

Creative Media	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	Students begin R093: Creative iMedia in the Media Industry. The students gain knowledge of the different sectors within the industry, as well as the products it produces. Other key areas of Media are covered in this half term, including audiences and research techniques. They will also understand the codes and conventions of media products.	Students continue with R093, beginning to look at the technical side of the industry, with knowledge of pre-production planning documents and file types used in image-based media. They also gain an understanding of the legislation that covers the production of various media.	Students begin R094: Visual Identity & Digital Graphics. Students first look at how visual identities are created, considering the theory behind typography colour and composition. Students have the opportunity here to engage with existing brand and consider how they use visual language to create a specific identity.	Students continue with R094, revisiting skills such as using pre-production planning documents and the legislation that covers image-based media. Students then move on to developing digital graphics. There is a strong focus on technical skills this half term, where students will learn a range of advanced tools and techniques in Photoshop.	Students complete their coursework for R094 this half term. They have to engage with a client brief and begin developing ideas in response to this. They then several digital graphics to specific client requirements, as well as using their knowledge of file types to make sure they export the graphics in suitable formats and properties.	Students will return to R093 and complete revision before undertaking a mock exam.
	Skills: Photoshop, analysing target audience, interpreting a client brief, creating visualisations.					
Year 11	Students begin R098: Visual Imaging. They begin by studying the conventions of both photography	Continue with R098, becoming familiar with pre-production documents to support the	This half term sees the completion of the R098 coursework, with students undertaking the 3	Students revisit the exam unit R093. The topics covered this half term include job roles in the media sector,	Students spend revising and sitting mock examinations in preparation for their final exam in June.	

	and digital video, before moving on to learn about the equipment and knowledge of the technical aspects of photography and video, such as exposure and frame rates.	planning of a visual image portfolio, such as storyboarding and shot plans. They then learn to use software to edit both photographs and video, preparing final copies for a client.	tasks for this assessment period set by the exam board. These scenarios change every year.	research sources and types, more pre-production documents and legislation surrounding certification, regulation, data protection and health and safety.		
	Skills: interpreting a client brief, devising work plans, using digital cameras, composition and framing, non-linear editing software, considering export settings and preparing a final client portfolio.					
Year 12	Students begin with Unit 1: Media Representations. This involves studying a wide range of media theory and applying this to texts, examining media messages. The students also learn a range of practical skills and have a chance to apply these, experimenting with stylistic codes.	Students continue with Unit 1, looking at the effects of media messages and how technical elements generate these effects. They sit a mock at the end of the term.	Students start Unit 8: Responding to a Commission in this half term. They are introduced to the process of media commissions and the industry standard materials needed to respond to these. They then start planning their own proposals, looking at presenting ideas and rationales.	Students continue with Unit 8, this half term exploring the technical aspects of commissions across a variety of media. They also develop skills in creating treatments to present to clients. The controlled assessment takes place in May and a mock is sat during the half term.	Students revisit Unit 1 in preparation for the exam in June. This will involve going back over topics, completing practice questions and sitting mock papers.	In this half term, students will begin looking at their optional unit, Unit 10: Film Production (fiction). They will undertake research and complete Task A. This involves writing a guide on their chosen genres and the technical conventions.
	Skills: close textual analysis, apply knowledge of media theories to both seen and unseen texts, creating pre-production documents, professional practices and workflows.					

Year 13	Students start their other coursework unit at the start of Year 13, Unit 4: Pre-production. Here they will look at the requirements of pre-production, including why it is an important part of industry practice and the various documents needed, completing Task A of the unit. They then start to plan their own short film as part of Unit 4 Tasks B&C.	Students continue with Unit 4: Pre-production Tasks B&C, planning their own media production and producing the necessary documents to industry standard. These are presented in a digital pre-production portfolio. They then complete the review of their pre-production portfolio, which is the last task of Unit 4.	Students come back to the optional unit, (Unit 10) to begin Tasks B&C. Here they finalise their idea for their short film and begin production. They will take part in a series of tutorials and workshops to develop camera, lighting, recording sound and editing skills.	Students continue with Unit 10, filming footage for their short film and completing a final edit. This is accompanied by a production diary and supporting digital portfolio of evidence.	Students will and in their short film this half term and for those needing to resit and exams in May/June, will begin revision for these.	
	Skills: producing pre-production documents, camera and lighting skills, advanced tools in non-linear editing software, sound recording, DaVinci Resolve.					