CREATIVE MEDIA PRODUCTION

Year 9

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 GCSEs. Study of this qualification will prepare learners for entry to higher education or study of a 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 pre-production 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	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 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	• Planning • Organisation • Communication • Creativity • Literacy skills • Time management	This component is assessed through a summative assignment for approximately 10 supervised hours. Students will use media production and post-production processes and practices to develop, review and refine a media product in response to the brief.
Spring 1	**Component 2: Developing Digital Media Production Skills** **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	• Sequencing • Computer skills • Communication • Critical thinking • Numeracy skills	This component is assessed through a summative assignment for approximately 10 supervised hours. Students will use media production and post-production processes and practices to develop, review and refine a media product in response to the brief.

Spring 2	**Component 2: Developing Digital Media Production Skills** **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	• Evaluation • Self-management • Communication	This component is assessed through a summative assignment for approximately 10 supervised hours. Students will use media production and post-production processes and practices to develop, review and refine a media product in response to the brief.
Summer 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. • Researching media products • Defining primary and secondary audiences. • Moving image products • Print products • Interactive products	• Research • Problem solving • Computer skills • Improving confidence • Attention to detail • Analysis • Literacy	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.
Summer 2	**Component 1: Exploring Media Products** **Learning Aim B:** Explore how media products are created to provide meaning and engage audiences.	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	• Research • Problem solving • Computer skills • Improving confidence • Attention to detail • Analysis • Literacy	This component is assessed through a summative assignment for approximately 10 supervised hours to complete. Students will explore how different media products use genre, narrative, representation and media production techniques to communicate meaning to audiences.