**Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Teacher\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**YEAR 9 NEAP ENGLISH**

**SEMESTER 2 TASK 7: Manga Presentations**

**Date Due: Tuesday Week 10**

**Weighting: 10%**

**Marks: 100**

**Speaking and Listening**

Oral presentation of analysis of manga page.

**Conditions:** Present a two-minute speech on your manga page. In your discussion focus on the generic conventions of manga.

**Teaching Learning Focus:**

You will be expected to demonstrate:

* effective public speaking skills in order to convey meaning and engage the audience.
* an understanding of the generic conventions of manga.
* effective evaluation of a peer’s performance

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| **To be assessed for this task you must submit:** | **Date Due** | **YES** | **NO** |
| Planning, notes draft of your speech |  |  |  |
| Presentation copy of your speech annotated with:  Pauses  Pace change  Emphasis |  |  |  |
| Palm cards in dot points |  |  |  |
| Peer evaluation sheet |  |  |  |

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| **Delivery** | **Comment** |
| **Stance**  **Gestures**  **Facial Expression** |  |
| **Eye contact** |  |
| **Voice**   * Projection * Volume * Pace * Pause * Emphasis * Articulation |  |
| **Effective use of palm cards** |  |
| **Effective use of visual aids** |  |
| **Analysis of Generic Conventions**   * Colourful graphics * Action filled plots * Storylines that focus on fantastical or futuristic themes * Light hearted or comical storylines * Exaggerated personalities * Over the top art design such as emphasised features * Occasional unrealistic backgrounds such as block colours often used in fight scenes * May focus on the elements of nature * Magic or some variation of power often seen.   **Panel**  **Gutter**  **Frame**  **Caption**  **Sound Effect**  **Thought / Speech Bubbles**   * Thinking * Explosive Idea / anger/ scream * Whispering * Dialogue   **Transitions to:**   * Slow down an emotional moment * Show an action sequence * Use juxtaposition to create meaning   **Types of Transitions:**   * Moment-to-moment * Action-to-action * Subject-to-subject * Aspect-to-aspect * Scene-to-scene * Non-sequitur     **Perspective: Same vocabulary as film and photography such as:**   * Close-up, medium-shot, long-shot * Tilt-up, tilt-down * Panning and tracking etc. |  |

**Assessment Pointers: Speaking and Listening**

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|  | **A: Excellent Achievement** | **B: High Achievement** | **C: Satisfactory Achievement** |
| **Creating and Responding** | Creates spoken texts using a variety of strategies and language features that effectively position an audience and create different levels of meaning.  Contributes actively to group and class discussion, comparing, evaluating and justifying interpretations of texts using clear, detailed explanation.  Manipulates language features and images to create highly innovative texts. | Creates spoken texts using a variety of strategies and language features that position an audience and attempt to create different levels of meaning.  Contributes actively to group and class discussion, comparing, evaluating and justifying interpretations of texts using clear explanation.  Manipulates some language features and images to create innovative texts. | Creates spoken texts that use some strategies and language features in an attempt to position an audience.  Contributes to group and class discussion, comparing and justifying interpretations of texts using simple explanation.  Attempts to manipulate some language features and images to produce familiar or formulaic texts. |
| **Communication Skills** | Speaks clearly with varied expression, using pace, pitch and pause to create interest, emphasis and engagement of an audience.  Uses body language including stance, gestures and eye contact to engage and maintain audience attention and/or interest.  Responds intuitively and effectively to verbal and  non-verbal cues to enhance presentations and develop effective group discussions. | Speaks clearly with expression, using pace, pitch and pause to create interest, emphasis and engagement of an audience.  Uses some body language including stance, gestures and eye contact to engage audience attention and/or interest.  Detects and responds to verbal and non-verbal cues in a timely manner to benefit presentations and continue discussions. | Speaks clearly with expression, and attempts to engage an audience.  Attempts to use some body language including stance, gestures and eye contact to engage audience attention and/or interest.  Responds to some verbal and non-verbal cues, enabling participation in discussions. |

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| **Peer Assessment** |  |
| **Delivery** | **Comment** |
| **Stance**  **Gestures**  **Facial Expression** |  |
| **Eye contact** |  |
| **Voice**   * Projection * Volume * Pace * Pause * Emphasis * Articulation |  |
| **Effective use of palm cards** |  |
| **Effective use of visual aids** |  |
| **Analysis of Generic Conventions**   * Colourful graphics * Action filled plots * Storylines that focus on fantastical or futuristic themes * Light hearted or comical storylines * Exaggerated personalities * Over the top art design such as emphasised features * Occasional unrealistic backgrounds such as block colours often used in fight scenes * May focus on the elements of nature * Magic or some variation of power often seen.   **Panel**  **Gutter**  **Frame**  **Caption**  **Sound Effect**  **Thought / Speech Bubbles**   * Thinking * Explosive Idea / anger/ scream * Whispering * Dialogue   **Transitions to:**   * Slow down an emotional moment * Show an action sequence * Use juxtaposition to create meaning   **Types of Transitions:**   * Moment-to-moment * Action-to-action * Subject-to-subject * Aspect-to-aspect * Scene-to-scene * Non-sequitur     **Perspective: Same vocabulary as film and photography such as:**   * Close-up, medium-shot, long-shot * Tilt-up, tilt-down * Panning and tracking etc. |  |