



Year 12

Media Arts in Practice

| Unit | | Start/Length | Topics/Concepts/Skills/Inquiry | Assessment | Checkpoints | Due Date |
|--------|-----------------|----------------------|---|----------------------|---|----------------------------------|
| Unit 1 | Community | 16 weeks Term 1&2 | C1: Project — Community Students make and evaluate a design product and plan a media artwork that communicates ideas about a person, event, issue or other aspect in a community. | C1: Project | Checkpoint 1: 27/02/26 Wk 5 - T1 | C1 Due: 29/05/26 Wk 6 - T2 |
| | | 4 weeks Term 2 | C2: Resolved artwork — Community. Students make a media artwork that celebrates, advocates for or informs audiences about a community by implementing the design from Assessment C1. | C2: Resolved artwork | Checkpoint 2: 20/03/26 Wk 8 - T1 | C2 Due: 19/06/26 Wk 9 - T2 |
| Unit 2 | Representations | 7 weeks Term 3 | B1: Project — Representation Students make a design product and plan a media artwork that explores representations. They evaluate representations in social media or gaming platforms. | B1: Project | Checkpoint 1 : 14/08/26 Wk 5 – T3 | D1 Due: 28/08/26 Wk 7 - T3 |
| | | 8 weeks Term 3/4 | B2: Resolved artwork — Representation Students make a media artwork for a social media or gaming platform by implementing the design from Assessment B1. | B2: Resolved artwork | Checkpoint 09/10/26 Wk 1 - T4 | D2 Due: 23/10/26 Wk 3 - T4 |