

Use a range of software including *word processing programs* to construct, edit & publish written text, & select, edit & place visual, print & audio elements
(EN2-3A)

Use visual representations, including those *digitally produced*, to represent ideas, experience & information for different purposes & audiences
(EN2-10C)

Experiment with visual, *multimodal and digital processes* to represent ideas encountered in texts
(EN2-2A)

Discuss issues related to the responsible use of *digital communication*
(EN2-2A)

Identify and interpret the different forms of visual information, including *maps, tables, charts, diagrams, animations and images*
(EN2-8B)

Explore the effect of choices when framing an image, placement of elements in the image, and salience on composition of still and moving images in a range of types of texts
(EN2-8B)



Identify features of online texts that enhance readability including text, *navigation, links, graphics & layout*
(EN2-8B)

Create imaginative texts based on characters, settings & events from students' own and other cultures using visual features, for example perspective, distance & angle
(EN2-2A)

S2 English

Experiment with visual, *multimodal & digital technologies* to represent aspects of experience & relationships
(EN2-11D)

Respond to short films, documentaries & *multimedia texts* that express familiar & new aspects of the broader world
(EN2-11D)

Reread & edit texts for meaning, appropriate structure, grammatical choices & punctuation
(EN2-2A)

Identify the features of *online texts that enhance navigation*
(EN2-8B)

Plan, draft & publish imaginative, informative & persuasive texts containing key information & supporting details for a widening range of audiences, demonstrating increasing control over text structures and language features
(EN2-2A)