



## Cineliteracy resources

Cineliteracy is the critical understanding of the moving image developed through the processes of reading and writing the screen. Priority Schools participating in cineliteracy have reported:

- improvement in students' traditional and critical literacy skills across the curriculum
- increased engagement in learning
- enhanced relationships between school, home and community
- stronger links between primary and secondary schools
- raised expectations of students, parents and teachers.

The resource, [Cineliteracy: more than making movies](#) provides authentic and challenging literacy strategies that enable teachers and community members to build connections with students' real world experiences through reading and writing moving images. This resource was distributed free to Priority Schools in Term 2, 2006. Additional copies of the resource are available from the [Henry Parkes Equity Resource Centre](#).

For information on professional learning opportunities [contact](#) your local PSP consultant or partnership officer.

Visit the [ACMI website](#) and look for the resources for Filmmaking across the curriculum. This three part guide to production is designed to help classroom teachers get started with student film projects. It is applicable to both animation and live action films and covers all technical aspects of pre-production, production and post-production.

Visit the [SoundHouse Vector Lab](#) for detailed information on SoundHouse and VectorLab workshops for school groups, teachers professional learning and individual bookings.

### **Online Tutorials available through the DET Intranet (Intranet users only)**

#### [Movie Maker introduction](#)

The teaching and learning model is specific to the Stage 4 Technology syllabus and the tutorial can be applied to a range of stages.

#### [iMovie introduction](#)

The teaching and learning model is specific to the Stage 4 Technology syllabus and the tutorial can be applied across a range of stages.

#### [Making factual videos](#) - introduction

The teaching and learning model is specific to Stage 5 and Information and Software Technology 7-10 syllabus and requires the production and presentation of a factual video exploring issues relating to the local community.

#### [SciTech video editing](#) - introduction

This Science and Technology multimedia online module uses Microsoft Movie Maker 2.0 to develop skills in the construction of a simple video containing video, static images and sound. The teaching and learning model is specific to Stage 3 and Science & Technology K-6 syllabus using manipulation of video and audio to produce a factual digital video.