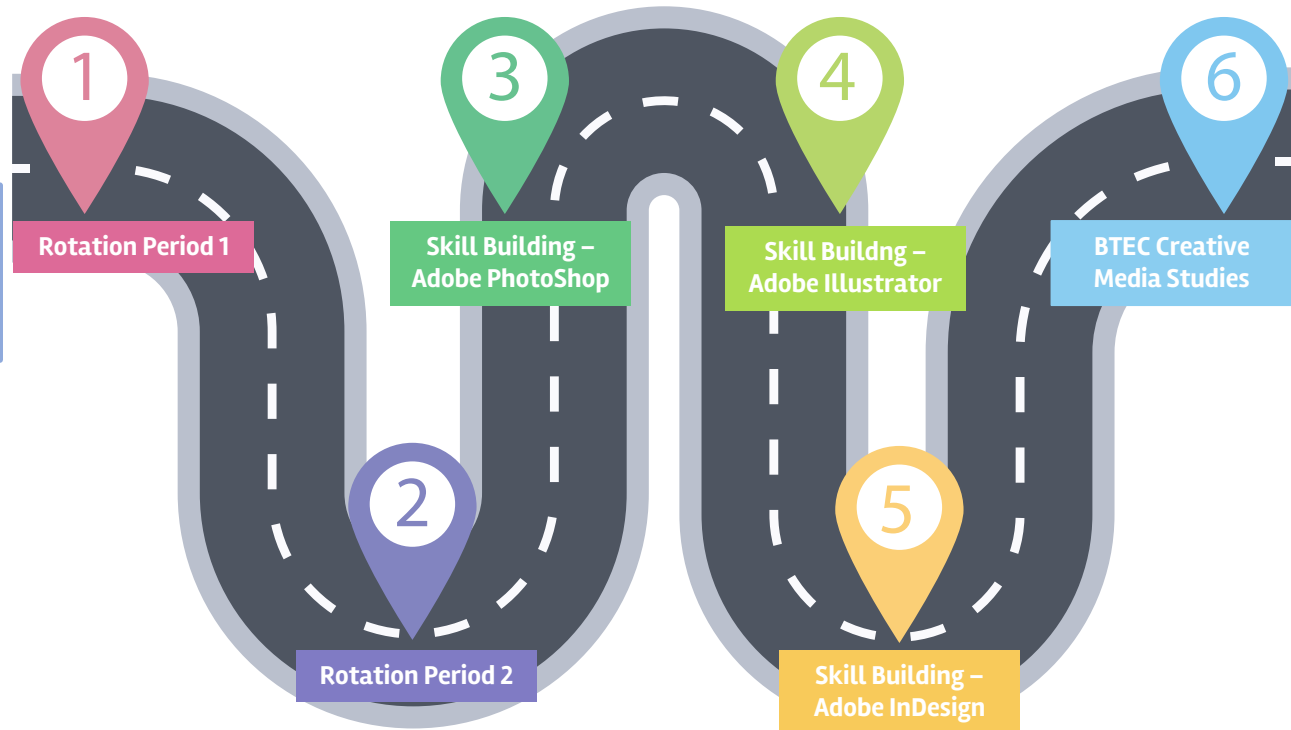




- Prior Learning**
- Year 7 Understanding Computers
 - Year 7 Image Editing Project
 - Year 8 Understanding the Internet
 - Year 8 Vector Graphic Art Project



Future Learning

Creative Media Production
Required Skills to complete the
BTEC Course effectively.

1

Rotation Period 1
BTEC Creative Media Production

An introduction to the BTEC Course structure: Students complete the 'Smoothie World' Project. By researching, planning, designing and creating an original website following a given brief.

2

Rotation Period 2
BTEC Creative Media Production

An introduction to the BTEC Course structure: Students complete the 'Smoothie World' Project. By researching, planning, designing and creating an original website following a given brief.

3

Skill Building – Adobe Photoshop

Students complete Photoshop Tutorials, an Evidence Log of skills learnt and 3 edited Rastor images.

4

Skill Building – Adobe Illustrator

Students complete Illustrator Tutorials, an Evidence Log of skills learnt and produce 3 original created Vector images.

5

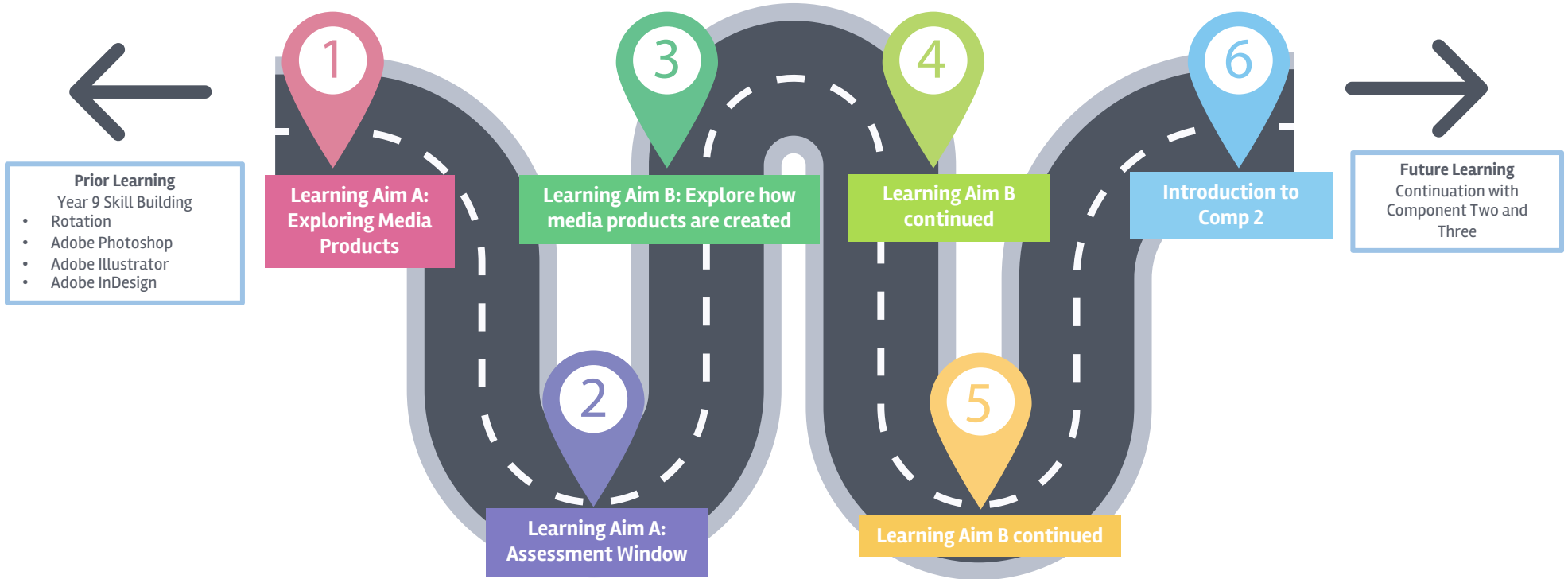
Skill Building – Adobe InDesign

Students complete InDesign Tutorials, an Evidence Log of skills learnt and produce an original Magazine Front Cover / Movie Poster of their choice..

6

BTEC Creative Media Studies

An Introduction to the BTEC Creative Media Production Course, its' content and expectations.



1

Learning Aim A: Exploring Media Products

Students learn to analyse examples of **media products** across 3 different sectors:

- Audio / Moving image
- Publishing
- Interactive

2

Learning Aim A: Assessment Window

Students learn to examine different products to develop an understanding of **Audience** and **Purpose**.

3

Learning Aim B: Explore how media products are created

Students learn how media products are created to provide meaning and engagement with the audience across all three sectors.

4

Learning Aim B continued

Students initially learn about the following areas:

- Genre
- Audience
- Purpose

5

Learning Aim B continued

Students learn the techniques used to create effective Media Products:

- Camerawork
- Mise en scene
- Lighting
- Sound
- Representation
- Narrative

6

Introduction to Comp 2

Students learn to develop their understanding of the theory and practical skills required in the publishing sector by:

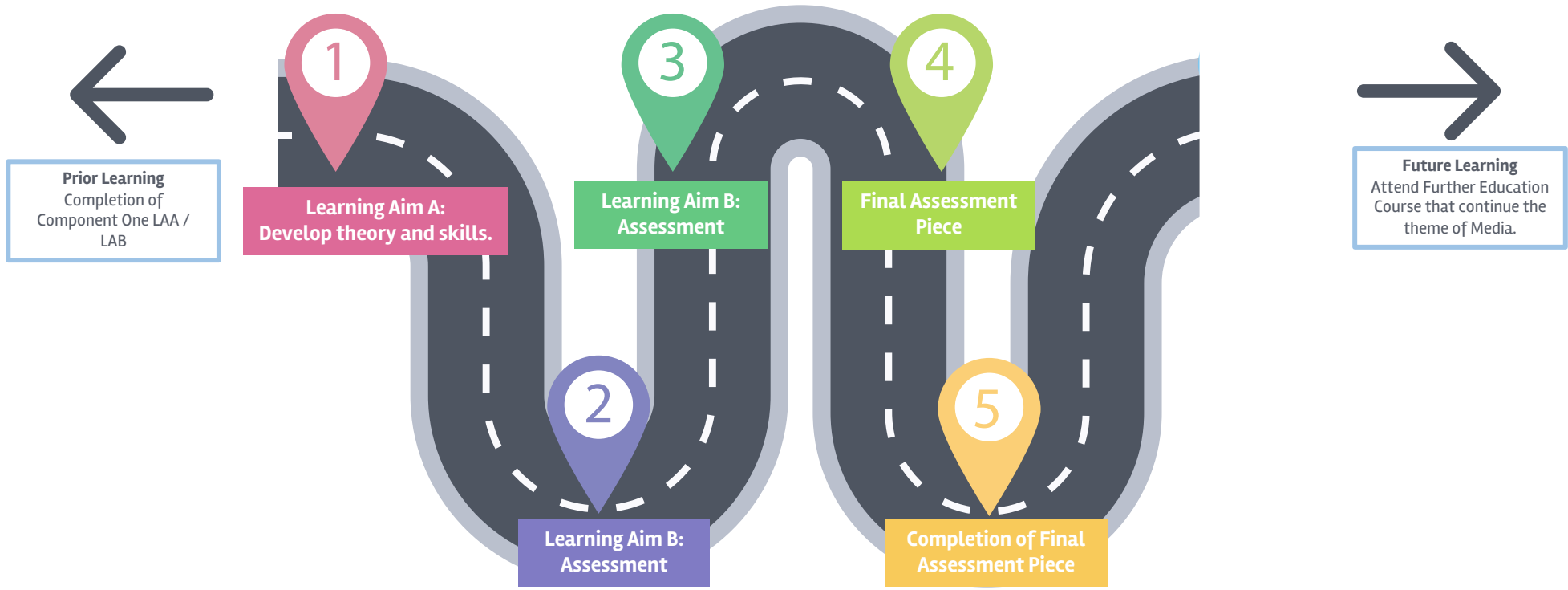
- Experimenting
- Applying
- Reflecting

Students will complete their first written assessment for the course (33% of overall mark)

COMPONENT ONE (LAA)

COMPONENT ONE (LAB)

COMPONENT TWO



1

**Learning Aim A:
Develop theory and skills.**

Students continue to develop their understanding of the theory and practical skills required to produce a Media product from the publishing sector.

2

**Learning Aim B:
Assessment**

Following a given brief, students will plan, develop and create their own Publishing Product using the knowledge they have gained over the year.

Students will complete their second written assessment for the course (33% of overall mark)

3

**Learning Aim B:
Assessment**

4

Final Assessment Piece

Students will apply their digital skills and techniques by responding to a digital media brief. To complete this NEA students will:

- **learn** how to respond to a media brief
- **justify** the process and outcome that they have developed
- **plan** their response to the brief
- **apply** skills and techniques to a production
- **reflect** on their application of skills, time management and use of resources.

5

**Completion of Final
Assessment Piece**

COMPONENT TWO

COMPONENT THREE