Curriculum Overview

Subject: Media Studies

Year Group: 10



Students are introduced to a variety of different media texts, they analyse and understand how they have been carefully constructed for the target audience. Media language is embedded throughout the course and students explore pre-production practices for their exam. They discover different digital graphics within the media industry, different digital video productions and how comic strips are designed and created.

Practical skills are taught throughout the course; students develop experience in the following software packages, Photoshop, Trelby and Premiere Pro. They are able to plan, design and create media products by working to a brief.

TERM 1	TERM 2	TERM 3
 Purpose of digital graphics Exploring film posters, magazines, websites, DVD, and game covers Introduction to Photoshop Mind map and mood boards Camera shots, angles and movements Scripts and Storyboards Visualisation diagrams Digital graphics File formats 	 KNOWLEDGE/SKILLS Working to a brief Target audience Work plans Hardware/software Legislation Safe working practices Evaluating media products Completion of coursework for RO82 	 KNOWLEDGE/SKILLS Introduction to Premiere Pro Digital videos Mise en scene Genres Age certification Data protection Video file formats Start R089
KEY ASSESSMENTS	KEY ASSESSMENTS	KEY ASSESSMENTS
Half term 1: Analysis of a digital graphic	Half term 1: RO81 Extended exam question	Half term 1: RO81 Extended exam question
Half term 2:Visualisation diagram exam question	Half term 2: RO82 assessment	Half term 2: PPE

Extended reading suggestions and external resources:

Creative iMedia L1/L2 – Pre-production skills and creating a digital graphic

Cambridge National Level 1 / 2 Creative iMedia

Read magazines and comic books.

Essential Adobe Photoshop CC: The easy way to learn Photoshop

Premiere Pro for dummies