

**Year 10 Media Semester 1 2016**

**UNIT GOALS**

The specific goals of this unit are for students to:

- Develop visual literacy by learning to use language of design to describe and interpret meaning in photography
- Create images that inform, entertain and persuade audiences and that recognise the need to use resources sustainably.
- Create images using the codes and conventions of portrait photography
- Produce a magazine cover using graphic design conventions
- Critically appraise images used in advertising 'Deconstructing the Image' concentrating on artists responses to consumerism
- Investigate advertising techniques used to sell magazines

**UNIT OVERVIEW**

- Visual Literacy Elements and Principles of Design
- Consumerism
- Introduction to Graphic Design – Personal Logo
- Portrait Photography
- Introduction to Adobe Photoshop
- Magazine Cover Design

**ASSESSMENT DETAILS**

	Assessment Task	Week Due	Weighting (%)
<b>Term 1</b>			
<b>AT1</b>	Elements and Principles of Design Poster	Week 2	10
<b>AT2</b>	Graphic Design B & W Squares	Week 6	10
<b>AT3</b>	Logo Design	Week 9	20
<b>Term 2</b>			
<b>AT4</b>	Photography Project – Self Portrait	Week 4	20
<b>AT5</b>	Major project – Design a Magazine Cover using Adobe Photoshop	Week 9	40

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