

Online safety: The Arts - Media Arts

The Arts - Media Arts

The Australian Curriculum: Media Arts involves creating representations of the world and telling stories through communication technologies such as television, film, video, newspapers, radio, video games, the internet and mobile media. Students are taught about appropriate use and applications of digital technologies within Media Arts as they engage with digital technologies throughout the development process of their piece of work.

Students participate in, experiment in, experiment with and interpret diverse cultures and communication practices. Students learn to be critically aware of ways that the media are culturally used and negotiated, and the factors which shape contemporary communication through media technologies and globally networked communications.

Website links

Tagged <https://www.esafety.gov.au/educators/classroom-resources/tagged>

Rewrite your story <https://www.esafety.gov.au/educators/video-resource-library>

Young and eSafe <https://www.esafety.gov.au/educators/classroom-resources/young-and-esafe>

Game on <https://www.esafety.gov.au/educators/classroom-resources/gameon/student-home>

Digital DNA video <https://www.esafety.gov.au/media/2565>

Values, rights and responsibilities

Media Arts - Years 7 and 8

Content descriptions with elaborations:

Present media artworks for different community and institutional contexts with consideration of ethical and regulatory issues (ACAMAM070)

- promoting a school event through different media and online formats, making decisions about time, technological access, and ethical and economic constraints
- distributing a media artwork designed to engage a specific audience and using appropriate rights and permissions to upload to the internet, for example, distributing a music video they have made.
- justifying their choices for distribution of media artworks for a particular audience
- understanding Aboriginal and Torres Strait islander cultural protocols for using images of people
- considering viewpoints - societies and cultures: For example - What features have been omitted or exaggerated in stereotype? What are the differences between the private sector and the public sector television programming?

Digital media literacy

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Informed and safe use of information and devices

Media Arts - Years 7 and 8

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