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

KEY ASSESSMENTS	KEY ASSESSMENTS	KEY ASSESSMENTS
December – Unit 8 Responding to a Commission preparation - RESIT	January– Unit 8 Responding to a Commission preparation March / April – Unit 3 Digital Media Skills - RESIT	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