



Teacher Program Overview & Schedule

Creating a Nightmare – Year 7 and 8

Program Duration: 1hr 45minutes

Minimum Participants: 10 Students

Maximum Participants: 40 Students

Program Overview:

In this program, students gain the opportunity to develop an understanding and application of Media Arts concepts: media technologies, representation, audience, and relationships. Students will explore Media Arts in a Local Context through observation of the production process used in producing a Fright Nights TV Commercial based on The Conjuring 2. During this program, students will view discussions and procedures of living media arts practitioners during the creation of an advertisement, to expand their awareness of diverse media arts practices, genres and styles. Through multi-modal facilitation students will gain in depth knowledge and understanding of the professional Media Arts industry, as well as the techniques and skills used to create Media Arts Masterpieces.

Students will have the opportunity to engage in a Virtual Reality activity, to uncover the importance of Media Arts elements such as camera angles and framing.

Alignment with the Australian Curriculum V9.0

MEDIA ARTS

Media Arts	<p>Exploring and responding Investigate the ways that media arts concepts are used in media arts works and practices across cultures, times, places and/or other contexts (AC9AMA8E01)</p>
	<p>Developing practices and skills Reflect on their own and others’ media arts works and practices to inform choices they make during the production process (AC9AMA8D02)</p>
	<p>Creating and making Design and structure media arts works to communicate ideas, perspectives and meaning for an intended audience (AC9AMA8C01)</p>

GENERAL CAPABILITIES

- Literacy
- Digital Literacy
- Critical and Creative Thinking
- Personal and Social Capability



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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.