



School of Education

EDST6772  
Graphics and Multimedia  
Technology Method 2

Term 2 2020

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### IMPORTANT:

For student policies and procedures relating to assessment, attendance and student support, please see website, <https://education.arts.unsw.edu.au/students/courses/course-outlines/>

## 1. LOCATION

Faculty of Arts and Social Sciences  
School of Education  
EDST6772 Graphics and Multimedia Technology Method 2 (6 units of credit)  
Term 2 2020

## 2. STAFF CONTACT DETAILS

Course Coordinator(s): Thomas Masters  
Email: [z3494618@ad.unsw.edu.au](mailto:z3494618@ad.unsw.edu.au)  
Availability: By appointment

## 3. COURSE DETAILS

<b>Course Name</b>	EDST6772 Graphics and Multimedia Technology Method 2
<b>Credit Points</b>	6 units of credit
<b>Workload</b>	150 hours including class contact hours, readings, class preparation, assessment, follow up activities, etc.

## STUDENT LEARNING OUTCOMES

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Outcome	
1	Identify essential elements of the NSW Design, Technology and Photographic and Digital Media syllabuses, and strategies to support students as they transition between stages
2	Use strong knowledge of subject content to plan and evaluate coherent, goal-oriented and challenging lessons, lesson sequences and teaching programs which will engage all students
3	Set achievable learning outcomes to match content, teaching strategies, resources and different types of assessment for a unit of work in Design, Technology and Photographic and Digital Media
4	Provide clear directions to organise and support prepared activities and use resources
5	Assess and report on student learning in Design, Technology and Photographic and Digital Media to all key stakeholders
6	Identify the characteristics of an effective Design, Technology and Photographic and Digital Media teacher and the standards of professional practice in teaching, especially the attributes of Graduate teachers

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## AUSTRALIAN PROFESSIONAL STANDARDS FOR TEACHERS

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Standard	
1.1.1	Demonstrate knowledge and understanding of physical, social and intellectual development and characteristics of students and how these may affect learning
1.2.1	Demonstrate knowledge and understanding of research into how students learn and the implications for teaching
1.3.1	Demonstrate knowledge of teaching strategies that are responsive to the learning strengths and needs of students from diverse linguistics, cultural, religious and socioeconomic backgrounds
1.5.1	Demonstrate knowledge and understanding of strategies for differentiating teaching to meet the specific learning needs of students across the full range of abilities
2.1.1	Demonstrate knowledge and understanding of the concepts, substance and structure of the content and teaching strategies of the teaching area

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3.3.1 Include a range of teaching strategies

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3.4.1 Demonstrate knowledge of a range of resources including ICT that engage students in their learning

3.6.1 Demonstrate broad knowledge of strategies that can be used to evaluate teaching programs to improve student learning

#### **4. RATIONALE FOR THE INCLUSION OF CONTENT AND TEACHING APPROACH**

This subject aims to develop in each student the ability to effectively teach Graphics Technologies and

## 6. COURSE CONTENT AND STRUCTURE

Module	Lecture Topic	Tutorial Topic
1	<i>On-line assessment module</i>	
(24 hours		
eq. lecture/		
tutorial time)		





Human Communication Research  
I.D.  
International Journal of Advanced Media and Communication  
International Journal of Art & Design Education  
International Journal of Virtual Technology and Multimedia  
Journal of Aesthetic Education  
Journal of Children and Media  
Journal of Communication  
Journal of Design History  
Journal of Design Research  
Journal of Multimedia  
Layers Magazine  
Multimedia Information & Technology  
Multimedia Technology  
.Net  
New Media and Society  
Photoshop Creative  
Print  
Senses of Cinema  
Studies in French Cinema  
Television and New Media  
The Communication Review  
Visible Language  
Web Designer

**Websites:**

Australian Museums and Galleries Online <http://amol.org.au/>  
Bauhaus Archive Museum of Design <http://www.bauhaus.de/english/bauhaus1919/index.htm>  
Board of Studies NSW <http://www.boardofstudies.nsw.edu.au/>  
Cooper Hewitt National Design Museum (USA) <http://ndm.si/edu>  
Museum of Computer Art <http://moca.virtual.museum/>  
Museum of Contemporary Art, Sydney <http://www.mca.com.au/>  
Museum of Modern Art <http://www.moma.org/>  
National Gallery of Victoria Collection <http://www.ngv.vic.gov.au/collection/>  
National Library of Australia <http://www.nla.gov.au/catalogue/pictures/>  
Object – Australian Centre for Craft & Design <http://www.object.com.au/>  
Powerhouse Museum <http://www.powerhousemuseum.com/>  
State Library of NSW <http://www.sl.nsw.gov.au/>  
The National Fine Art Education Digital Collection <http://fineart.ac.uk/>

**Professional Associations**



## **Assessment Details**

### **Assessment 1 (2000 wd eq, 40%)**

**PART 1:** Create a scope and sequence, including learning outcomes, covering 10 weeks for a Year 11 preliminary class.

**PART 2:** Prepare an assessment task (not just an essay) that directly links to the teaching and learning intentions for the term's work. Your scope and sequence must indicate when the task will occur and how the feedback from the summative task can also be used for formative assessment. Make sure your instructions for the task are grammatically correct and communicate effectively for students.

Design a marking rubric, which also includes space for a holistic comment.

Provide an







UNSW SCHOOL OF EDUCATION  
FEEDBACK SHEET  
EDST6772 GRAPHICS AND MULTIMEDIA TECHNOLOGY METHOD 2.

Student Name:

