

### Recommendation

It is recommended that students have studied Art in Years 7 to 10, earning a High Achievement (B) in Year 10 Art, or have other art experience. A Sound Achievement (C) in Year 10 English, with planned dedication to both practical and theoretical elements of academic art study is recommended.

### Rationale

Visual Art provides students with opportunities to understand and appreciate the role of visual art in past and present traditions and cultures, as well as the contributions of contemporary visual artists and their aesthetic, historical and cultural influences. Students interact with artists, artworks, institutions and communities to enrich their experiences and understandings of their own and others' art practices.

Students have opportunities to construct knowledge and communicate personal interpretations by working as both artist and audience. They use their imagination and creativity to innovatively solve problems and experiment with visual language and expression.

Through an inquiry learning model, students develop critical and creative thinking skills. They create individualised responses and meaning by applying diverse materials, techniques, technologies and art processes.

In responding to artworks, students employ essential literacy skills to investigate artistic expression and critically analyse artworks in diverse contexts. They consider meaning, purposes and theoretical approaches when ascribing aesthetic value and challenging ideas.

### Pathways

A course of study in Visual Art can establish a basis for further education and employment in the fields of arts practice, design, craft, and information technologies; broader areas in creative industries and cultural institutions; and diverse fields that use skills inherent in the subject, including advertising, arts administration and management, communication, design, education, galleries and museums, film and television, public relations, and science and technology. Visual arts skills are also transferable and complementary to other arts subjects and industries.

### Objectives

By the conclusion of the course of study, students will:

- implement ideas and representations
- apply literacy skills
- analyse and interpret visual language, expression and meaning in artworks and practices
- evaluate art practices, traditions, cultures and theories
- justify viewpoints
- experiment in response to stimulus
- create meaning through the knowledge and understanding of materials, techniques, technologies and art processes
- realise responses to communicate meaning

### Delivery (mode, time requirements, lessons)

Visual Arts contains four QCAA-developed units from which schools develop their course of study. Each unit has been developed with a notional time of 55 hours of teaching and learning, including assessment. Students have access to three one hour scheduled class lessons with a teacher each week, delivered via the online learning management system. Students are also expected to undertake weekly independent study to complete tasks and assessment in accordance with the Work Rate Calendar. Regular communication with teachers, visual, verbal and written, is expected. Course materials can be accessed online within Australia. Overseas access online must be arranged by parents/carers through Cairns SDE's Education Queensland State Schooling application procedures.

### Student requirements

Computer, reliable access to internet, headset with microphone, scanner (and if needed, a printer), USB/external hard drive, art-related software accessible after enrolment, exercise book. All art materials are to be purchased by the student. Art Kits can be purchased from Cairns SDE. First lessons, and the Cairns SDE website's 'Getting Started' and 'IT Support' pages assist with the clarification of Requirements.

## Structure

Unit 1	Unit 2	Unit 3	Unit 4
<b>Art as lens</b> <ul style="list-style-type: none"> <li>• Concept: lenses to explore the material world</li> <li>• Contexts: personal and contemporary</li> <li>• Focus: People, place, objects</li> <li>• Media: 2D, 3D, and time-based</li> </ul>	<b>Art as code</b> <ul style="list-style-type: none"> <li>• Concept: art as a coded visual language</li> <li>• Contexts: formal and cultural</li> <li>• Focus: Codes, symbols, signs and art conventions</li> <li>• Media: 2D, 3D, and time-based</li> </ul>	<b>Art as knowledge</b> <ul style="list-style-type: none"> <li>• Concept: constructing knowledge as artist and audience</li> <li>• Contexts: contemporary, personal, cultural and/or formal</li> <li>• Focus: student-directed</li> <li>• Media: student-directed</li> </ul>	<b>Art as alternate</b> <ul style="list-style-type: none"> <li>• Concept: evolving alternate representations and meaning</li> <li>• Contexts: contemporary and personal, cultural and/or formal</li> <li>• Focus: continued exploration of Unit 3's student-directed focus</li> <li>• Media: student-directed</li> </ul>

## Assessment

### Formative assessment

Unit 1		Unit 2	
Formative Internal Assessment 1 (FIA1) Investigation	20%	Formative Internal Assessment 1 (FIA3) Project - Folio	30%
Formative Internal Assessment 1 (FIA2) Project	25%		
Formative internal assessment: 25% Examination			

### Summative assessment

Unit 3		Unit 4	
Summative internal assessment 1 (IA1): Investigation — inquiry phase 1	20%	Summative internal assessment 3 (IA3): Project — inquiry phase 3	30%
Summative internal assessment 2 (IA2): Project — inquiry phase 2	25%		
Summative external assessment (EA): 25% Examination			

In Units 3 and 4 students complete four summative assessments. The results from each of the assessments are added together to provide a subject score out of 100. Students will also receive an overall subject result (A–E).

**Disclaimer** All of the above information is accurate at the time of publication