Curriculum Content Map

Subject: Creative Media Production

Year group: 10

	TERM 1				TERM 2				TERM 3			
Topic Title & Description	Unit 1 – Exploring Media Products – Introduction and Learning Aim A1	Unit 1 – Exploring Media Products – Introduction and Learning Aim A1	Unit 1 – Exploring Media Products – Introduction and Learning Aim B1	Unit 1 – Exploring Media Products – Introduction and Learning Aim B2	Unit 2 – Developing Digital Media Production Skills – Learning Aim A1	Unit 2 – Developing Digital Media Production Skills – Learning Aim B1	Unit 2 – Developing Digital Media Production Skills – Learning Aim B2	Unit 2 – Developing Digital Media Production Skills – Learning Aim B3	Unit 2 – Developing Digital Media Production Skills – Learning Aim C1	Unit 2 – Developing Digital Media Production Skills – Learning Aim C1	Unit 3 Create a Media Product in Response to a Brief – (Year 11 Topic)	
Links to Programme of Study	Unit 1 Learning Aim A	Unit 1 Learning Aim A	Unit 1 Learning Aim B	Unit 1 Learning Aim B	Unit 2 Learning Aim A	Unit 2 Learning Aim B	Unit 2 Learning Aim B	Unit 2 Learning Aim B	Unit 2 Learning Aim C	Unit 2 Learning Aim C	Unit 3	
Sequencing	Students start with an introduction to Media and the initial exploration of their own media tastes and preferences.	Students now look at purposes behind media products and how audiences respond depending on their own tastes and backgrounds.	Students now look at how audiences interpret different narratives, representations and genres using codes and conventions.	They now increase their use of media language when analysing the media products and how they appeal to audiences.	Skills Practice – AudioVisual Skills Practice – Interactive Skills Practice – Publishing	Applying these skills through creation of documentation and examples of practice (pre- production)	Applying these skills through creation of documentation and examples of practice (production)	Applying these skills through creation of documentation and examples of practice (post- production)	Evaluation of the work completed in Learning Aim B of Unit 2	Students submit final portfolio for Unit 2	Introduction to Year 11, alongside resolving any outstanding learning from Unit 1 and Unit 2	
Sequencing Skills	Students need to understand the basic categories of media production.	Students now apply knowledge of audiences to the products.	Students now enhance their understanding of audiences through the concepts of narrative, representation and genre.	Looking at appeal factors in a range of media products using the skills of Unit 1. Resolving this unit.	Students can now see how products are made with workshops in each industry.	Students understand the production process through documentation creation.	Develop that documentation to a different stage of production	Final documentation delivery through post-production and how this develops from Pre and Production.	Evaluating products using skills from Unit 1 and Unit 2 combined	Complete Year 10 portfolio on Units 1 and Unit 2	Finalise Year 10 work and prepare for Year 11	
Retrieval Practice Put this above knowledge	New content. (not currently taught in KS3)	Retrieval of Media categories when discussing audiences.	Retrieval of audience and media products when applying new concepts.	Retrieval of audience interests and tastes	Retrieval of key unit 1 categories for launch into practical skills development.	Retrieval of practical skills when applying it to documentation.	Retrieval of each category of media and practical skills.	Retrieval of practical skills work, and completing products to the quality expected the audience.	Retrieval of audience evaluation skills	Retrieval of all learning assessed in the form of portfolios	Retrieval of Year 10 learning to apply to Year 11.	
New Learning	Students learn about different media categories and technology.	Students learn about audience demographics and socio- economic categories.	Students will learn how to identify key stylistic components of media products.	Students will learn about audience responses and engagements.	Students will learn practical skills in 3 modes.	Students will learn about Pre- Production including Health and Safety	Students will learn about standard production processes.	Students learn about post- production processes and procedures.	Students learn about self- evaluation.	How to present and complete a media portfolio.	Content for Year 11	

Literacy	New media terminology, extended from their English learning.	New terminology on how to classify audiences.	Narrative, Genre and Representation.	Demographics, characteristics and evaluation.	Technical terminology	Production terminology	Production terminology	Production terminology	Writing evaluative pieces of analysis	Grammar and presentation of portfolios	Year 11 subject specific terminology
Numeracy	n/a	n/a	n/a	Surveys, data	Ratios, framing	Ratios, framing	Rations, framing	n/a	n/a	Mark schemes	n/a
Independent Learning	Students have individual tasks differentiated based on the media industry being investigated.	Students have individual tasks differentiated based on the media industry being investigated.	Students have individual tasks differentiated based on the media industry being investigated.	Students have individual tasks differentiated based on the media industry being investigated.	Technical skills practice	Complete examples of paperwork in own time.	Complete examples of paperwork in own time.	Complete examples of paperwork in own time.	Evaluation information gathering.	Portfolio completion.	Summer project set up.
Super curricular activities	Film/TV Club	Film/TV Club	Film/TV Club	Film/TV Club	Short film making, technical skills practice.	Short print production making, technical skills practice.	Short interactive media making, technical skills practice.	Technical skills mentoring with lower age groups.	Technical skills mentoring with lower age groups.	Technical skills mentoring with lower age groups.	Technical skills mentoring with lower age groups.
British values and SMSC	Cultural Social	Cultural Social	Cultural Social Spiritual Moral	Cultural Social Spiritual Moral	Social Moral	Social Moral	Social Moral	Social Moral	Cultural Social Spiritual Moral	Cultural Social Spiritual Moral	Cultural Social
Links to skills and virtues	Good Sense Courage Self-Mastery Aiming High Creativity Problem Solving Listening	Good Sense Courage Aiming High Creativity Problem Solving Listening	Good Sense Courage Aiming High Creativity Problem Solving Listening	Good Sense Courage Self-Mastery Compassion Truthfulness and Justice Aiming High Creativity Problem Solving Listening	Good Sense Courage Self-Mastery Aiming High Creativity Problem Solving Listening Staying Positive Teamwork	Good Sense Courage Self-Mastery Aiming High Creativity Problem Solving Listening Staying Positive Teamwork Leadership	Good Sense Courage Self-Mastery Aiming High Creativity Problem Solving Listening Staying Positive Teamwork	Good Sense Courage Self-Mastery Aiming High Creativity Problem Solving Listening Staying Positive Teamwork	Good Sense Courage Self-Mastery Aiming High Creativity Problem Solving Listening Presenting Leadership	Good Sense Courage Self-Mastery Stillness Aiming High Creativity Problem Solving Listening Preseting	Good Sense Courage Self-Mastery Aiming High Creativity Problem Solving Listening
Careers	Television Film Production Direction Creation Actor/Performer Journalist	Television Film Production Direction Creation Actor/Performer Journalist	Television Film Production Direction Creation Actor/Performer Journalist Script writer Casting Agent	Television Film Production Direction Creation Actor/Performer Journalist Researcher Production Assistant	Television Film Production Direction Creation Actor/Performer Journalist Editor Lighting	Television Film Production Direction Creation Actor/Performer Journalist Editing Production Assistant	Television Film Production Direction Creation Actor/Performer Journalist Editing Production Assistant	Television Film Production Direction Creation Actor/Performer Journalist Editing Camera Operator	Television Film Production Direction Creation Actor/Performer Journalist Production Management Events	Television Film Production Direction Creation Actor/Performer Journalist	Television Film Production Direction Creation Actor/Performer Journalist

					Camera	Health and	Production	CGI	Administration		
					Operator	Safety	Manager	Graphics Promoter PR Marketing			
Formative assessment	Learning Aim A1: TV	Learning Aim A1: Audiences	Learning Aim B1	Learning Aim B2	Unit 2: Learning Aim A	Unit 2: Learning Aim B1	Unit 2: Learning Aim B2	Unit 2: Learning Aim B3	Unit 2: Learning Aim C1	Unit 2: Learning Aim C2	Final Portfolio
Summative assessment		Learning Aim A1		Learning Aim B (1&2)		Unit 2: Learning Aim A		Unit 2: Learning Aim B	>	Year 10 Summative Assessment.	Year 11 Practice Paper.
Personalised Challenge for LA	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames	1:1 support. Demonstrations. Exemplar work Assessment criteria Writing frames
HA Challenge	Group leaders Independent work Distinction exemplar work	Group leaders Independent work Distinction examples	Group leaders Independent work Distinction exemplar work								
ICT Opportunities	Showbie, Kahoot, Streaming platforms.	Showbie, Kahoot, Streaming platforms.	Showbie, Kahoot, Streaming platforms.	Showbie, Kahoot, Streaming platforms.	Adobe Software	Showbie, Kahoot, Streaming platforms.	Showbie, Kahoot, Streaming platforms.	Showbie, Kahoot, Streaming platforms.	Adobe Software	Students determine their own use of technology.	Showbie, Kahoot, Streaming platforms.