MOSSMAN STATE HIGH SCHOOL

Term 3, 2018 - Course Outline – English - ENG081C – Mrs Hamilton

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Main Ideas</th>
<th>Duration (weeks)</th>
<th>Assessment Item</th>
<th>Due Date</th>
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</thead>
<tbody>
<tr>
<td>Analysing Digital Texts</td>
<td>Students reflect on ways that digital technology has influenced language use and communication. They will view and analyse a digital novel (<em>Inanimate Alice</em>) to explore the ways in which text producers use language, visual and audio features to engage an audience. Students will plan, draft and publish an imaginative text in response to the primary text being studied.</td>
<td>8 weeks</td>
<td>Digital Novel: - storyboard - digital episode - reflection</td>
<td>Part A: Fri 17 Aug, Part B: Fri 31 Aug, Part C: Fri 7 Sep</td>
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<tr>
<td>Reading and interpreting a play or poetry exploring a moral or ethical question</td>
<td>Students read and interpret a play (<em>Boy Overboard</em>) that explores a significant moral or ethical question. They listen to, read and view other texts relevant to the primary text being studied. Students demonstrate their understanding of the play by responding in a persuasive tone.</td>
<td>6 weeks</td>
<td>Persuasive Writing (Unseen exam)</td>
<td>Term 4</td>
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**Literacy Components**
- ☑ Speaking and Listening: Analysing the use of sound effects to make meaning, discussing the text with peers
- ☑ Reading & Viewing: Making meaning from visual features contained in a digital text
- ☑ Writing & Designing: Using a graphic organiser to plan a text; publish a digital text

**Numeracy Components**
- Number:
- Algebra:
  - ☑ Measurement: structuring and formatting of assessment.
  - ☑ Space: Spatial awareness when viewing and designing a digital text and storyboard
  - ☑ Chance & Data: Analytical decision making in game play of hypermedia text

**ICT/Technology Components**
- ☑ Select and use ICTs to collaborate and enhance communication for production of a digital novel for entertainment purposes
- ☑ Develop and apply ethical, safe and responsible practices when working with ICTs
- ☑ Use a range of advanced ICT functions and applications

*Students are advised to bring headphones to class during this unit.*