



Teacher Program Overview + Schedule

Creating a Nightmare – Year Seven + Eight

Program Duration: 45 minutes

Minimum Participants: 20 Students

Program Overview:

In this program, students will identify and discuss different representations of an item for different intentions and how this is achieved. Students will be able to select, explain and experiment with creating story structure and storyboards, as well as the manipulation of technical and symbolic elements. During this program, students will plan how to edit a sequence as well as manipulating sounds, camera angles and sequence can make changes to the original piece. This program is aligned with the Australian Curriculum for Media Arts: Year Seven and Eight.

Alignment with the Australian Curriculum:

MEDIA ARTS

Media Arts	Experiment with the organisation of ideas to structure stories through media conventions and genres to create points of view in images, sounds and text (ACAMAM066)		
	Develop media representations to show familiar or shared social and cultural values and beliefs, including those of Aboriginal and Torres Strait Islander Peoples (ACAMAM067)		
	Plan, structure and design media artworks that engage audiences (ACAMAM069)		
General Capabilities: <ul style="list-style-type: none">• Literacy• Information and Communication Technology• Critical and Creative Thinking		Cross-Curriculum Priorities:	

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.