

Curriculum Overview

Subject: Media Studies

Year Group: 12 DIPLOMA



Curriculum Intent: The Media Studies department at Chase High School aims to develop student's ability to engage with a variety of different media texts. Students will understand the importance of the media industry, the impact it has on the world and how the target audience carefully constructs media text for consumption. They will creatively design, edit and produce their own media products for their coursework, gaining knowledge in different software programmes to produce creative new media products. This course prepares them for creative subject at University or for the world of work in the media industry.

TERM 1	TERM 2	TERM 3
KNOWLEDGE/SKILLS Skills Introduction for Media – using Photoshop / camera shots / storyboarding. Unit 20 Single Camera Techniques Learning Aim A A: Understand single camera productions Camera shots / movement / camera angles – learning to apply these to a variety of different media. Unit 23 Stop Motion Animation Learning Aim A A: Understand the characteristics and processes of stop motion animation History of Stop Motion – Early techniques / how are they created and an analysis of Stop Motion Unit 19 Scriptwriting Learning Aim A A. The role of a scriptwriter B: Explore scriptwriting formats and conventions for media products What do script writers do in each film industry – How to get a commission / how to write a script / who they work with / case studies / pitches / plot and story arcs. What is the layout of scripts? How are scripts different in the industries? Students learn how to use script writing software – Trelby. December – Unit 8 Responding to a Commission (Exam Prep)	KNOWLEDGE/SKILLS January – Unit 8 Responding to a Commission (Exam) Submitted and marked by Pearsons Unit 20 Single Camera Techniques Learning Aim B B: Explore single camera techniques Students plan a single camera production of their own. Advert - storyboard / risk assessment / treatment / proposal / production log / shot list / shot log. A day shoot using cameras. Unit 23 Stop Motion Animation Learning Aim B B: Generate materials for a stop motion animation Students create their own Stop Motion animation – practice Claymation / storyboard / reflect and refine. Premiere Pro skills – how to edit a stop motion. Unit 19 Scriptwriting Learning Aim A A. The role of a scriptwriter B: Explore scriptwriting formats and conventions for media products April - Unit 3 Digital Media Skills (Exam) Skills based scenario - changes each year Photoshop skills – text / cropping / layout of magazine / wrapping text / adding effects / photoshoot	KNOWLEDGE/SKILLS May - Unit 3 Digital Media Skills (Exam) Skills based scenario - changes each year Submitted and marked by Pearsons Unit 20 Single Camera Techniques Learning Aim C C: Produce a single camera production. Film and edit a single camera production using Premiere Pro Unit 23 Stop Motion Animation Learning Aim C C: Produce a stop motion animation Students create their own Stop Motion animation – film and edit. Unit 19 Scriptwriting Learning Aim C C: Produce scripts for media products Produce a research portfolio / proposal and write a script that is at least 600 words.

KEY ASSESSMENTS December – Unit 8 Responding to a Commission preparation	KEY ASSESSMENTS January– Unit 8 Responding to a Commission preparation March / April – Unit 3 Digital Media Skills	KEY ASSESSMENTS April / May – Unit 3 Digital Media Skills
Extended reading suggestions and external resources: https://qualifications.pearson.com/en/qualifications/btec-nationals/creative-digital-media-production-2016.html Adobe Premiere Pro Classroom in a Book (2024) Scriptwriting for Film, Television and New Media (2019)		

Curriculum Overview

Subject: Media Studies
Year Group: 13 DIPLOMA

Curriculum Intent: The Media Studies department at Chase High School aims to develop student's ability to engage with a variety of different media texts. Students will understand the importance of the media industry, the impact it has on the world and how the target audience carefully constructs media text for consumption. They will creatively design, edit and produce their own media products for their coursework, gaining knowledge in different software programmes to produce creative new media products. This course prepares them for creative subject at University or for the world of work in the media industry.

TERM 1	TERM 2	TERM 3
KNOWLEDGE/SKILLS Skills Introduction for Media – using Photoshop / camera shots / storyboarding. Unit 10 Film Production (Fiction) Learning Aim A A: Understand codes and conventions of fictional film production Analyse The Shape of Water / Matrix films / (third film for Distinction) Conventions / genre / mise en scene / editing / sound / similarities and differences. Unit 21 Film editing Learning Aim A - also covered within this assessment. A: Understand the techniques and applications of editing for film and television Unit 10 Film Production (Fiction) Learning Aim B & C B: Produce material for a fictional film of a specified genre C: Apply post-production techniques to a fictional film Pre- Production – Mind map / research / storyboard / script / risk assessment / contingency plan / shot list. Production / Post Production - edit / review edit Unit 21 Film Editing – also covered within assessment Learning Aim B & C B: Explore the use of editing tools, techniques and conventions for a specific purpose C: Create a digitally edited sequence for a specific purpose. December – Unit 8 Responding to a Commission (RESIT Exam Prep)	KNOWLEDGE/SKILLS January – Unit 8 Responding to a Commission (RESIT Exam) Submitted and marked by Pearsons April - Unit 3 Digital Media Skills (RESIT Exam) Skills based scenario - changes each year Unit 18 Storyboarding Learning Aim A & B A: Understand the use of storyboards in a range of digital media sectors B: Explore storyboard skills for production purposes Explore storyboards for different industries - Tv / Film / Games / Animation – layout / designs / transitions camera shots / angles / movements / illustration / annotations. Learning Aim C C: Create and review storyboards for digital creative media production. Draw storyboards for different media sectors. Unit 7 Media Enterprise Learning Aim A A: Develop a brief for the production of a new media product or service B: Apply enterprise skills to plan the production of a new media product Planning / research / designing / Photoshop / refining ideas. Mock ups – drawn / digital / write a brief	KNOWLEDGE/SKILLS May - Unit 3 Digital Media Skills (RESIT Exam) Skills based scenario - changes each year Unit 7 Media Enterprise Learning Aim C & D C: Produce a new digital media product or service through application of media enterprise skills D: Review media enterprise skills Create digital designs of a new media product and review of technical and organisation skills. Unit 24 Sound Editing Learning Aim A & B A: Understand the reasons for factual and fictional recorded digital sound B: Investigate the equipment, techniques and procedures for editing recorded digital sound Look at different media productions and how sound is used to enhance production. Look at the equipment and editing techniques for sound. Learning Aim C C: Edit recorded digital sound for media artefacts Record own sound and edit using Premiere Pro / Auditions

KEY ASSESSMENTS December – Unit 8 Responding to a Commission preparation - RESIT	KEY ASSESSMENTS January– Unit 8 Responding to a Commission preparation March / April – Unit 3 Digital Media Skills - RESIT	KEY ASSESSMENTS April / May – Unit 3 Digital Media Skills - RESIT
Extended reading suggestions and external resources: https://qualifications.pearson.com/en/qualifications/btec-nationals/creative-digital-media-production-2016.html Adobe Premiere Pro Classroom in a Book (2024) The SnapRevise Analysis Guides: How To Analyse Films		