

Explore knowledge and understanding

WORKING TOWARD	MEETING	ABOVE	WELL ABOVE
<p>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- <i>satisfactory use of Tier 3 vocabulary.</i></p>	<p>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- <i>satisfactory use of Tier 3 vocabulary.</i></p>	<p>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- <i>Good use of Tier 3 vocabulary.</i></p>	<p>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- <i>Excellent use of Tier 3 vocabulary.</i></p>
WORKING TOWARDS +			

Analyse media products using the theatrical framework

WORKING TOWARD	MEETING	ABOVE	WELL ABOVE
<p>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- <i>Minimal use of comparison of views.</i></p>	<p>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 media including identity through uses and gratification I-media productions by individuals Literacy- <i>satisfactory use of writing opposing views</i></p>	<p>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- <i>Good use of discursive writing</i></p>	<p>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- <i>Excellent use of discursive writing</i></p>
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Create media products for an intended audience

WORKING TOWARD	MEETING	ABOVE	WELL ABOVE
<p>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</p>	<p>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</p>	<p>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</p>	<p>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</p>
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Analyse media products using the theatrical framework

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