Subject 5 Year Plan: 2021-22 Media

Interleaving Key Subject Concepts:	Year 7	Year 8	Year 9	Year 10	Year 11

The Elements
 	
* develop the creative, technical and practical expertise
 	
*participate successfully in an increasingly technological world
 	
*build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality products
 	
*critique, evaluate and test their ideas and products and the work of others
	12 Week Rotation:
	INTRODUCTION TO Media
	Base line tests
	      Aural
	      Practical
	Autumn Term HT2:
	• Media skills
	• Seasonal topics
	• Production
	• Practical sessions
	• Editing
		12 Week Rotation
		
		Autumn Term HT1:
		
		MEDIA
		• Media Skills
		• Heroes & Villains
		• Authors
		
		Autumn Term HT2:
		
		• scripting
		• formatting techniques
		• Production
		• Practical sessions
		• Editing
			12 Week Rotation
			
			Autumn Term HT1:
			• Media production skills
			• Horror conventions
			• Filming techniques
			
			Autumn Term HT2:
			• Research skills
			• Development of music video over time
			• Codes and conventions of moving image
			• Production
			• Practical sessions
			• Editing
				Autumn Term HT1:
				
				Creative Media Production Btec tech award – Unit 1
				
				Understanding audiences:
				• *Genre, narrative, representation and audience interpretation*
				• Moving image
				• Publishing
				• interactive
				Autumn Term HT2:
				
				Learning aim a:
				• Investigate media products
				• Audience definition
				• Purpose
					Autumn Term HT1:
					
					Unit 2: Developing Digital Media Production Skills
					• Develop media production skills and techniques
					• Planning skills relevant to the media sector
					• developing narratives and storylines, synopsis, treatment, dialogue and sound scripts, screenplays, storyboards, shot lists
					
					Autumn Term HT2:
					
					Unit 2B: Apply media production skills and techniques
					• pre-production,
					• production
					• post-production

				• Explore how media products are created to provide meaning and engage audiences • Genre • Narrative	**B1: Pre-production processes and practices** • scripts • storyboards • synopsis • cast list • character breakdown **B2: Production processes and practices** • shooting footage • camera set ups • directing team • production roles • professional practice **B3: Post-production processes and practices** Edits • Online/offline • Export in correct format for publication and viewing **C1: Review of progress and development** • Evaluation of process

	Spring Term HT1: • OLSJ school policy Healthy Heads • Storyboardthat software • Codes and conventions comic strips	**Spring Term HT1** • Codes and conventions of storyboarding • Produce original characters • Creation of animation	**Spring Term HT1 & Spring Term HT2:** • Editing skills • Post prodction	**Spring Term HT1:** *Learning aim b* • Media production techniques **Spring Term HT2:** • Audio/moving image media products • Publishing media products • Interactive media product	**Spring Term HT1:** Unit 3: External Assessment - Create a Media Product in Response to a Brief. AO1 Understand how to develop ideas in response to a brief AO2 Develop planning materials in response to a brief **Spring Term HT2:** Unit 3: External Assessment (cont) AO3 Apply media production skills and techniques to the creation of a media product AO4 Create and refine a media product to meet the requirements of a brief
				Summer Term HT1:	

			Unit 1: Potfolio	
			Summer Term HT2: Unit 1: Practical portfolio	

KS3 National Curriculum	KS4 National Curriculum

Design technology
 	
    use research and exploration, such as the study of different cultures, to identify and
 	
understand user needs
 	
    identify and solve their own design problems and understand how to reformulate
 	
problems given to them
 	
    develop specifications to inform the design of innovative, functional, appealing products
 	
that respond to needs in a variety of situations
 	
    use a variety of approaches [for example, biomimicry and user-centred design],
 	
to generate creative ideas and avoid stereotypical responses
 	
    develop and communicate design ideas using annotated sketches, detailed plans, 3-D
	Btec Media Specification
	
	UNIT 1
	
	Learning Aim A: Investigate media products
	
	A1: Media products, audiences and purpose Looking at a range of past and present media products, such as podcasts, magazines and mobile apps, learners will examine how media products engage audiences for a given purpose. Learners will develop their understanding of the relationship between media products, their audiences and purposes through analysis, discussion, note taking.
	
	Learning aim B: Explore how media products are created to provide meaning and engage audiences
	
	B1: Genre, narrative, representation and audience interpretation Learners will select media products from one of the three sectors: audio/moving image, publishing and interactive, and explore how genre, narrative and

	and mathematical modelling, oral and digital presentations and computer-based tools

Make

   select from and use specialist tools, techniques, processes, equipment and machinery

precisely, including computer-aided manufacture

   select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties

Evaluate

   analyse the work of past and present professionals and others to develop and broaden

their understanding

   investigate new and emerging technologies

   test, evaluate and refine their ideas and products against a specification, taking into

account the views of intended users and other interested groups

   understand developments in design and technology, its impact on individuals, society

and the environment, and the responsibilities of designers, engineers and technologists | representation are combined to engage their audience. Learners will develop their understanding of how media products are created to appeal to their audiences through analysis, discussion, note taking.

B2: Media production techniques Learners will deconstruct media products to examine how media production techniques combine to create meaning for audiences. Learners will develop their understanding of how different production techniques combine to create meaning through analysis, note taking,

Unit 2: Developing Digital Media Production Skills

Learning aims:

A Develop media production skills and techniques

A1: Practical skills and techniques Learners will participate in workshops and classes to develop media production skills and techniques appropriate to one, or all, of the following media sectors: audio/moving image, publishing and interactive media

B Apply media production skills and techniques

Learners will apply relevant media production skills and techniques through the following media practices: pre-production, production and post-production when reworking extracts of an existing media product/s such as a movie trailer, a magazine cover or a platform game.

B1: Pre-production processes and practices in the Audio/moving image sector, pre-production processes and practices, producing: |

- a sound script
- a shooting script
- a storyboard.

B2: Production processes and practices

• Audio/moving image production processes and practices

- recording audio
- shooting footage.

B3: Post-production processes and practices

- editing audio
- editing audio and video footage together into a finished extract o rendering audio and video.

C 1:Review own progress and development of skills and practices

The review can include audio-visual commentaries (such as screen recordings), annotated practical work and/or written content, with reference to the following:

• development of skills and techniques

• responding to audience/user feedback

•identifying strengths and areas for development

• actions and targets for future production work

• reference to professional working practices

• use of terminology appropriate to the media field

		Unit 3 Exam external assessment 48 Guided Learning hours
		Component in brief
		Apply and develop planning and production skills and techniques to create a media product in response to a client brief.
		This external component builds on knowledge, understanding and skills acquired and developed in Units 1 and 2. Learners will apply their practical skills to the creation of a media product in response to a brief. Learners will submit their ideas, pre-production planning and final media product in a portfolio of evidence. The task is worth 60 marks and will be completed under supervised conditions.