



Teacher Program Overview

Lights! Camera! Action! – Years Nine & Ten

Program Duration: 45 minutes

Minimum Participants: 20 Students

Program Overview:

This 45 minute program will have the students engaging with the dark side of our favourite “hero’s”. In alignment with the Australian Curriculum for Drama in Year Nine and Ten, students will have the opportunities to explore aspects of character and dramatic action with a focus on confidence and improvisation as well. Students will have the opportunities to apply the elements of drama to improvisation with guidance given by our professional performers here at Warner Bros. Movie World. Students will build an understanding to not only the physical aspects of a role but also the psychological aspect of the character and how this affects the intention and dramatic form. Students will leave with a greater knowledge and understanding that can be applied to scripted and devised pieces both within the classroom and into the future.

Alignment with the Australian Curriculum:

DRAMA

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| Drama | Improvise with the elements of drama and narrative structure to develop ideas, and explore subtext to shape devised and scripted drama (ACADRM047) | | |
| | Manipulate combinations of the elements of drama to develop and convey the physical and psychological aspects of roles and characters consistent with intentions in dramatic forms and performance styles (ACADRM048) | | |
| | Practise and refine the expressive capacity of voice and movement to communicate ideas and dramatic action in a range of forms, styles and performance spaces, including exploration of those developed by Aboriginal and Torres Strait Islander dramatists (ACADRM049) | | |
| | Evaluate how the elements of drama, forms and performance styles in devised and scripted drama convey meaning and aesthetic effect (ACADRR052) | | |
| <table border="1" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> General Capabilities: <ul style="list-style-type: none"> • Creative and Critical Thinking • Personal and Social Capability </td> <td style="width: 50%; vertical-align: top;"> Cross-Curriculum Priorities: </td> </tr> </table> | | General Capabilities: <ul style="list-style-type: none"> • Creative and Critical Thinking • Personal and Social Capability | Cross-Curriculum Priorities: |
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Teacher Program Schedule

Lights! Camera! Action! – Years Nine & Ten

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 digression.



Teacher Program Overview

‘Creating a Nightmare’ – Years Nine & Ten

Program Duration: 45 minutes

Minimum Participants: 20 Students

Program Overview:

The year Nine and Ten media arts program – ‘Creating a Nightmare’ – The Making of a TV Commercial, will have students building and refining their knowledge and skills necessary for media arts practises. Through the use of virtual reality, students will have the opportunity to analyse and evaluate the use of media arts elements including camera angles, sound and framing. Students will hear from renowned industry professionals to enhance their knowledge and skills from the initial planning stage to the final polished production. After seeing how these skills are applied, students will be well equipped to start experimenting with their knowledge and skills developed during this program accompanied by their prior knowledge for media arts.

Alignment with the Australian Curriculum:

MEDIA ARTS

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| Media Arts | Develop and refine media production skills to integrate and shape the technical and symbolic elements in images, sounds and text for a specific purpose, meaning and style (ACAMAM075) |
| | Plan and design media artworks for a range of purposes that challenge the expectations of specific audiences by particular use of production processes (ACAMAM076) |
| | Evaluate how technical and symbolic elements are manipulated in media artworks to create and challenge representations framed by media conventions, social beliefs and values for a range of audiences (ACAMAR078) |
| General Capabilities: <ul style="list-style-type: none"> • Literacy • Numeracy • Information and Communication Technology • Critical and Creative Thinking | Cross-Curriculum Priorities: |



Teacher Program Schedule 'Creating a Nightmare' – Years Nine & Ten

Time

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| 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 digression. |