

CREATIVE MEDIA PRODUCTION

What are the aims and intentions of this curriculum?

The aim of our Year 9 Curriculum is for learners to acquire technical knowledge and technical skills through vocational contexts. Learners have the opportunity to develop sector-specific knowledge and skills in a practical learning environment to complement GCSE's. Study of this qualification will prepare learners for vocational qualification at Level 3.

Term	Topics	Knowledge and key terms	Skills developed	Assessment
Autumn 1	Component 2: Developing Digital Media Production Skills Learning Aim A: Develop and apply media pre-production processes, skills and techniques	Students will participate in workshops and classes to develop media planning and preproduction skills and techniques. Key areas: Research, discover and evaluate. Generate ideas Introduction to developing media production skills and techniques Screenplays Shot lists	 Teamwork Communication Literacy skills Planning Organisation PSHE/RSE Relationships in films Treating other with respect Online safety Age rating Role roles Careers Sky Studios Digital Media Day-BIMA Advertising Unlocked 	This component is assessed through a summative assignment for approximately 10 supervised hours. Students will use media pre-production processes and practices to generate ideas and create pre-production materials.
Autumn 2	Component 2: Developing Digital Media Production Skills Learning Aim A: Develop and apply media pre-production processes, skills and techniques	Students will participate in workshops and classes to develop media planning and preproduction skills and techniques. Key areas: Research, discover and evaluate. Generate ideas Introduction to developing media production skills and techniques Screenplays Shot lists	 Planning Organisation Communication Creativity Literacy skills Time management PSHE/RSE Relationships in films Treating other with respect 	This component is assessed through a summative assignment for approximately 10 supervised hours. Students will use media production and postproduction processes and practices to develop, review and

	Learning Aim B: Develop and apply media production and post-production processes, skills and techniques to create a media product.	Students will develop understanding of media production and post-production processes and practices relevant to the media sector. Key areas: Production workflow Experimenting with different techniques Exporting for digital distribution	 Online safety Age rating Financial budgeting Careers Digital Media Day-BIMA Advertising Unlocked Into Film Festival Rosedale Hewens Academy work experience 	refine a media product in response to the brief.
Spring 1	Component 1: Exploring Media Products Learning Aim A: Investigate media products	Students will develop their understanding of the relationship between media products, their audiences and purposes. Key areas: Researching media products Media research techniques, Defining primary and secondary audiences.	 Planning Organisation Communication Creativity Literacy skills Time management Evaluation Self-management PSHE/RSE Relationships in films Treating other with respect Online safety Age rating Exploring influences Careers Talent Foundry Rosedale Hewens Academy Trust Work Experience 	This component is assessed through a summative assignment for approximately 10 supervised hours. Students will use research techniques to select examples of media products from each sector that have approached a theme in different ways.
Spring 2	Component 1: Exploring Media Products Learning Aim A: Investigate media products	Students will develop their understanding of the relationship between media products, their audiences and purposes. Key areas: Researching media products Media research techniques, Defining primary and secondary audiences.	 Research Problem solving Computer skills Improving confidence Attention to detail Analysis Literacy PSHE/RSE Impact of positive and negative stereotypes 	This component is assessed through a summative assignment for approximately 10 supervised hours. Students will use research techniques to select examples of media products from each sector that have

me pro	arning Aim B: Explore how edia products are created to ovide meaning and engage diences.	Students will develop their understanding of how media products combine genre, narrative and representation to create meaning for audiences Key areas: Introduction to genre Narrative Representation	Careers Talent Foundry Rosedale Hewens Academy Trust Work Experience	approached a theme in different ways.
Ass Und	imponent 3: Create a Media oduct in response to a Brief sessment Objective 1: nderstand how to develop eas in response to a brief	Students will need to consider different ideas for their product, its content and style, in order to develop a coherent product proposal. Key areas: • Establishing the requirements of the brief • Defining the target audience • Researching similar existing products	 Creativity Problem solving Entrepreneurial Planning Organisation PSHE/RSE Media campaign about bullying Careers Talent Foundry Rosedale Hewens Academy Trust Work Experience 	This component is assessed through a task set and marked by Pearson. Learners identify and respond to some of the requirements of the brief. They will generate and outline a simple idea for a media product.