Media Subject Long Term Plan 2023 2024

Year 10

	HT1-Component 1 Exploring Media Products	HT1-Component 1 Exploring Media Products	HT3- Component 1 Exam / Component 2 - Developing Digital Media Production Skills	HT4- Component 2 - Developing Digital Media Production Skills	HT5 - Component 2 Developing Digital Media Production Skills	HT6 Component 2 Deadline
Year 10	Week 1–7 (W/B 04.09.23 … W/B 16.10.23)	Week 8–15 (W/B 30.10.23 … W/B 18.12.23)	Week 16–21 (W/B 09.01.24 … 06.02.24)	Week 22–26 (W/B 27.02.24 … W/B 27.03.24)	Week 27–33 (W/B 15.04.24 … W/B 20.05.24)	Week 34–39 (W/B 03.06.24 … W/B 15.07.24)
Overview and Purpose	This introduction unit will give pupils an insight into different types of media products. They will explore the different types of media sectors and the purpose. They will explore how the media creates for different audience demographics.	This component will allow the pupils to explore how media products are created to provide meaning and engage audiences. They will devleop their understanding of how media products combine genre, narrate and representation to create meaning for the audience understanding. They ll develop their understanding of different techniques used within media to engage the audience (audio image/print media/interactive).	This half term students will be having their exam and will have the oppertunity for revision tasks and assignment tasks to be worked on. Students will then start component 2. They will gain the understanding of media pre production processes and practices. They will gain the understanding of media pre-production skills and techniques.	Students will gain the understanding of how to develop their ideas using the media skills and techniques and will be able to plan the pre production of their chosen media product. They will be able to use the revevant practical skills and techniques to develop their chosen media sector. Students will complete the set tasks, in order to create their portfolio of ideas for their internall assessment.	This term students will focus on completing their portfolio and refining their skills. This component builds on the work completed in Component 1. Students will begin to review their process of their choden media sector idea. Students will apply written skills to complete their review, analysing why they chose that media product.	Pupils will use this half term to complete their component 2 internal assessment. Students once finished their internal assessment, will then begin component 3. Students will gain the knowledge of cmponent 3 and how the skills learnt in component 1 and 2, lead of to this.
Outcomes	Pupils will know: Digital media sectors, products and platforms. Types of audiences, Audience profiles and the resposibilities of regulator bodies. Pupils will be able to: Identify and give examples of digital media sectors, products and platforms. Identify and give examples of types of audiences, audience profiles. Describe the role and responsibilities of regulatory bodies.	Pupils will know: How media products are created to provide meaning and engage audiences. Pupils will be able to: Explain and give examples of how different genres, narratives (themes/setting/characters) and representation of people/places/issue and events are ceated for certain audiences and why they engage them.	Pupils will know: The use of pre-production processes, skills and techniques. Pupils will be able to: Generate ideas using the skills, processes and techniques to deliver for the brief.	Pupils will know: The use of digital publishing technology and techniques Pupils will be able to: Produce material for one of the media sectors.	Pupils will know: The use print sector skills and techniques to produce their product. Pupils will be able to: Design and complete a print imane and will be able to review the process and the decisions they made	Pupils will have the oppertunity to complete outstanding ork and gain the knowledge of the tasks that have been missed. kk kkThey will understand what component 3 learninga aims are and be able to begin to plan their final assignment.
						Experience Week Tues - Thurs

Year 12 L2

	HT1/Unit 3 - Media Sectors and Audiences	HT2- Unit 1 - Media Sectors and Audiences	HT3- Unit 5: Digital Publishing Production	HT4- Unit 2- Planning and Pitch	HT5- Unit 3 Moving Image Production	HT6
Year 12 L2	Week 1–7 (W/B 04.09.23 … W/B 16.10.23)	Week 8–15 (W/B 30.10.23 … W/B 18.12.23)	Week 16–21 (W/B 09.01.24 … 06.02.24)	Week 22–26 (W/B 27.02.24 … W/B 27.03.24)	Week 27–33 (W/B 15.04.24 … W/B 20.05.24)	Week 34–39 (W/B 03.06.24 … W/B 15.07.24)
Overview and Purpose	Students will understand the different media sectors and the products and processes used within the media. They will understanding the different media platforms and devices used within media. Through the understanding they have gained they will then advance thi to multi media technology and consumption.	Continuing our focus on Unit 1. Students will gain the knowledge and understanding of the types of audiences within media and how it impacts the products of the media. Audience and producer control will be taught and the different bodies that have the responsibility. Students will apply prior researching skills for HT1, and research understanding the audience and audience profiling. Alongside Unit 1, students will then begin Unit 5, looking at what are digitally published products.	Continuation from HT2, students will develop their knowledge for UNit 5 by understanding what digital publishng is and the products used for this. Students will learn and understand what digital products are published and the tradtial printing side of this. Students will develop and apply the relevant skills and techniques throughout using digital tools and materials if different media types.	This half term students will understand how to develop rd structure their ideas from one of the media sectors. The will understhd the requirments of th proef and then prepare for that accordingly. Learning and executing ideas/mood boards,story boards. Students will develop and deliver their ideas during a pitch, developing a portfolio to help them with this.	Moving onto Unit 3, this is a progression from Unit 1 and where prior knowledge can be used and developed. Students will understand the technical elements of the chosen media product and be able to unerstand and explin the use of mise. en scene, camera angles and shots, sound and editing.	
Outcomes	Pupils will know: Digital media sectors, products and platforms Types of audiences, Audience profiles and the resposibilities of regulator bodies. Pupils will be able to: Identify and give examples of digital media sectors, products and platforms. Identify and give examples of types of audiences, audience profiles. Describe the role and responsibilities of regulatory bodies.	Pupils will know: The use of digital publishing technology and techniques	Pupils will know: The use of digital publishing technology and techniques How to respond to a client brief Pupils will be able to: Respond to a client brief and develop ideas for a product Produce material for digital publication product	Pupils will know: How to develop ideas for a digital media product Pupils will be able to: pitch ideas and produce planning for a digital product.	Pupils will know: The key features of moving image productions. Pupils will be able to: Produce and review a digital moving image production.	

Year 12 L3

	HT1 - Unit 1 - Media Representation	HT2-Unit 1 - Media Representation- Constructing and deconstructing media messages	HT4 -Unit 4: Pre Production Portfolio	HT4 -Unit 4: Pre Production Portfolio	HT5 - Unit 4: Pre Production Portfolio	HT6 - Unit 4: Pre Production Portfolio
Year 12 L3	Week 1–7 (W/B 04.09.23 … W/B 16.10.23)	Week 8–15 (W/B 30.10.23 … W/B 18.12.23)	Week 16–21 (W/B 09.01.24 … 06.02.24)	Week 22–26 (W/B 27.02.24 … W/B 27.03.24)	Week 27–33 (W/B 15.04.24 … W/B 20.05.24)	Week 34–39 (W/B 03.06.24 … W/B 15.07.24)
Overview and Purpose	This first unit serves as an induction into the Creative digital media, where students develop the appropriate skills and techniques in the media sectors. Students understand what the theories of media representation are. Students will evaluate the various context and theories of media representation.	During this term, students will gain the understanding of stylistic codes. They will analyse them through different media sectors and be able to evaluate how the stylistic codes meet the audience demographics and add effect. Students will also understand and analyse the effects of media and the messages it sends out.	Students will be preparing for their onscreen exam. Students knowledge will be reinforced from HT1 and HT2, in preparation for the exam. Students will being an introduction to Unit 4.	Students will gain the understanding of the requirments of pre-production of a digital media product. Students will then carry out pre production tasks, learning about finance/resources/budget etc Students will then focus on one media sector and will create the pre production requirmenets for that sector and their chosen outcome.	Students will gain an understanding of a portfolio, by looking at past students. Students will understand the format of the documentation needed for pre production. Students will review their pre production process of the digital media.	Work Experience
Outcomes	Pupils will know: How media products are constructed Areas of representation in media products Pupils will be able to: Explain how media products are constructed	Pupils will know: How media products are constructed to convey messages and values How stylistic code and conventions are used to create meaning The theory of Stuart Hall with detailed examples Pupils will be able to: Deconstructed media messages in a variety of products.	Pupils will know: The requirements of pre-production of a digital media product. Pupils will be able to: Carry out pre-production for a digital media product. Produce a pre-production portfolio for a creative media production	Pupils will know: The key features of moving image productions. Pupils will be able to: Produce and review a digital moving image production.	Pupils will know: The key features of moving image productions. Pupils will be able to: Produce and review a digital moving image production.	upils will know: The different types, format and purpose of Fictional Films The codes and conventions of fictional film productions Pupils will be able to: Identify with examples the different types, format and purpose of Analyse the narrative and stylistic codes and conventions of di
						Experience Week Tues - Thurs

Year 13

	HT1-Unit 10 Fictional Film- Learning Aim A	HT2- Unit 8- Introduction to exam unit	HT4- Unit 8- Introduction to exam unit	HT4 - Unit 10 Film Production	HT5 - Unit 10 Film Production	HT6
Year 13	Week 1–7 (W/B 04.09.23 … W/B 16.10.23)	Week 8–15 (W/B 30.10.23 … W/B 18.12.23)	Week 16–21 (W/B 09.01.24 … W/B 13.02.24)	Week 22–26 (W/B 27.02.24 … W/B 27.03.24)	Week 27–33 (W/B 15.04.24 … W/B 20.05.24)	Week 34–39 (W/B 03.06.24 … W/B 15.07.24)
Overview and Purpose	In this unit students will investigate the work of performing arts practitioners and develop critical analysis skills and contextual understanding of how practitioners communicate themes in their work in preparation for the external unit 1. Unit 8 will also be introduced during this term.	Students will begin to respond to a commission, using last years paper. They will understand how to use their prior knowledge to generate ideas. Students will develop their response to the commission and what a proposal is. The unit 8 paper will be given to the students so that they can begin to generate their ideas and thoughts.	Students will continue to evelop their ideas, inperparation for the unit 8 exam. Ensuring the written and visual are presented. Students will being to evelop their ideas, inperparation for the unit 8 exam. The unit 8 paper will be given to the students so that they can begin to plan their idea for the commission in preparton for the exam.	Unit 10, learning aim 8 will be picked up here. Students will understand and gin the knowledge of different film making techniques, how to source materials for a film production and the production management side of media.	This is the term the students will cover post production. Once they have been out on location and filmed their fictional film, they will then learn how to edit the image and sound. They will also learn how to add music, sound effect and titling conventions.	
Outcomes	Pupils will know: The different types, format and purpose of Fictional Films The codes and conventions of fictional film productions Pupils will be able to: Identify with examples the different types, format and purpose of Fictional Films Analyse the narrative and stylistic codes and conventions of different film genres using examples	Pupils will know: Students will understand the exam unit and what the commission is asking of them. Pupils will be able to: They will then be able to plan their idea for the commission in prepartion for the exam.	Pupils will know: Planning and Production techniques to create a final production		Pupils will know: How to evaluate the success of their own film production. Pupils will be able to: Identify the use of genre codes and conventions used within their own film production. Evaluate the success of their own film production reflecting on their use of genre code and convention.	