

# Work rate calendar (WRC) 2024

## 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					
<b>Supervised assessment</b>		Summative exams are to be supervised by the student's official exam supervisor.			
<b>Non-supervised assessment</b>		Students must sign declaration of academic integrity.			
Week	Dates	Unit	Topic	Class work / Assessment to be submitted	
1	22 Jan – 26 Jan	Unit 1: Personal Viewpoints – Animating a Social Issue.	Monday 22 January — Welcome calls for students: Prep – Year 12	Check a parental permission have been completed, so we can get you access.	
			Wednesday 24 January — Learning for success: Prep – Year 12		
			Friday 26 January — Australia Day Holiday		
			<b>Introduction to Media Arts in Practice</b>		
			Media Arts – Basics		
			How to Access to Adobe Creative Cloud (once licenses completed)		
2	29 Jan – 2 Feb			<b>Media Language</b>	
			<ul style="list-style-type: none"> <li>Visual Storytelling</li> <li>Symbols (Codes &amp; Conventions)</li> </ul>		
3	5 Feb – 9 Feb			Friday 9 February — Senior orientation day: Years 10–12	
				<b>Media Language</b>	
		<ul style="list-style-type: none"> <li>Elements and Principles of Design</li> <li>Exploration of the History and Types of Stop-Motion Animation</li> </ul>			
4	12 Feb – 16 Feb		<b>Animating a Social Issue</b>	Planning for FA1 Project	
		<ul style="list-style-type: none"> <li>Introduction to FA1 Task – A1 Project</li> <li>Exploration of Social Issues relevant to a Youth Audience</li> </ul>		Working on FA1: Mini Treatment	
5	19 Feb – 23 Feb		<b>Animating a Social Issue</b>	Working on FA1: Script	
		<ul style="list-style-type: none"> <li>Creating Story Outlines and Script</li> </ul>			
6	26 Feb – 1 Mar		<b>Animating a Social Issue</b>	Working on FA1: Storyboard	
		<ul style="list-style-type: none"> <li>Storyboarding</li> </ul>			
7	4 Mar – 8 Mar		<b>Animating a Social Issue</b>	Working on FA1 Project	
		<ul style="list-style-type: none"> <li>Working on FA1 Project</li> </ul>			
8	11 Mar – 15 Mar		<b>Animating a Social Issue</b>	<b>FA1 Draft Due: Friday 15 March</b>	
		<ul style="list-style-type: none"> <li>Working on FA1 Project</li> </ul>			
9	18 Mar – 22 Mar		<b>Exams: Year 11</b>	Optional Lesson Tutorials	
			Monday 18 March – Friday 22 March		
		<b>Animating a Social Issue</b>			
		<ul style="list-style-type: none"> <li>Feedback on FA1 Project Drafts</li> </ul>			
10	25 Mar – 29 Mar		Thursday 28 March — Cross country / Fun run: Prep – Year 12	<b>FA1 Project Due: Wednesday 27 March</b>	
			Friday 29 March — Good Friday		
			<b>Animating a Social Issue</b>		
		<ul style="list-style-type: none"> <li>FA1 Completion</li> </ul>			

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# Work rate calendar (WRC) 2024

## Term 2

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Assessment				
<b>Supervised assessment</b>		Summative exams are to be supervised by the student's official exam supervisor.		
<b>Non-supervised assessment</b>		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	15 Apr – 19 Apr	Unit 1: Personal Viewpoints – Animating a Social Issue.	<b>Animating a Social Issue</b> <ul style="list-style-type: none"> <li>Introduction to Stop Motion Studio Software</li> <li>Developing a Preproduction and Production Schedule</li> <li>Develop a Risk Assessment for Animation</li> </ul>	
2	22 Apr – 26 Apr		Thursday 25 April — Anzac Day <b>Animating a Social Issue</b> <ul style="list-style-type: none"> <li>Preproduction: Beginning Mise en scène for Animation</li> <li>Preparation for Animation</li> </ul>	Submission and Agreement of the Risk Assessment for the SA2: Due Wednesday 24 April
3	29 Apr – 3 May		<b>Animating a Social Issue</b> <ul style="list-style-type: none"> <li>Following and Updating Your Production Schedule</li> <li>Completing Mise en scène for Animation</li> <li>Production: Animation</li> </ul>	
4	6 May – 10 May		Monday 6 May — Labour Day <b>Animating a Social Issue</b> <ul style="list-style-type: none"> <li>Following your Production Schedule</li> <li>Production: Animation</li> </ul>	
5	13 May – 17 May		<b>Animating a Social Issue</b> <ul style="list-style-type: none"> <li>Postproduction Schedule (Editing, Sound, Effects)</li> <li>Creating an Assembly Cut</li> </ul>	
6	20 May – 24 May		<b>Animating a Social Issue</b> <ul style="list-style-type: none"> <li>Following and updating your Production Schedule</li> <li>Creating a Rough Cut</li> </ul>	FA2 Media Artwork – Rough Cut (Draft) Due: Friday 24 May
7	27 May – 31 May		<b>Animating a Social Issue</b> <ul style="list-style-type: none"> <li>Updating your Preproduction Schedule</li> <li>Working towards a Final Cut</li> </ul>	
8	3 Jun – 7 Jun		<b>Animating a Social Issue</b> Completing your production Schedule <ul style="list-style-type: none"> <li>Creating the Final Cut</li> </ul>	FA2 Media Artwork Due: Friday 7 June
9	10 Jun – 14 Jun		Monday 10 June – Thursday 13 June — School camp: Year 11 <b>Auteurs in Media</b> <ul style="list-style-type: none"> <li>What is an Auteur?</li> </ul>	
10	17 Jun – 21 Jun		Thursday 20 June — Senior formal: Year 12 Friday 21 June — Athletics carnival / Sports day: Prep – Year 12 <b>Auteurs in Media</b> <ul style="list-style-type: none"> <li>Media Language used by Auteurs to develop style.</li> <li>Australian Auteurs Including Indigenous Australian Movies (e.g., Rachael Perkins, Leah Purcell, Wayne Blair)</li> <li>World Movies</li> </ul>	

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## Term 3

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Assessment				
<b>Supervised assessment</b>		Summative exams are to be supervised by the student's official exam supervisor.		
<b>Non-supervised assessment</b>		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	8 Jul – 12 Jul	Unit 2: Representations in Social Media and Gaming	<b>What are Representations in Media?</b> <ul style="list-style-type: none"> <li>Defining representations and how they are used in Media.</li> <li>Stereotyping: Archetypes in Media</li> </ul>	
2	15 Jul – 19 Jul		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Representation of different social groups in Media</li> <li>Introduction to the FA3 (B1) Project</li> </ul>	Planning for FA3 Project
3	22 Jul – 26 Jul		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Creating Avatars / Caricatures</li> <li>Digital Treatment Documents</li> <li>Narrative and Story Outlines / Planning (optional script)</li> </ul>	Working on FA3: Digital Treatment
4	29 Jul – 2 Aug		<b>Representations in Social Media and Gaming</b> Designing for Social Media (Music Video) or Gaming (Created World) <ul style="list-style-type: none"> <li>Digital Design Portfolios and Mood boards</li> <li>Developing a Preproduction Schedule</li> <li>Beginning Mise en scène Design for Production</li> </ul>	Working on FA3: Digital Designs
5	5 Aug – 9 Aug		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Digital Storyboards</li> <li>Updating Preproduction Schedule</li> </ul>	Working on FA3: Digital Storyboards
6	12 Aug – 16 Aug		<b>Wednesday 14 August — Royal Queensland (Ekka) Show Holiday</b> <b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Working on FA3 Project</li> <li>Updating Preproduction Schedule</li> </ul>	Working on FA3 Project
7	19 Aug – 23 Aug		<b>Representations in social media and Gaming</b> <ul style="list-style-type: none"> <li>Working on FA3 Project</li> <li>Updating Preproduction Schedule</li> </ul>	<b>FA3 Project Draft Due: Friday 23 August</b>
8	26 Aug – 30 Aug		<b>Friday 30 August — Student free day</b> <b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Feedback on FA3 Projects</li> <li>Updating Preproduction Schedule</li> </ul>	Updating on FA3 Projects based on Feedback.
9	2 Sept – 6 Sept		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Working on FA3 Project Completion</li> <li>Finalising Preproduction Schedule</li> </ul>	<b>FA3 Project Final Due: Friday 6 September</b>
10	9 Sept – 13 Sept		<b>Exams: Year 11</b> <b>Monday 9 September – Thursday 12 September</b> <b>Friday 13 September — Connect excursion: Years 10–12</b>	

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## Term 4

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Assessment				
<b>Supervised assessment</b>		Summative exams are to be supervised by the student's official exam supervisor.		
<b>Non-supervised assessment</b>		Students must sign declaration of academic integrity.		
Week	Dates	Unit	Topic	Class work / Assessment to be submitted
1	30 Sept – 4 Oct	Unit 2: Representations in Social Media and Gaming	<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Introduction to the FA4 Media Artwork Tasks</li> <li>Developing a Production Schedule</li> <li>Develop a Risk Assessment for Animation</li> </ul>	Working on FA4 Media Artwork (Video)
2	7 Oct – 11 Oct		<b>Monday 7 October — King's Birthday Holiday</b> <b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Developing and revising a Production Schedule</li> <li>Creating Mise en scène for use in Production</li> </ul>	<b>Submission and Agreement of the Risk Assessment for the SA4: Due Wednesday 9 October.</b>
3	14 Oct – 18 Oct		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Following &amp; updating your Production Schedule</li> <li>Production: Planning for Filming of Video for Social Media or Gaming</li> </ul>	
4	21 Oct – 25 Oct		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Following &amp; updating your Production Schedule</li> <li>Production: Filming of Video for Social Media or Gaming</li> <li>Postproduction: Compiling an Assembly Cut</li> </ul>	
5	28 Oct – 1 Nov		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Following &amp; updating your Production Schedule</li> <li>Postproduction: Compiling a Rough Cut (including Music &amp; Sound)</li> </ul>	<b>FA4 Media Artwork – Rough Cut (Draft) Due: Friday 1 November</b>
6	4 Nov – 8 Nov		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Feedback on FA4 Roughcut</li> <li>Postproduction: Commencing a Final Cut</li> </ul>	
7	11 Nov – 15 Nov		<b>Representations in Social Media and Gaming</b> <ul style="list-style-type: none"> <li>Postproduction: Preparing the Final Cut (including Titles, Sound, Credits and SPX)</li> </ul>	<b>FA4 Media Artwork, Final Cut (film) Due: Friday 13 November</b>
8	18 Nov – 22 Nov		<b>Exams: Year 11</b> <b>Monday 18 November – Friday 22 November</b> <b>Friday 22 November — Aquatic carnival: Prep – Year 11</b> <b>Friday 22 November — Final day: Years 10 –11</b>	
9	25 Nov – 29 Nov		Summer Holidays	
10	2 Dec – 6 Dec		Summer Holidays	
11	9 Dec – 13 Dec		Summer Holidays	

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