 Year 11 multimodal task

Jasper Jones assessment task

Weight: 25%

Task requirements:

1. Create a visual representation of a theme or a key idea you have studied in the play/novel for Jasper Jones. You should not retell the story through pictures.
2. Present this visual representation through a video blog (vlog) that explains how the images represent the theme or idea in the play/novel to be part of a set of class learning resources for your classmates to access. In your Vlog, you need to explain your understanding of the ideas and themes within the given images, and why you have chosen to represent these in your own Visual Representation.
3. Upload your video to Google classroom by the due date.

Note:

* You must consult with your teacher to confirm the form of visual representation you will create (painting, mixed media collage, montage, multimedia, sculpture, poster, diorama etc.).
* You cannot use ANY images given to you by your teacher
* If you choose to create a poster for your representation, it must be no bigger than A3 size.
* Your visual representation and video presentation need to be all handed to your teacher on the due date.
* Ensure your V/R has your name and teacher written on it clearly.

Outcomes assessed

1. EN11-1 responds to and composes increasingly complex texts for understanding, interpretation, analysis, imaginative expression and pleasure
2. EN11-8 identifies and explains cultural assumptions in texts and their effects on meaning.
3. ENS11-9 Engage personally with texts: monitor and assess the various ways they approach their learning in English

| Marking Criteria | Results Range |
| --- | --- |
| * Demonstrates an insightful understanding of how a theme or idea in the play/novel has been represented. * Creates an effective visual representation, synthesizing the concept relevant to the play/novel * Presents a highly engaging and critical video presentation that explores the key components of the VR to the audience. | A  21-25 |
| * Demonstrates a substantial understanding of how a theme or idea in the play/novel has been represented. * Skilfully creates a visual representation synthesizing the concept relevant to the play/novel * Presents an engaging and thoughtful video presentation that evaluates the key components of the VR to the audience. | B  16-20 |
| * Demonstrates a satisfactory understanding of how a theme or idea in the play/novel has been represented. * Satisfactorily creates an appealing visual representation, which contains a concept relevant to the play/novel. * Presents a satisfactory video presentation that explains the key components of the VR to the audience. | C  11-15 |
| * Demonstrates some understanding of how a theme or idea in the play/novel has been represented. * Presents a visual representation which demonstrates a narrow understanding of the play/novel, but may not reflect an understanding of the themes or concepts. * Presents a limited video presentation that retells components of the VR to the audience. | D  6-10 |
| * Demonstrates limited understanding of how a theme or idea in the play/novel has been represented. * Presents a limited visual representation which shows a limited understanding of the play/novel or theme. * Attempts video presentation that attempts to recount aspects of the VR to the audience. | E  1–5 |
| * Non-Attempt or not handed in by the due date. | 0 |

Comments:

Total:      %