

Curriculum Overview

Subject: Media Studies

Year Group: 10



The Tech Award gives learners the opportunity to develop sector-specific applied knowledge and skills through realistic vocational contexts. Learners will have the opportunity to develop and apply knowledge and skills in the following areas:

- development of key skills that prove their aptitude in creative media production such as investigating and developing ideas through pre-production, production and post-production of media products
- processes that underpin effective ways of working in creative media production, such as responding to briefs and feedback, planning and generating ideas
- attitudes that are considered most important in creative media production, including personal management and communication
- knowledge that underpins an effective use of skills, processes and attitudes in the sector, such as production processes and techniques.

TERM 1		TERM 2		TERM 3	
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
KNOWLEDGE/SKILLS Component 1 – Exploring Media Products A1 Media products, audiences and purpose Explore audio/moving image, print, and interactive media products. Use primary and secondary research methods to investigate media. Learn basic analysis skills of media products discussing a range of elements. Understand who makes media, why they make it, and what their goals are. Learn about primary / secondary audiences and how they are categorised.	KNOWLEDGE/SKILLS Component 1 – Exploring Media Products B1 Genre, narrative and representation Explore genre, including key features and conventions. Study narrative, looking at storytelling methods and narrative structures Examine representation and the use of stereotypes. camera techniques (shots, angles, movement). Explore mise en scène, Understand how sound is used - both diegetic and non-diegetic Study editing techniques, and Visual effects	KNOWLEDGE/SKILLS Component 1 – Exploring Media Products – Assessment Window Students will be provided a brief on certain topic decided by the exam board. They need to produce their response drawing upon their learning in term 1. 15 May – deadline	KNOWLEDGE/SKILLS Component 2 – DEVELOPING DIGITAL MEDIA PRODUCTION SKILLS Pre-production skills & Techniques A1 / A2 Research, explore, and evaluate information. Generate ideas mind-mapping, and visualising. Develop ideas further Experiment practically to test and shape ideas. Review ideas by expanding, refining, or rejecting them. Create and refine print materials	KNOWLEDGE/SKILLS Component 2 – DEVELOPING DIGITAL MEDIA PRODUCTION SKILLS Production Processes B1 / B2 Follow a production workflow: Prepare and manage assets by creating, selecting, organising, and using correct file formats and names. Experiment with design and editing techniques Export finished work for digital distribution. Write and edit copy using the right tone, persuasive techniques, and accurate proofreading. Take photographs / Edit and manipulate images / Create graphics	KNOWLEDGE/SKILLS Component 2 – DEVELOPING DIGITAL MEDIA PRODUCTION SKILLS Production Processes B3 / B4 Develop print-based skills Create visual impact through hierarchy, mastheads, headlines, and effective use of white space. Design print products and edit text. Review content for quality, relevance, and accuracy. Test and review the final product for consistency, communication, and accessibility. Use ongoing feedback to refine work, improve techniques, and identify strengths and areas to develop.
KEY ASSESSMENTS DIRT lessons to reflect on development of skills and how to improve.	DIRT lessons to reflect on development of skills and how to improve.	KEY ASSESSMENTS Component 1 – Exploring Media Products January – May	Component 1 – Exploring Media Products January – May	KEY ASSESSMENTS DIRT lessons to reflect on development of skills and how to improve.	DIRT lessons to reflect on development of skills and how to improve. End of term assessment on Component 2 skills.

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TERM 1		TERM 2		TERM 3	
AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
KNOWLEDGE/SKILLS Students complete Component 2 Brief provided by the exam board. They use the skills development from Year 10 to complete the assessment Deadline – December	KNOWLEDGE/SKILLS Students complete Component 2 Brief provided by the exam board. They use the skills development from Year 10 to complete the assessment Deadline – December	KNOWLEDGE/SKILLS Component 3: Create a Media Product in Response to a Brief This external component builds on knowledge, understanding and skills acquired and developed in Components 1 and 2 Students complete the brief provided by the exam board. Deadline – May	KNOWLEDGE/SKILLS Component 3: Create a Media Product in Response to a Brief This external component builds on knowledge, understanding and skills acquired and developed in Components 1 and 2 Students complete the brief provided by the exam board. Deadline – May		
KEY ASSESSMENTS Component 2 – DEVELOPING DIGITAL MEDIA PRODUCTION SKILLS – Assessment window Deadline – December	Component 2 – DEVELOPING DIGITAL MEDIA PRODUCTION SKILLS – Assessment window Deadline – December	KEY ASSESSMENTS Component 3: Create a Media Product in Response to a Brief This unit is externally assessed	Component 3: Create a Media Product in Response to a Brief This unit is externally assessed		