

Creative Media	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 9	<p>Students start studying R081: Pre-production Skills, which is the exam unit and covers the core knowledge for the course. They will have the opportunity to learn about pre-production processes and then produce industry standard documents which contribute to this.</p>	<p>Students continue with R081, covering technical knowledge such as file types and workflow, as well as legislation. They then develop the skills to be able to evaluate pre-production documents. Students sit a mock at the end of the term.</p>	<p>Students begin R091: Designing a Game Concept. This half term they will research game platforms, including technical specifications and development. They will also begin to look at game design, including genres, objectives and mechanics.</p>	<p>Students continue R091, completing their first coursework assignment- a written report on digital game types and platforms. Students are then introduced to interpreting a brief and practice preparing a detailed response to this in the form of a proposal. They will begin producing industry standard documents to support their proposal.</p>	<p>Students will have the opportunity to develop ideas further and will be introduced to software such as Photoshop to create visualisations of their media products. A practice assignment will be completed this half term, with students going through the process of critical evaluation and selection.</p>	<p>Students will complete tasks 2, 3 and 4 of R091 this half term, finalising their proposals and then critically reviewing them.</p>
<p><b>Skills:</b> create and evaluate pre-production documents, conducting research and compiling work plans, citing sources correctly, analysing target audience, interpreting a client brief, creating pre-production documents and creating visualisations.</p>						
Year 10	<p>Students begin R082: Creating Digital Graphics. This involves researching the way in which digital graphics are used,</p>	<p>Students revisit working from a brief from the previous unit and have time to practice developing responses to client</p>	<p>This half term, students work on R082 Task 3 where they design and create their own digital image in response to a brief.</p>	<p>Students will complete Task 3 this half term and then revisit the skills of evaluation and critical commentary to</p>	<p>Students spend time improving and catching up on R091/R082 in order to get their folders up to their target grade. This includes</p>	<p>Students return to R081 (the exam unit) and build up towards a mock in June. Students then spend time on a project developing</p>

	their design and layout and the technical properties of file types. This will all be presented as a research document, which constitutes Task 1 of this unit.	requirements before completing Task 2 of R082.	They document the process along the way and learn how to use file management software as well as developing advanced skills in software like Photoshop.	complete Task 4 for the unit.	revisiting some units and increasing the depth of their research.	skills for the last coursework unit in Year 11.
<b>Skills:</b> Photoshop, analysing target audience, interpreting a client brief, creating visualisations.						
Year 11	Students begin by selecting between R089: Creating a Digital Video Sequence and R090: Digital Photography. They will then begin researching the use of either digital video or photography in Media sectors, as well as the ideas of composition and framing.	This half term is spent revising for the exam (R081), including a mock in December. Students sit this exam in January of Year 11.	Students revisit working from a brief from the previous units and have time to practice developing responses to client requirements before completing Task 2 of either R089 or R090. They will also begin developing ideas for a creative response to the client brief.	Students will complete the practical element (Task 3) of their chosen unit this half term. This will involve advanced camera skills and, for those on R089, use of non-linear editing software such as Premiere Pro.	Students will complete Task 4 of their chosen final coursework unit and have time to revisit and improve upon any previous tasks from this year.  Students resitting the exam will also go back over R081 this half term.	R081 exam at the start of June for those resitting.
<b>Skills:</b> analysing target audience, interpreting a client brief, devising work plans, digital cameras. R089 skills; non-linear editing software, specifically cuts, transitions, synching audio and visual, motion graphics and export settings.						

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.	In this half term, students will elect to choose their optional unit, either Unit 10: Film Production (fiction) or Unit 13: Digital Games Production. They will undertake research into this area and complete the first task for their chosen unit. This involves writing a guide on genres and their technical conventions.	Students start their other coursework unit this half term, 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.	Students continue with Unit 4: Pre-production, planning their own media production and producing the necessary documents to industry standard. These are presented in a digital pre-production portfolio.	Students finish their Unit 4 pre-production portfolio this half term and then review it before final submission. They then complete the review of their pre-production portfolio, which is the last task of Unit 4.
<p><b>Skills:</b> close textual analysis, apply knowledge of media theories to both seen and unseen texts, creating pre-production documents, professional practices and workflows.</p>						
Year 13	Students come back to their optional unit, either Unit 10 or 13. Here they design their media product (either a short film or level of a video game) and begin its construction. They will take part in a series of tutorials	In preparation for the Unit 1 exam in January, students spend this half term revisiting Unit 1 content. This also includes a mock in November.	Students complete their production (either a short film or level of a video game) this half term ready for submission at February half 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,	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	Students use this half term to prepare for a resit of the Unit 1 exam if needed.

	and workshops to support the skills they need to complete this.			looking at presenting ideas and rationales.	place in May and a mock is sat during the half term.	
<b>Skills:</b> producing pre-production documents, camera and lighting skills, advanced tools in non-linear editing software, sound recording, game design tools, new software – Unreal engine and DaVinci Resolve,						