

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 | |
|----|--|--|---|----------|--|---|--|
| 10 | <p>Component 1: Exploring Media Products Learning Aim A: Investigate Media Products In this unit, students will develop their understanding of how media products are created for specific audiences and purposes. This unit is assessed by a report on 2 audio/ visual, 2 publishing and 2 interactive products that deconstructs existing products. KS4 BTEC TECH</p> | | <p>Component 1: Exploring Media Products Learning Aim B: Explore how media products are created to provide meaning and engaging audiences In this unit, students will explore the relationship between genre, narrative and representation in media products and how they are interpreted by audiences. This unit is assessed by a report on 2 audio/ visual, 2 publishing and 2 interactive products that deconstructs existing products. KS4 BTEC TECH</p> | | <p>Component 2: Developing digital media production skills Learning Aim A: Develop media production skills and techniques. Learning Aim B: Apply media production skills and techniques Learning Aim C: Review own progress and development of skills and practices. In this unit, students will develop practical media production skills and techniques. Students will choose an area to specialise in and will rework an existing media product. They will then review their progress and consider how they can make more progress. This unit is assessed by responding to a brief asking students to reimagine a previous media product for a teen audience. Students practice their pre production, production and post production skills. KS4 BTEC TECH</p> | | |
| 11 | <p>Component 2: Developing digital media production skills Learning Aim C: Review own progress and development of skills and practices. Students will begin the year by reviewing their previous progress, surrounding media production skills and techniques. They will then review production skills and techniques in a series of mini briefs and workshops. This unit is assessed via a portfolio of documents showing that they have been able to re imagine a product and the processes that this has included.</p> | | <p>Component 3: Create a media product in response to a brief A1: Responding to a brief A2: Generating ideas B1:Planning materials B2: Managing the production process C1: Monitor and review the outcomes of the production process C2: Production skills and techniques C3: Combining and refining content C4: Testing and exporting for distribution Students respond to a client brief and create a product in one of the following media sectors: audio/ visual, publishing or interactive. Students have to interpret the client’s needs and ensure they are meeting the requirements of the brief. Learners will apply their practical skills to the creation of a media product in response to a brief (usually released in May/June). Learners will submit their ideas, pre production planning and final media product in a portfolio of evidence. The task is worth 60 marks.</p> | | | <p>Finish for GCSE exams in other subjects. Component 3 sent off to external examiner.</p> | |
| | <p>Component 1: Exploring Media Products</p> <ul style="list-style-type: none"> ● Internal assessment ● Roughly 36 learning hours | <p>Component 2: Developing digital media production skills</p> <ul style="list-style-type: none"> ● Internal assessment ● Roughly 36 learning hours | <p>Component 3: Create a Media Product in response to a brief</p> <ul style="list-style-type: none"> ● Synoptic External assessment ● 60 marks ● Roughly 48 hours of learning time | | | | |