

## Media 2.0 - Media Manipulation: Marking Guide

SEM1	4.75	5.00	5.25	5.5	5.75 (HC)	6.0
Creating and Making (current affairs segment)		- Has some understanding of the relationship between music and genre.	- Can identify how music can be used to change the genre in a scene. - Has some understanding of the conventions of a storyboard	- Working in a group, able to explore how to manipulate representations using tv conventions	- As an active member in a group, can successfully manipulate representations using conventions of a current affairs segment	
Exploring and Responding (analysis)		- Demonstrated knowledge of conventions of various film genres	- Film pitch shows some understanding of genre conventions - Basic understanding of creating a media product for a particular audience	- Film pitch follows conventions for a specific film genre - Design of a film product that is suitable for a particular audience	- Film pitch shows clear understanding of conventions of a film genre - Designed a film product that is desirable for a particular audience	