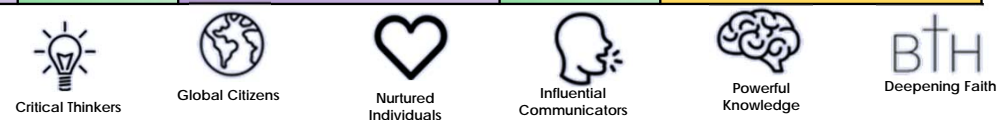


KS4 BTHCC Creative iMedia Curriculum 2021

'As consumers of media, we will always seek out the synergy between different media sectors. These links between a book, film or TV adaptation, animation, game or graphic novel are everywhere. Studying Creative iMedia however, gives us the option to step away from passively consuming media and provides the opportunity to learn and develop the creative production skills we need to generate successful and engaging media products of our own, often in collaboration with our peers, following a design brief, and using the very same software that is used in industry'

Outcomes	Major Internal Project
Int/Ext Examination	
Taught Foundations skills/Exam/CA Preparation	
Controlled Assessment	

		HT 1	HT 2	HT 3	HT 4	HT 5	HT 6
YEAR 10	Unit Title	Doodle for Google Project	Doodle for Google Project	Preparation for Controlled Assessment – R082 Digital Graphics	Controlled Assessment - R082 Digital Graphics 25%	Controlled Assessment - R082 Digital Graphics 25%	Centre Assessed Examination
	Big ideas covered	R086 – L01 Animation Theory Purposes and features of animation Types of animation	R086 – L02 Animation Theory Client brief and Target audience Storyboarding Scripts	Researching and planning a digital graphic product	Creating and reviewing a digital graphic product	Creating and reviewing a digital graphic product	
	Curriculum Vision						
YEAR 11	Unit Title	Controlled Assessment -R082 Digital Graphics 25%	Preparation for CA - R086 Animation Theory	Controlled Assessment - R086 Animation 25%	Preparation for CA R085 web design	Controlled Assessment - R085 web design 25%	Preparation for Externally Examination R081 25%
	Big Ideas Covered	Creating and reviewing a digital graphic product	Researching and planning a digital animation	Creating and reviewing a digital animation	Researching and planning a digital website	Creating and reviewing a digital web site	
	Curriculum Vision						



KS5 BTHCC BTEC Media Film and TV Curriculum 2021

In BTEC Media Film and TV production, we aim to develop technical knowledge and skills, learning through vocational contexts and in doing so will make you work ready for this sector or ready to progress on to further education. The knowledge and skills will be built up in the context of film production, you will learn Pre-production, Production and Post- production techniques. The aim is to show you the value of learning skills, knowledge and vocational attributes in all areas of film making.

Level 3 BTEC in Film and TV Production						
Digital Media Skills	Film Fiction		Film Editing	Stop Motion Animation	Single Camera Techniques	
	HT 1	HT 2	HT 3	HT 4	HT 5	HT 6
YEAR 12 Teacher 1	Introductory unit The production process – from concept to product.	Stop Motion Animation – History of Animation	Stop Motion Film Production and Post Production Stop Motion Music video	Single Camera Techniques – Pre-Production	Single Camera Techniques – Production and Post Production	Digital Media Skills - Assessment
Teacher 2		Planning a Stop Motion Idea Generation Experimentation with techniques	Single Camera Techniques – Theory of Continuity and Non Continuity	Digital Media Skills Understanding a project brief Identify Assets and requirements	Single Camera Techniques – Production and Post Production	
YEAR 13 Teacher 1	Film Fiction Narrative Structure Visual Story telling	Film Fiction Pre-production Production Post production	Film Editing Continuity Non Continuity – Flashbacks and time manipulation Controlling rhythm	Film Editing Trialling Editing Techniques Pre-Production Techniques	Film Editing Film Production of a specific Genre Post Production and evaluation	
Teacher 2	Film Fiction Sound in Film Genre Audience and Purpose	Film Fiction Pre-production Production Post production	Film Editing Application of editing techniques Review of Techniques Generation of Ideas Pre-production	Digital Media Skills Ideas Generation Pre-production documentation Mise En Scene / Audio	Digital Media Skills Creating Assets Lighting and Sound Production Documentation	

