



Teacher Program Overview + Schedule

Creating a Nightmare – Years Eleven & Twelve

Program Duration: 45 minutes

Minimum Participants: 20 Students

Program Overview:

Students will be taken through a comprehensive overview of how a television commercial is made, with an exclusive look at the planning and production of our most recent Fright Nights commercial*. With the use of virtual reality, students will have a unique opportunity to step inside the film set and experience what it is like to be an actor in one of the scenes from the commercial.

This multimodal experience will allow the students to learn the techniques and skills used, from the concept and storyboarding stage, through to post production. How to enhance the end product with the use of makeup, props, sets and special effects, and discover what each of our creative crew members contribute to the production and what their job titles mean. Students will explore elements of media technologies, media communication, media in society, as well as elements across the electives such as video and audio production, graphic design, 3D modelling and animation, interactive media, moving and still images.

*Please note that this program derived from the Queensland Studies Authority for Film, Television and New Media.

Alignment with the Australian Curriculum:

MEDIA ARTS

General Objectives	- Design
	- Production
	- Critique
Key Concepts:	- Technologies are the tools and associated processes that are used to create meaning in moving-image media production and use.
	- Representations are constructions of people, places, events, ideas and emotions that are applied to create meaning in moving-image media production and use.
	- Audiences are individuals and groups of people for whom moving-image productions are made, and who make meanings when they use these products.
	- Institutions are the organisations and people whose operational processes and practice enable or constrain moving-image media production and use.
	- Languages are systems of signs and symbols organised through codes and conventions to create meaning in moving-image media production and use.

Program Schedule

Time

8.45am Arrival

Students and teachers to meet staff member at the ticket booths at the front of Warner Bros. Movie World.

9.00am Education Program

The staff member will give the students a brief tour on route to the education program, which will commence on arrival.

9.45am Program Conclusion

At the conclusion of this session, students will be free to enjoy the park for the rest of the day, at the teacher's discretion.