sport in groups, trial the game/sport and implement an evaluation process. Finally, groups will be required to instruct others on the implementation of the game/sport.

Outcomes: Students will –

- develop entrepreneurial skills to identify a problem or opportunity, plan and produce a product for an authentic purpose or event.
- create innovative solutions to produce a breakthrough product.
- develop skills and knowledge in a range of games and sports
- analyse the range of roles and responsibilities in the organisation of games and sports.

Assessment:

Semester 1	Semester 2
Milestone 1: Group development of new game/sport.	Milestone 1: Evaluation and refinement of new game/sport.
Milestone 2: Organisation and execution of assigned skill drill.	Milestone 2: Implementation of game/sport during school event.

For more information: Mr Tari   Fees: $20

This is a School Developed NESA Endorsed Course and will be included in the RoSA certificate.

Rationale:

Graphic Design is everywhere you look. It is evident in packaging, advertising, brochures, signage, logotypes, brands, magazines and of course the internet. It deals with colour and shapes to communicate messages in a visual world and as such, is a broad and flexible course offering amazing possibilities.

Course Outline:

This course will introduce students to the design process from sketches through to a finished product. Graphic Design will give you an opportunity to developsuch as Illustrator and Photoshop.

Students should be highly self-motivated and enjoy the creative great skills, techniques and useful knowledge, using a wide range of computer software design process from designing and drawing through to making.

Students are required to bring a laptop with Illustrator and Photoshop software installed and Internet access.

Outcomes: Students will -

- design a range of graphical products such as logos, stationery, posters and advertisements, and—master using Illustrator and Photoshop software, manage their time and work steadily to complete each project
- develop entrepreneurial skills to identify a problem or opportunity, plan and produce a product for an authentic purpose or event.

Assessment:

Semester 1	Semester 2
Milestone 1: Elements and Principles of Graphic Design	Milestone 1 : Greeting Cards / Poster for the Design Market
Milestone 2: Logotypes	Milestone 2: Editorial Design

For more information: Mr Felman   Fees: $30

NEO – Innovation and Entrepreneurship

Rationale:

Jobs in the future will be very different to today, and young people will need a broader set of skills and capabilities than ever before. They will need to be creative, curious, resilient and resourceful to thrive in this fast-changing world. The school is committed to create conditions which cultivate more entrepreneurial-minded young people with innovative ideas.

Course Outline:

Students will work together to run the school online marketplace known as Collective Seven (C7). They will be responsible for the management, sourcing and distribution of a range of student-developed products. They will develop the necessary digital and financial literacy skills to successfully run this business using entrepreneurial thinking. They will get the opportunity to be innovative by using these skills to create their own product, business or opportunity.

Students will approach complex challenges using competencies that include

- Critical thinking
- Creativity
- Communication
- Collaboration

Outcomes: Students will -

- Develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- Create innovative solutions to produce a breakthrough product.
- Be introduced to and use a range of digital technologies to create an online store. Develop business management skills and create competencies to run a business.

Assessment:

Semester 1:	Semester 2:
Milestone 1: Skill development with foundational literacies and competencies.	Milestone 1: Develop an innovative and new entrepreneurial concept.
Milestone 2: The successful operation of the C7 marketplace.	Milestone 2: Implement an efficient system to produce the product or business.

For more information: Ms Taylor   Fee: $30

This is a NESA Endorsed course. If you complete one or two years of study in either Year 9 or Year 10, this course will be accredited on your Record of School Achievement (RoSA).

Rationale:

Jewellery Design offers students the opportunity to explore the innovative practice of contemporary Australian jewellers.

Students will develop an understanding of conceptual jewellery practice and create jewellery pieces that communicate ideas and incorporate innovative jewellery design.

Students will evaluate the ways contemporary jewellers create perceived value, build a personal brand and connect to an audience. Students will use their understanding to inform their own approach to promotion of their jewellery product.

Students will present a custom-designed series of jewellery pieces for sale to an audience at a school exhibition in term 4.

Course Outline:

Students will have the opportunity to gain authentic trade jewellery skills using the same tools and techniques as professional jewellers, such as saw piercing, polishing, annealing, soldering and lost-wax casting.

Students will visit contemporary jewellery galleries and hear visiting contemporary jewellers speak about their approach to concept development, jewellery making and the promotion of their work.

Outcomes: The student will -

- select appropriate procedures and techniques to make and refine jewellery objects.
- evaluate and utilise concepts and meaning in their development of jewellery designs.
- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- undertake a sustained approach in the design process to produce innovative, attractive and functional jewellery objects.

Assessment:

Semester 1	Semester 2
Milestone 1: Personality Pendant	Milestone 1: Wax Carved Series
Milestone 2: Saw pierced silver ring	Milestone 2 Promotional Plan

For more information: Mr Wootten   Fees: $100

NEO– Maker Space

Rationale:

Maker Space, through the design and development of quality projects, gives students the opportunity to identify problems and opportunities, research and investigate existing solutions, analyse data and information, generate, justify and evaluate ideas, and experiment with technologies to manage and produce design projects.

The development of functional and aesthetic design solutions allows students to be innovative and creative in their thinking and application. Students will develop the skills necessary for the safe use and maintenance of a variety of technologies. In the production of their design projects. Information and Communication Technologies (ICT) are vital tools for this course.

Course Outline:

Completion of projects is integral to developing skills and confidence in the manipulation and use of a range of materials, tools, machines and techniques. Students will learn to design, produce and evaluate items across a range of technologies. Project work gives students the opportunity to develop and refine skills to produce quality products. When documenting project work students will demonstrate knowledge and skills in the application of ICT.

Outcomes: Students will –

- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- select, apply and interpret a range of suitable communication techniques in the development, planning, production and presentation of ideas and projects
- select and use a range of technologies competently in the development and management of quality design solutions including WHS.

Assessment:

Semester 1	Semester 2
Milestone 1: Google Sketchup	Milestone 1: Design Project for the Design Market. (group work)
Milestone 2: Design Project 1 (Self-directed)	Milestone 2: Design Project 2 (Self-directed)

All students are required to participate in the Design Market - where they will design, produce, market and sell their products during the Design Market in Term 4.

For more information: Mr Felman   Fees: $80

Rationale:

Music Production is a growth industry, one that has been acknowledged by the federal government with recent investment to build the skills and knowledge base of creative industries within Australia. Students should have the opportunity to develop skills and abilities related to music production. Music production requires the development of skills in a range of musical, technical, creative and digital technologies. This course will align with the ethos of DHSVAD providing opportunities for students to develop critical thinking and problem solving skills within a creative and skills based framework.

Course Outline:

In this interactive course, students will learn about music composition and production through the creation of their own musical scores, soundtracks and recordings. Students will plan, experiment and compose a piece/s of music using a range of musical disciplines which could include vocal, instrumental, sound recording and digital music making. Students will need to develop the necessary skills in their chosen areas to successfully complete the project. Students will have the opportunity to present/ enter in Triple J Unearthed High and Live It Create It.

Outcomes: Students will –

- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- develop knowledge and skills related to the terminology and functional aspects of musical production.
- compose and plan a creative score/s using the appropriate software, instruments and vocals to create a completed project that has considered the elements of musical composition notation, listening and the manipulation of musical concepts in differing musical contexts.

Assessment

Semester 1	Semester 2
Milestone 1: Technical knowledge and understanding; RSL Music Production Grade 1 Sample Paper	Milestone 1: Portfolio check 2; structure, plan, organise and arrange draft projects, rough recordings
Milestone 2: Portfolio check 1; creative process, music technology experimentation, drafts, recordings, listening analyses	Milestone 2: Live It Create It It presentation/performance

For more information: MrsTaylor   Fee:$30

(funds support the purchase of appropriate music production software and equipment)

Rationale

Performance and film introduces students to the skills and ideas associated with theatre and film production. Initially, students will explore the processes involved in creating impactful theatre from concept development through to rehearsal and performance. Students will investigate and experiment with the elements of drama through practice based games and exercises. Elements of improvisation, scriptwork, playbuilding and film production will be explored through whole class activities and group work.

Course Outline:

As an introduction to this course, students will experiment with and develop basic drama skills through various games, exercises and small group tasks. Students will learn that drama can be performed from an existing script, improvised or self-devised (playbuilding) and will experiment with these different methods, performing for small audiences. Students will also develop skills in storyboarding, acting for camera, lighting, shooting a scene, editing and resolving a film using digital technology. Students will use digital cameras provided by the school and their own devices. Student films will be submitted to the school's film festival 'Live it! Create it!'

Outcomes: Students will:

- learn how to use the elements of drama to create character, situation, tension and audience engagement
- learn the process of developing a short film, including scripting, storyboarding, filming and post production
- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- create innovative solutions to produce a breakthrough product.

Assessment

Semester 1	Semester 2
Milestone 1:Scripted scene performance	Milestone 1: Short Film for 'Live it, Create it!'
Milestone 2: Short Film Proposal	Milestone 2: Creative Project and Reflective Statement

For more information: Mr Taylor   Fee: $50

Rationale:

Science, Design and technology, ART and Mathematics touch almost every aspect of our daily lives.

We have smartphones. We have driverless cars and surgical robots. We have expeditions going on beyond our solar system. Innovations driven by people skilled in STEM are changing how we live, work and understand the world.

Course Outline

This course is designed to contribute to this changing world through the promotion of innovation and the development of entrepreneurial skills. Students will also develop skills which are directly transferable to the modern workplace. With this, students will be able to grasp opportunities and meet the challenges of the future.

Outcomes: Students will:

- Develop knowledge and understanding of robotics and visual reality
- Design a drone and a submarine
- Manage their time and work steadily to complete projects
- Develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.

Students should be highly self-motivated, creative, independent learners who enjoy Science & Mathematics, as well as Design and Visual Arts.

Assessment:

Semester 1	Semester 2
Milestone 1: Design and construction of a drone	Milestone 1: Coding & Robotics
Milestone 2: Design and construction of a submarine	Milestone 2: Virtual Reality project

For more information: Mr Felman   Fee: $50

NEO – Textile & Design

This is a NESA developed course. If you complete one year of study in either Year 9 or Year 10, this course will be accredited on your Record of School Achievement (RoSA).

Rationale:

Textiles have played a significant role throughout human history, satisfying both functional and aesthetic needs. Textiles continue to satisfy needs in society by being a means of self-expression, by having social meaning and cultural significance, and by performing specific functions in commercial, industrial and personal settings.

A study of Textiles Technology provides students with broad knowledge of the properties, performance and uses of textiles in which fabrics, colouration, yarns and fibres are explored. Project Work that includes investigation and experimentation will enable students to discriminate in their choices of textiles for particular uses. Students will document and communicate their design ideas and experiences and make use of contemporary technology in their project work. Completion of projects is integral to developing skills and confidence in the manipulation and use of a range of textile materials, equipment and techniques.

Course Outline:

Completion of projects is integral to developing skills and confidence in the manipulation and use of a range of textile materials, equipment and techniques. Students will learn to design, produce and evaluate textile items across a range of focus areas. Project work gives students the opportunity to develop and refine skills to produce quality textile items. When documenting project work students will show evidence of each of the stages of designing, producing and evaluating.

Outcomes: Students will -

- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event.
- create innovative solutions to produce a breakthrough product.
- select and manipulate a range of textile materials, equipment and techniques
- demonstrate competence in the production of textile projects to completion

Assessment:

Semester 1	Semester 2
Milestone 1: Design and construction of textile projects using denim fabric	Milestone 1: Design and construction of textile projects for the Design Market
Milestone 2: Design and construction of a shaggy rug	Milestone 2: Design and construction of knitted projects

For more information: Mr Felman   Fee: $40

All students are required to participate in the Design Market - where they will design, produce, market and sell their products during the Design Market in Term 4.

This is a NESA endorsed course. If you complete one or two years of study in either Year 9 or Year 10, this course will be accredited on your Record of School Achievement (RoSA).

Rationale:

Video game design is a growth industry one that has been acknowledged by the federal government with recent investment to build the skills and knowledge base of this fledgling industry within Australia. Gaming design requires the development of skills in the use of range computer technologies and creative thinking. The course aligns with the ethos of DHSVAD in that it provides opportunities for students to develop critical thinking and problem solving skills within a creative framework.

Course Outline:

Students will be introduced to the world of video game design and production, learning and applying a range of creative and technical skills through the development of their own video game. Students will be able to access a suite of open-source game making programs and move towards developing coding skills as skill levels progress.

Gamestar Mechanic, Gamemaker: Studio, Kodu, MIT Scratch, Unity (Advanced Category),Stencyl

Outcomes: Students will -

- develop entrepreneurial skills to identify a problem or opportunity, plan and produce a product for an authentic purpose or event.
- create innovative solutions to produce a breakthrough product.
- develop and understand the terminology and functional aspects of computer game software.
- design and plan a creative computer game using the appropriate software to create a completed functional game. that has considered the elements of design including, movement, functionality, aesthetics characters and storyline

Assessment:

Semester 1	Semester 2
Milestone 1:Introduction to gaming: Research existing computer games. Explore through testing and experimentation to produce a short game sequence that includes movement, action, characters and sound effects. Learn the fundamentals of vector code using an hour of code, the Khan Academy.	Milestone 1**:** Students work on formatting and developing their game **Extension:** students who have excelled in learning the technical skills can apply them to their group or individual game.
Milestone 2**:** minor product using SCRATCH	Milestone 2: Games to be completed and uploaded to STEM competition by August 30.

For more information: Mr Felman   Fee: $30

NEO-Video & Film Production

This is a NESA Endorsed course. If you complete one or two years of study in either Year 9 or Year 10, this course will be accredited on your Record of School Achievement (RoSA).

Rationale:

Video and Film production offers students the opportunity to explore contemporary practices that make use of video, digital imaging and moving images. Film/video and Digital Imaging also offers opportunities for students to explore the vast number of opportunities to apply video and digital imaging in visual arts and design, television, film, video, advertising and the mass media. Students will explore the technological, artistic and theoretical nature of video and film production. This course will empower students to engage in contemporary forms of moving image communication and encourages the creative and confident use of Information and communication technologies. Students will present their works in the annual 'Live It, Create it' film festival and a range of other real world events such as the ACMI 'Screen It' competition and V-Fest.

Course Outline:

In this course, students will have the opportunity to develop technical skills in storyboarding, pre-production planning, lighting and shooting a film/video, editing, special effects and sound using digital technology. Students also develop an understanding of how artists and audiences interact, and their own role as a computer/digital editor, filmmaker and production assistant. Students will use digital cameras provided by the school and the Adobe Premier editing suite and their own devices. Students will visit Fox Studios and the Australian Film, Television and Radio School.

Outcomes: Students will:

- make informed choices to develop and extend specific concepts and different meanings in their film/video digital works.
- select appropriate procedures and techniques to make and refine film/video digital works.
- develop entrepreneurial skills to identify a problem or opportunity, plan and produce a product for an au-

Assessment:

Semester 1	Semester 2
Milestone 1: Sell-Out! Storyboard, Pitch and 30 second Advertisement.	Milestone 1: Story Telling Part 2: Film, Edit, Post-Production. Films shown in Live it, Create it.
Milestone 2: Short Film- Story Telling Part 1. Pre-Production: Storyboarding, Mise-en-scene and character development.	Milestone 2: Animation. Digital Imaging and film explorations using Stop Motion techniques.

For more information: Mr Wootten   Fee: $60

This is a NESA endorsed course. If you complete one or two years of study in either Year 9 or Year 10, this course will be accredited on your Record of School Achievement (RoSA).

Rationale:

The aim of the course is to introduce students to the world of wearable art in its many variations including high fashion, street fashion, costume and body adornment.

The course will allow students to approach the concept and making of their wearable art with creative, expressive, and imaginative solutions.

Students will learn to think creatively and solve problems in producing for an authentic purpose or event. Inquiry based learning will emphasise a context as well as a framework for questions. Completion of projects will develop skills and confidence in the manipulation of a range of materials, equipment and techniques.

Course Outline:

Students will explore the possibilities of using leather, ceramics or paper to create jewellery or body adornment. Students will work collaboratively to create an imaginative headpiece using recycled and embellished materials. Students will learn about the techniques of screen printing and hand painting to create a garment from printed fabric or a t-shirt design. In the final unit of work, students will work on a project of their own devising which could be a wearable piece inspired by any genre, tradition or culture.

Outcomes: Students will -

- develop skills and learn techniques to fabricate unusual materials to be used in the creation of fashion or wearable forms.
- explore design concepts used in fashion and a variety of wearable forms.
- acquire methods and skills in constructing and making fashion or wearable objects.
- develop entrepreneurial skills to identify problem or opportunity, plan and produce a product for an authentic purpose or event such as Design Week and the Design Market.

Assessment

Semester 1	Semester 2
Milestone1: Jewellery skills and planning, small product	Milestone 1: Screen printed T Shirt design or fabric piece
Milestone 2: Headpiece	Milestone 2: Major product or collection

For more information: Mr Wootten   Fee: $60