

Curriculum Map

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
10	<u>Component 1: Exploring Media Products</u> Learning Outcome A: investigate media products.	<u>Component 1: Exploring Media Products</u> Learning Outcome B1: Explore how media products are created.	<u>Component 1: Exploring Media Products</u> Learning Outcome B2: Media Production Techniques.	<u>Component 2: Developing Digital Media Production Skills</u> Learning Outcome A: Develop and apply media production processes, skills and techniques.	<u>Component 2: Developing Digital Media Production Skills</u> Learning Outcome B1: Media production and post-production processes and practices Learning Outcome B2: Media production skills and techniques.	<u>Component 2: Developing Digital Media Production Skills</u> Learning Outcome B3: Media post-production skills and techniques Learning Outcome B4: Review of progress and development.

11	<p><u>Component 3</u> <u>NEA</u> 4 weeks (6 lessons) Complete NEA task: front cover and double page spread for magazine</p> <p>(Details of specific tasks should be accessed via the secure site as the specific details of the briefs are changed with each new cohort)</p> <p><u>Component 2</u> <u>Television:</u> (3 weeks 4 lessons) Study Option 2 – Sitcom: The IT Crowd Series 4 Episode 2 The Final Countdown plus a ten-minute extract from Friends Season 1 Episode 1 Study in relation to Media Language, Representation, Audience and Industry.</p>	<p><u>Component 2</u> <u>Section B</u> <u>Music Video</u> (6 weeks; 8 lessons) Katy Perry – Roar Music Video and Katy Perry website (3 lessons) Bruno Mars – Uptown Funk Music Video and Bruno Mars website (3 lessons) TLC Waterfalls (2 lessons)</p>	<p><u>Component 1</u> <u>Section B The Archers</u> 3 weeks (4 lessons) Study Industry and Audience for The Archers. Also study The Archers on social media. Use specific episode (Helen and Rob stabbing incident) to help with the teaching of content e.g. regulation (industry) can be linked to the controversial content of this specific episode.</p> <p><u>Component 1</u> <u>Section B Fortnite</u> 3 weeks (4 lessons) Study Industry and Audience for Fortnite. Also study The Epic Games website with a focus on the pages devoted to Fortnite.</p> <p><u>Component 1</u> <u>Section A Print Ads</u> 2 weeks (3 lessons) Study Quality Street (1936)</p>	<p><u>Component 1</u> <u>Section A</u> <u>Magazines</u> 2 weeks (3 lessons) Study GQ and Pride focusing on Media Language and Representation.</p> <p><u>Component 1</u> <u>Section B</u> <u>Newspapers</u> 1 week (1 lesson) Studying one complete copy of The Sun (actual edition is at teacher's discretion) and selected pages from The Sun website</p>	<u>REVISION</u>	
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12	<u>Unit 1 Media Representations</u>	<u>Unit 1 Media Representations</u>	<u>Unit 8 – Responding to a Commission</u>	<u>Unit 8 – Responding to a Commission</u>	<u>Unit 10 Film Production – Fiction</u>	<u>Unit 4 Pre-Production Portfolio</u>
	Topic A – Media Messages Topic B – Understand Media Messages Topic D – Effects of Media Messages	Topic C – Stylistic Codes	A Rationale for ideas in response to a commission B Developing a Response to a Commission C Operational Considerations of the Proposal	D Presentation of creative ideas	Learning Aim A – Understand codes and conventions of fictional film production	Learning Aim A – Understand the requirements of pre-production of a digital media product (the course focuses on moving image production)

13	<p><u>Unit 4 Pre-Production Portfolio</u> Learning Aim B – Carry out pre-production for a pre-production portfolio Learning Aim C – Produce a pre-production portfolio for a creative media production <u>Unit 10 Film Production – Fiction</u> Learning Aim B (part) – Produce material for a fictional film of a specified genre</p>	<p><u>Weeks 1 - 5</u> <u>Unit 10 Film Production – Fiction</u> Learning Aim B (part) – Produce material for a fictional film of a specified genre <u>Weeks 6 & 7</u> <u>Unit 4 Pre-Production Portfolio</u> Learning Aim D: Review pre-production of a digital media product</p>	<p><u>Unit 10 Film Production – Fiction</u> Learning Aim D: Apply post-production techniques to a fictional film utilising codes and conventions of a specified genre.</p>	<p>The course will have been completed at the end of Spring 1. Spring 2 will be used for the following: Revision for re-takes of externally assessed unit (Unit 1 & Unit 8) Re-editing of short film to improve grade (one re-submission is allowed)</p>	<p>The course will have been completed at the end of Spring 1. Spring 2 will be used for the following: Revision for re-takes of externally assessed unit (Unit 1 & Unit 8) Re-editing of short film to improve grade (one re-submission is allowed)</p>	
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