

Work rate calendar (WRC) 2025

Term 1

All students are expected to participate in all online lessons and complete all assessment as outlined in this **Work rate calendar**.

Teachers may adjust topics, class work, assessment, and submission dates. Adjustments will be communicated via QLearn or during lessons.

Assessment				
Supervised assessment		Summative exams are to be supervised by the student's official exam supervisor.		
Non-supervised assessment		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	27 Jan – 31 Jan	Unit 1: Personal Viewpoints – Animating a Social Issue.	Monday 27 January - Public Holiday Tuesday 28 January — Welcome calls for students: Prep – Year 12 Wednesday 29 January — Learning for success: Prep – Year 12 Introduction to Media Arts in Practice Media Arts – Basics How to Access to Adobe Creative Cloud (once licenses completed)	Check a parental permission have been completed, so we can get you access.
2	3 Feb – 7 Feb		Media Language <ul style="list-style-type: none"> Visual Storytelling Symbols (Codes & Conventions) 	
3	10 Feb – 14 Feb		Friday 10 February — Senior orientation day: Years 10–12 Media Language <ul style="list-style-type: none"> Elements and Principles of Design Exploration of the History and Types of Stop-Motion Animation 	
4	17 Feb – 21 Feb		Animating a Social Issue <ul style="list-style-type: none"> Introduction to FA1 Task – A1 Project Exploration of Social Issues relevant to a Youth Audience 	Planning for FA1 Project Working on FA1: Mini Treatment
5	24 Feb – 28 Feb		Animating a Social Issue <ul style="list-style-type: none"> Creating Story Outlines and Script 	Working on FA1: Script
6	3 Mar – 7 Mar		Animating a Social Issue <ul style="list-style-type: none"> Storyboarding 	Working on FA1: Storyboard
7	10 Mar – 14 Mar		Animating a Social Issue <ul style="list-style-type: none"> Working on FA1 Project 	Working on FA1 Project
8	17 Mar – 21 Mar		Animating a Social Issue <ul style="list-style-type: none"> Working on FA1 Project 	FA1 Draft Due: Friday 21 March
9	24 Mar – 28 Mar		Exams: Year 11 Monday 24 March – Friday 28 March Animating a Social Issue <ul style="list-style-type: none"> Feedback on FA1 Project Drafts 	Optional Lesson Tutorials
10	31 April – 4 April		Thursday 3 April — Cross country / Fun run: Prep – Year 12 Animating a Social Issue <ul style="list-style-type: none"> FA1 Completion 	FA1 Project Due: Friday 4 April

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Term 2

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Assessment				
Supervised assessment		Summative exams are to be supervised by the student's official exam supervisor.		
Non-supervised assessment		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	21 Apr – 25 Apr	Unit 1: Personal Viewpoints – Animating a Social Issue.	Friday 25 April — Anzac Day Animating a Social Issue <ul style="list-style-type: none"> Introduction to Stop Motion Studio Software Developing a Preproduction and Production Schedule Develop a Risk Assessment for Animation 	
2	28 Apr – 2 May		Animating a Social Issue <ul style="list-style-type: none"> Preproduction: Beginning Mise en scène for Animation Preparation for Animation 	Submission and Agreement of the Risk Assessment for the SA2: Due Friday 2 May
3	5 May – 9 May		Monday 5 May — Labour Day Animating a Social Issue <ul style="list-style-type: none"> Following and Updating Your Production Schedule Completing Mise en scène for Animation Production: Animation 	
4	12 May – 16 May		Animating a Social Issue <ul style="list-style-type: none"> Following your Production Schedule Production: Animation 	
5	19 May – 23 May		Animating a Social Issue <ul style="list-style-type: none"> Postproduction Schedule (Editing, Sound, Effects) Creating an Assembly Cut 	
6	26 May – 30 May		Animating a Social Issue <ul style="list-style-type: none"> Following and updating your Production Schedule Creating a Rough Cut 	FA2 Media Artwork – Rough Cut (Draft) Due: Friday 30 May
7	2 June – 6 June		Animating a Social Issue <ul style="list-style-type: none"> Updating your Preproduction Schedule Working towards a Final Cut 	
8	9 June – 13 June		Animating a Social Issue Completing your production Schedule <ul style="list-style-type: none"> Creating the Final Cut 	FA2 Media Artwork Due: Friday 13 June
9	16 June – 20 June		Monday 16 June – Thursday 19 June — School camp: Year 11 Auteurs in Media <ul style="list-style-type: none"> What is an Auteur? 	
10	23 June– 27 June		Thursday 26 June — Senior formal: Year 12 Friday 27 June — Athletics carnival / Sports day: Prep – Year 12 Auteurs in Media <ul style="list-style-type: none"> Media Language used by Auteurs to develop style. Australian Auteurs Including Indigenous Australian Movies (e.g., Rachael Perkins, Leah Purcell, Wayne Blair) World Movies 	

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Term 3

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Assessment				
Supervised assessment		Summative exams are to be supervised by the student's official exam supervisor.		
Non-supervised assessment		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	14 Jul – 1 Jul	Unit 2: Representations in Social Media and Gaming	What are Representations in Media? <ul style="list-style-type: none"> Defining representations and how they are used in Media. Stereotyping: Archetypes in Media 	
2	21 Jul – 25 Jul		Representations in Social Media and Gaming <ul style="list-style-type: none"> Representation of different social groups in Media Introduction to the FA3 (B1) Project 	Planning for FA3 Project
3	28 Jul – 1 Aug		Representations in Social Media and Gaming <ul style="list-style-type: none"> Creating Avatars / Caricatures Digital Treatment Documents Narrative and Story Outlines / Planning (optional script) 	Working on FA3: Digital Treatment
4	4 Aug – 8 Aug		Representations in Social Media and Gaming Designing for Social Media (Music Video) or Gaming (Created World) <ul style="list-style-type: none"> Digital Design Portfolios and Mood boards Developing a Preproduction Schedule Beginning Mise en scène Design for Production 	Working on FA3: Digital Designs
5	11 Aug – 15 Aug		Wednesday 13 August — Royal Queensland (Ekka) Show Holiday Representations in Social Media and Gaming <ul style="list-style-type: none"> Digital Storyboards Updating Preproduction Schedule 	Working on FA3: Digital Storyboards
6	18 Aug – 22 Aug		Representations in Social Media and Gaming <ul style="list-style-type: none"> Working on FA3 Project Updating Preproduction Schedule 	Working on FA3 Project
7	25 Aug – 29 Aug		Representations in social media and Gaming <ul style="list-style-type: none"> Working on FA3 Project Updating Preproduction Schedule 	FA3 Project Draft Due: Friday 29 August
8	1 Sept – 5 Sept		Friday 5 Sept — Student free day Representations in Social Media and Gaming <ul style="list-style-type: none"> Feedback on FA3 Projects Updating Preproduction Schedule 	Updating on FA3 Projects based on Feedback.
9	8 Sept – 12 Sept		Representations in Social Media and Gaming <ul style="list-style-type: none"> Working on FA3 Project Completion Finalising Preproduction Schedule 	FA3 Project Final Due: Friday 12 September
10	15 Sept – 19 Sept		Exams: Year 11 Monday 15 September – Thursday 19 September Friday 19 September — Connect excursion: Years 10–12	

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Term 4

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Assessment				
Supervised assessment		Summative exams are to be supervised by the student's official exam supervisor.		
Non-supervised assessment		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	6 Oct – 10 Oct	Unit 2: Representations in Social Media and Gaming	Monday 6 October — King's Birthday Holiday Representations in Social Media and Gaming <ul style="list-style-type: none"> Introduction to the FA4 Media Artwork Tasks Developing a Production Schedule Develop a Risk Assessment for Animation 	Working on FA4 Media Artwork (Video)
2	13 Oct – 17 Oct		Representations in Social Media and Gaming <ul style="list-style-type: none"> Developing and revising a Production Schedule Creating Mise en scène for use in Production 	Submission and Agreement of the Risk Assessment for the SA4: Due Friday 17 October
3	20 Oct – 24 Oct		Representations in Social Media and Gaming <ul style="list-style-type: none"> Following & updating your Production Schedule Production: Planning for Filming of Video for Social Media or Gaming 	
4	27 Oct – 31 Oct		Representations in Social Media and Gaming <ul style="list-style-type: none"> Following & updating your Production Schedule Production: Filming of Video for Social Media or Gaming Postproduction: Compiling an Assembly Cut 	
5	3 Nov – 7 Nov		Representations in Social Media and Gaming <ul style="list-style-type: none"> Following & updating your Production Schedule Postproduction: Compiling a Rough Cut (including Music & Sound) 	FA4 Media Artwork – Rough Cut (Draft) Due: Friday 7 November
6	10 Nov – 14 Nov		Representations in Social Media and Gaming <ul style="list-style-type: none"> Feedback on FA4 Roughcut Postproduction: Commencing a Final Cut 	
7	17 Nov – 21 Nov		Representations in Social Media and Gaming <ul style="list-style-type: none"> Postproduction: Preparing the Final Cut (including Titles, Sound, Credits and SPX) 	FA4 Media Artwork, Final Cut (film) Due: Friday 21 November
8	24 Nov – 28 Nov		Exams: Year 11 Monday 24 November – Friday 28 November Friday 28 November — Aquatic carnival: Prep – Year 11 Friday 28 November — Final day: Years 10 –11	
9	1 Dec – 5 Dec		Summer Holidays	
10	8 Dec – 12 Dec		Summer Holidays	

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