

CREATIVE AND DIGITAL MEDIA

Year 12

What are the aims and intentions of this curriculum?

The Year 12 curriculum is designed to engage and prepare learners for employment, often via higher education. The curriculum will provide a coherent introduction to the study of Creative Digital Media Production. Learners will acquire specialist skills and an understanding of the media industry through analysing media texts, pitching and producing media productions.

Term	Topics	Knowledge and key terms	Skills developed	Assessment
Autumn 1	Introduction to course, health and safety for practical equipment, units and assessment. Unit 4: Pre Production Portfolio Learning Aim A: Understand the	Students will investigate pre-production requirements independently then in groups. students will research what paperwork is required for film production and discuss why this is. Key areas: Requirements for a specific media production The formats for pre-production processes The functions of pre-production	 Planning Organisation Communication Literacy skills Problem solving Research techniques Working collaboratively 	A report on the format, function and purpose of the processes and documentation essential for preproduction.
	requirements of pre- production for a digital media product.	documentation		
Autumn 2	Learning Aim B: Carry out pre-production for a digital media product.	Students will then independently create a report about the requirements, procedure and documentation required for short and/or feature films and evaluate how these factors impact the success of a film. Key areas: Procedures to follow Pre-production requirements relevant for a chosen sector	 Planning Organisation Literacy skills Problem solving Evaluation Creativity Critical thinking, 	Complete pre-production tasks with appropriate annotations to indicate the tasks undertaken by learners.
	Learning Aim C: Produce a pre-production portfolio for a creative media production.	Students will create ideas for a film of a specific genre and complete pre-production paperwork for it. Key areas: • Formats for documenting pre-production • Contents of pre-production portfolio • Maintaining a preproduction portfolio		Presentation of a pre-production portfolio containing relevant documentation and annotations.

Spring 1	Learning Aim C: Produce a pre-production portfolio for a creative media production. Learning Aim D: Review pre-production of a digital media product. Unit 10: Film Production - Fiction Learning Aim A: Understand the codes and conventions of a fictional film production.	Students will learn about self-evaluation and evaluate their management of the pre-production process. Key areas: File sharing Elements of pre-production Pre-production materials Project management Students to examine a variety of extracts from films in class and talk about the impact of storytelling techniques and sound in different genres of films looking at their common codes and conventions. Key areas: Narrative filmmaking – purposes, formats, narrative structures and visual storytelling Genre, audience and textual analysis	 Evaluation skills Planning Organisation Communication Literacy skills Problem solving Analysis 	A written/audio/video summary to document how pre-production was managed. Analysis of a range of media texts and their use of narrative. Micro-analysis of visual storytelling for a specific genre. Analysis of formats and structural conventions.
Spring 2	Unit 10: Film Production - Fiction Learning Aim B: Produce material for a fictional film of a specified genre.	Students will develop a media production on a film genre. Students will be working together helping each other during filming. Key areas: Filming techniques Sourcing material for film production Production management	 Organisation Planning Working collaboratively Numeracy Time management Communication Flexibility self-management 	Image and sound footage. Camera sheets and sound sheets of logged material. Image and sound files collated into scenes and shots. Logged copyright free music and effects.
Summer 1	Unit 10: Film Production - Fiction Learning Aim B: Produce material for a fictional film of a specified genre.	Students will develop a media production on a film genre. Students will be working together helping each other during filming. Key areas: • Filming techniques • Sourcing material for film production • Production management	 Organisation Planning Working collaboratively Numeracy Time management Communication Flexibility 	Image and sound footage. Camera sheets and sound sheets of logged material. Image and sound files collated into scenes and shots. Logged copyright free music and effects.
Summer 2	Unit 10: Film Production - Fiction Learning Aim C: Apply post-production techniques to a fictional	Students will learn and apply post-production skills and techniques. Key areas: Post-production techniques	 Computer skills Digital media skills Creativity Problem solving Sequencing 	Witness statement of post-production process. Final edited short genre film or film extract.

film utilising codes and conventions of a specified	 Realisation of the production in relation to genre and conventions Self-management
genre.	 Music, sound effects and titles Final cut