



Teacher Program Overview & Schedule

Creating a Nightmare – Year 11 and 12

Program Duration: 1hr 45minutes

Minimum Participants: 10 Students

Maximum Participants: 40 Students

Program Overview:

This Year 11 and 12 program will present students with a comprehensive overview of the knowledge, techniques and skills necessary in creating a television commercial. Students will gain an exclusive look at the Pre-Production, Production and Post-Production process that went into creating Warner Bro’s Movie World’s 2016 Fright Nights Conjuring Maze Commercial. This multimodal experience will demonstrate to students how industry professionals enhance Media Arts end products through use of makeup, props, sets, special effects and camera techniques. Students will explore elements of media technologies, media communication, media in society, as well as video and audio production, graphic design, 3D modelling and animation, interactive media, moving and still images.

Students will be provided the opportunity to engage in a Virtual Reality activity to analyse and evaluate the use of media arts elements including camera angles, sound and framing.

**Please note this program has been created using the Queensland Curriculum and Assessment Authority 2024 Media Arts Applied Syllabus documents.*

Alignment with the Queensland Curriculum and Assessment Authority 2024	
MEDIA ARTS	
General Objectives	Communicate Ideas Evaluate Media Artworks
Personal Viewpoints Unit A	<p>Explore the relationship between media arts and the development of own and others’ social values, attitudes and beliefs.</p> <p>Students consider the context and purpose of media artworks; Audience, Community Engagements, industry engagements and distribution.</p> <p>Students recognize the artistic intention of the media arts piece.</p> <p>Examine and discuss how media language, mode, media technologies and techniques are chosen and used in isolation or combination to communicate ideas.</p> <p>Apply literacy skills using different modes of communication, e.g. annotated designs; graphic organisers; recorded conversations; sketches; spoken, written or signed presentations.</p>

<p style="text-align: center;">Representations Unit B</p>	<p>Respond to the ways that media artworks can alter, question, or add to representations of reality.</p> <p>Research the work of media artists and collate personalised media language, symbols and/or texts that alter, question or add to representations of reality.</p> <p>Consider how elements and principles of design (e.g. repetition and tone) and other media language communicate ideas about representations.</p> <p>Examine and discuss how media language, mode, media technologies and techniques are chosen and used in isolation or combination to communicate ideas.</p>
<p style="text-align: center;">Community Unit C</p>	<p>Authentic contexts are used to provide learning experiences and generate purposes for making. Through engaging with community-based media artists, students have opportunities to learn ways of working.</p> <p>Explore the concept of community and the ways media arts can celebrate, advocate for and/ or inform audiences.</p> <p>Consider how the organization of elements and feature form coherent work.</p>
<p style="text-align: center;">Persuasion Unit D</p>	<p>Investigate how media artist use marketing styles or trends for particular audiences to discover ways of using media languages, technologies and techniques.</p>

Program Schedule

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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 Pt 1	The staff member will give students a brief tour on-route to the Education Program, which will commence on arrival. Part 1 of the program consists of Pre-Production and Production Elements
9.45am Virtual Reality Activity Pt 2	Students and teaching staff will have the opportunity to participate in a virtual reality experience through individual VR headsets.
10:05am Presentation re-commences Pt 3	Students will learn about Post-Production elements that bring together our Final Commercial.
10.40am 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.