Foundation Level	Levels 1 and 2	Levels 3 and 4	Levels 5 and 6	Levels 7 and 8	Levels 9 and 10
Explore and Express Ideas					
Explore ideas characters and settings in images, sounds and multi-modal texts	Experiment with ideas and develop characters and settings through stories using images, sounds and text	Investigate and devise representations of people in their community, through stories, structure, settings in images, sounds and text	Explore representations, characterisations and viewpoints of people in their community, using stories, structure, settings, and genre conventions in images, sounds and text	Experiment with the organisation of ideas to structure stories through settings, genre conventions and viewpoints, in images, sounds and text	Experiment with ideas and stories that manipulate media elements, and genre conventions to construct new and alternative viewpoints in images, sounds and text
				Develop media representations to show familiar or shared social and cultural values and beliefs	Manipulate media representations to identify and examine social and cultural values and beliefs
Media Arts Practices					
Use media technologies to capture and edit images, sounds and text	Use media technologies to capture and edit images and sounds and text to tell stories	Use media technologies to create time and space through the manipulation of images, sounds and text when telling stories	Develop skills with media technologies to shape space, time, colour, movement and lighting, within images, sounds or text when telling stories	Develop and refine media production skills using the technical and symbolic elements of images, sounds and text to represent a specific story, purpose and meaning	Develop and refine media production skills to integrate and shape the technical and symbolic elements in images, sounds and text to represent a story, purpose, meaning and style
				Plan, structure and design media artworks for a range of purposes that engage audiences using media elements, technologies and production processes	Plan, structure and design media artworks for a range of purposes that challenge the expectations of specific audiences by particular use of media elements, technologies and production processes
Present and Perform					
Present media artworks that communicate ideas	Create and present media artworks that communicate ideas and stories to an audience	Plan, create and present media artworks for specific purposes with awareness of responsible media practice	Plan, produce and present media artworks for specific audiences and purposes using responsible media practice	Present media artworks within different community and institutional contexts for different audiences, with consideration of ethical and regulatory issues	Plan, produce and distribute media artworks for a range of community, institutional contexts and different audiences, and consider social, ethical and regulatory issues
Respond and Interpret					
Respond to media artworks by describing ideas, characters, settings and stories	Respond to media artworks and consider where and why people in their local area, including Aboriginal and Torres Strait Islander peoples, make media artworks	Identify intended purposes and meanings of media artworks considering who makes media artworks and the characteristics of audiences who view them in different social, historical and cultural contexts, including media artworks of Aboriginal and Torres Strait Islander peoples	Explain how the elements of media arts and story principles communicate meaning and viewpoints by comparing media artworks from different social, cultural and historical contexts, including media artworks of Aboriginal and Torres Strait Islander peoples	Analyse how technical and symbolic elements are used in media artworks to create representations influenced by genre and the values and viewpoints of particular audiences	Analyse and evaluate how technical and symbolic elements are manipulated in media artworks to challenge representations framed by social beliefs and values in different community and institutional contexts
				Identify specific features and purposes of media artworks from contemporary and past times to explore viewpoints and enrich their media arts making, including those of Aboriginal and Torres Strait Islander peoples	Analyse and evaluate a range of media artworks from contemporary and past times, including the media artworks of Aboriginal and Torres Strait Islander peoples, to explore differing viewpoints and enrich their media arts making
Achievement Standard					
By end of Foundation, students describe the media art works they make and view. They make and share media artworks representing stories with settings and characters.	By the end of Level 2, students describe the media artworks that they make and view, and describe where and why media artworks are made. Students use structure, character, intent and setting, media technologies and the elements of media arts to make and share media artworks.	By the end of Level 4, students describe similarities and differences between media artworks they make and view. They discuss how and why they and others use images, sound and text to make and present media artworks. They identify the characteristics of audiences who view media artworks and the social, historical and cultural contexts in which media artworks are viewed. Students use intent, structure, setting, characters, media elements and media technologies to make and share media artworks that communicate ideas to an audience.	By the end of Level 6, students explain how viewpoints, ideas and stories are shaped and portrayed in media artworks they make, share and view. Students use materials and media technologies to make media artworks for specific audiences and purposes, using intent, structure, setting and characters to communicate viewpoints and genre conventions. They explain the purposes of media artworks made in different cultures, times and places for different audiences.	By the end of Level 8, students identify and analyse how representations of social values and viewpoints are portrayed in the media artworks they make, distribute and view. Students use intent, structure, setting, characters and genre conventions to shape technical and symbolic elements for specific purposes and meanings. They evaluate how they and others use these genre conventions and elements to make meaning. They identify and analyse the social and ethical responsibilities of both makers and users of media artworks in social, cultural, historical and institutional contexts. Students produce representations of social values and viewpoints in media artworks for particular audiences. They use production processes, equipment and technologies to achieve their intentions.	By the end of Level 10, students analyse how values and alternative viewpoints are portrayed in the media artworks they make, interact with and distribute. Students use intent, structure, setting, characters and genre conventions to evaluate how technical and symbolic elements are manipulated to make representations and meaning. They evaluate how social, institutional and ethical issues influence the making and use of media artworks. Students communicate alternative viewpoints in media artworks for different community and institutional contexts. They apply design, production and distribution processes to the media artworks they make.