	WELL ABOVE	 Excellent evidence of understanding: ML-various forms of media language including visual and technical codes R-how media re-presents the world through stereotypes and contexts. A- how audiences relate to the media including identity through uses and gratification theory I-media productions by individuals and associated regulations Literacy- Excellent use of Tier 3 vocabulary. 					
Explore knowledge and understanding	ABOVE	Good evidence of understanding: ML-the various forms of media language including visual and technical codes R-how media re-presents the world through stereotypes and contexts. A-how audiences relate to the media including identity through uses and gratification theory I-media productions by individuals and associated regulations Literacy- Good use of Tier 3 vocabulary.					
	MEETING	Satisfactory evidence of understanding: ML-the various forms of media language including visual and technical codes R-how media re-presents the world through stereotypes and contexts. A-how audiences relate to the media including identity through uses and gratification theory I-media productions by individuals and associated regulations Literacy- satisfactory use of Tier 3 vocabulary.					
	WORKING TOWARDS +	 Basic evidence of understanding: ML-the various forms of media language including visual and technical codes R-how media re-presents the world through stereotypes and contexts. A-how audiences relate to the media including identity through uses and gratification theory I-media productions by individuals and associated regulations Literacy- Basic use of Tier 3 vocabulary. 					
	WORKING TOWARD	Minimal evidence of understanding: ML-the various forms of media language including visual and technical codes R-how media re-presents the world through stereotypes and contexts. A-how audiences relate to the media including identity through uses and gratification theory I-media productions by individuals and associated regulations Literacy- satisfactory use of Tier 3 vocabulary.					

mework	WELL ABOVE	Excellent analysis and comparison of: ML-the various forms of media language including visual and technical codes R-why media re-presents the world through stereotypes and contexts. A-audiences and how they relate to the media including identity through uses and gratification I-media productions by individuals Literacy- Excellent use of discursive writing				
theatrical fra	ABOVE	 Good analysis and comparison of: ML-the various forms of media language including visual and technical codes R-why media re-presents the world through stereotypes and contexts. A-audiences and how they relate to the media including identity through uses and gratification I-media productions by individuals Literacy- Good use of discursive writing 				
tts using the t	Satisfactory analysis of : ML-various forms of media language including visual and technical codes R-why media re-presents the world through stereotypes and contexts. A-audiences and how they relate to the medi including identity through uses and gratificati I-media productions by individuals Literacy- satisfactory use of writing opposing views					
<mark>se</mark> media products using the theatrical framework	WORKING TOWARDS +	 Basic analysis of : ML-the various forms of media language including visual and technical codes R-why media re-presents the world through stereotypes and contexts. A-audiences and how they relate to the media including identity through uses and gratification I-media productions by individuals Literacy- Basic use of writing views in bullet points 				
Analyse	WORKING TOWARD	 Minimal analysis of : ML-the various forms of media language including visual and technical codes R-why media re-presents the world through stereotypes and contexts. A-audiences and how they relate to the media including identity through uses and gratification I-media productions by individuals Literacy- Minimal use of comparison of views. 				

рсе	WELL ABOVE	Excellent application of: ML – various forms of visual and technical codes R- representation of stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required				
intended audience	ABOVE	Good application of: ML – various forms of visual and technical codes R- representation of stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required				
an	MEETING	Satisfactory application of: ML – various forms of visual and technical codes R- representation of stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required				
te meala products for	WORKING TOWARDS +	Basic application of: ML – various forms of visual and technical codes R- representation of stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required				
Creat	WORKING TOWARD	Minimal application of: ML – various forms of visual and technical codes R- representation of stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required				

Explore knowledge and understanding	WELL ABOVE	Excellent evidence of understanding: ML-how genres and styles are created using codes and conventions. Including intertextuality and hybridity. R-how certain groups are represented and how your own experiences determines how its read A- how audiences are categorised, how the audience interprets the media I-media productions by large organisations. Profit and not for profit organisations Literacy- Excellent use of Tier 3 vocabulary.					
	ABOVE	Good evidence of understanding: ML-how genres and styles are created using codes and conventions. Including intertextuality and hybridity. R-how certain groups are represented and how your over experiences determines how its read A- how audiences are categorised, how the audience interprets the media I-media productions by large organisations. Profit and re for profit organisations Literacy- Good use of Tier 3 vocabulary.					
	MEETING	Satisfactory evidence of understanding: ML-how genres and styles are created using codes and conventions. R-how certain groups are represented and how your ov experiences determines how its read A- how audiences are categorised, how the audience interprets the media I-media productions by large organisations. Profit and re for profit organisations Literacy- satisfactory use of Tier 3 vocabulary.					
	WORKING TOWARDS +	 Basic evidence of understanding: ML-how genres and styles are created using codes and conventions. R-how certain groups are represented and how your own experiences determines how its read A- how audiences are categorised, how the audience interprets the media I-media productions by large organisations. Profit and not for profit organisations Literacy- Basic use of Tier 3 vocabulary. 					
	WORKING TOWARD	 Minimal evidence of understanding: ML-how genres and styles are created using codes and conventions. R-how certain groups are represented and how your own experiences determines how its read A- how audiences are categorised, how the audience interpretsthe media I-media productions by large organisations. Profit and not for profit organisations Literacy- satisfactory use of Tier 3 vocabulary. 					

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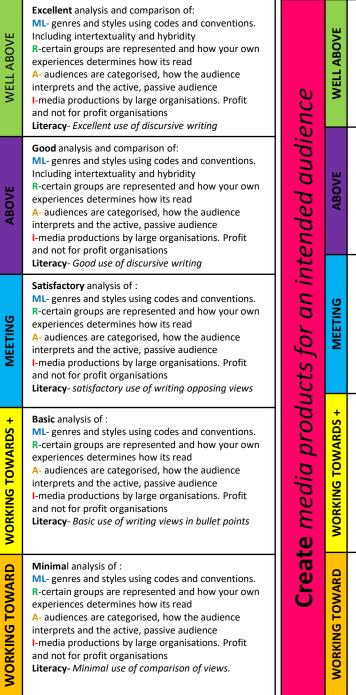
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nce	WELL ABOVE	Excellent application of: ML – various forms of genre styles. visual and technical codes R- representation of groups, stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required					
ended audie	ABOVE	Good application of: ML – various forms of genre styles. visual and technical codes R- representation of groups, stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required					
cts for an inte	MEETING	Satisfactory application of: ML – various forms of genre styles. visual and technical codes R- representation of groups, stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required					
i <mark>reate</mark> media products for an intended audience	WORKING TOWARDS +	 Basic application of: ML – various forms of genre styles. visual and technical codes R- representation of groups, stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required 					
Creat	VORKING TOWARD	Minimal application of: ML – various forms of genre styles. visual and technical codes R- representation of groups, stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required					

	WELL ABOVE	Excellent evidence of understanding: ML-how genres and styles are created using codes and conventions. Including intertextuality, hybridity and narratives R-how certain groups are represented, changes over time A- how audiences interact with media over time I-media productions by groups, ownership of conglomerates, Literacy- Excellent use of Tier 3 vocabulary.	Junior	WELL ABOVE	Excellent analysis and comparison of ML-how genres and styles are creat conventions. Including intertextuali narratives R-how certain groups are represent A- how audiences interact with mee I-media productions by groups, own conglomerates, Literacy- Excellent use of discursive
nderstanding	ABOVE	Good evidence of understanding: ML-how genres and styles are created using codes and conventions. Including intertextuality, hybridity and narratives R-how certain groups are represented, changes over time A- how audiences interact with media over time I-media productions by groups, ownership of conglomerates, Literacy- Good use of Tier 3 vocabulary.	theatrical framework	ABOVE	Good analysis and comparison of: ML-how genres and styles are creat conventions. Including intertextuali narratives R-how certain groups are represent A- how audiences interact with mer I-media productions by groups, own conglomerates, Literacy- Good use of discursive write
edge and ur	MEETING	Satisfactory evidence of understanding: ML-how genres and styles are created using codes and conventions. Including intertextuality, hybridity and narratives R-how certain groups are represented, changes over time A- how audiences interact with media over time I-media productions by groups, ownership of conglomerates, Literacy- satisfactory use of Tier 3 vocabulary.	te neina tha t	MEETING	Satisfactory analysis of : ML-how genres and styles are creat conventions. Including intertextuali narratives R-how certain groups are represent A- how audiences interact with med I-media productions by groups, own conglomerates, Literacy- satisfactory use of writing
Explore knowledge and understanding	WORKING TOWARDS +	 Basic evidence of understanding: ML-how genres and styles are created using codes and conventions. Including intertextuality, hybridity and narratives R-how certain groups are represented, changes over time A- how audiences interact with media over time I-media productions by groups, ownership of conglomerates, Literacy- Basic use of Tier 3 vocabulary. 	Analyse media products using the	WORKING TOWARDS +	Basic analysis of : ML-how genres and styles are creat conventions. Including intertextuali narratives R-how certain groups are represent A- how audiences interact with med I-media productions by groups, own conglomerates, Literacy- Basic use of writing views
	WORKING TOWARD	 Minimal evidence of understanding: ML-how genres and styles are created using codes and conventions. Including intertextuality, hybridity and narratives R-how certain groups are represented, changes over time A- how audiences interact with media over time I-media productions by groups, ownership of conglomerates, Literacy- satisfactory use of Tier 3 vocabulary. 	Analyce	WORKING TOWARD	Minimal analysis of : ML-how genres and styles are creat conventions. Including intertextuali narratives R-how certain groups are represent A- how audiences interact with media I-media productions by groups, own conglomerates, Literacy- Minimal use of compariso

arison of: re created using codes and textuality, hybridity and presented, changes over time <i>i</i> th media over time ups, ownership of <i>cursive writing</i>	nce Well Above		Excellent application of: ML – various forms of genre styles. visual and technical codes, narratives R- representation of groups, stereotypes and contexts A- meeting the intended audience or group Technical- use of programs required			
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