



## Y10 Btec Media 2019 Curriculum Sequencing

Subject	Year	Term	Big Idea	Topics	Subject Learning Checklist
BTEC Media Component 1	Year 10	Term 1 - 14 hrs	Component 1 Exploring Media Products	Learning aim A - Investigate Media Products. Media products, audience and purpose.	Audio Moving Image Products Publishing Products Interactive Media Products  Gender Age  Socio-economic groupings Lifestyle profits Primary target audience Secondary audience Information, entertainment, escapism Profit, community benefit, raising awareness Critical acclaim, inspiration, innovation, experimentation
		Term 2 - 14hrs	Component 1 Exploring Media Products	Learning aim B1 - Explore how media products are created to provide meaning and engage audiences. Genre, narrative, representation, and audience interpretation	Identification of genre characteristics How subgenres change over time Repetition and difference Story telling Narrative Structures Point of View Characterisation Themes Setting Mode Audience positioning and perspective Audience identification Use of stereotyping Positive and negative representation Passive audiences Preferred readings Active audiences
		Term 3- 14hrs	Component 1 Exploring Media Products	Learning aim B2 - Explore how media products are created to provide meaning and engage audiences. Media Product Techniques	Camera work Mise en Scene Editing Sound Lighting Layout and design Typography Photographic techniques Image editing techniques Interactive features User interface Usability/playability Mise en Scene and lighting Sound design

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BTEC Media Component 2	Term 1 - 21 hrs	Developing digital media production skills	Develop media production skills and techniques. A1. Practical skills and techniques	Planning skills relevant to publishing mood boards, house style, thumbnails, sketches, flat plans, design comps, (comprehensive layout) mock-ups  Skills and techniques for creating content relevant to publishing Writing and editing copy, taking photographs, cropping, scaling, and resizing images, image manipulation techniques, creating graphics Skills and techniques for combining, shaping and refining content relevant to the publishing, e.g. page layout and design – typography, use of colour, paragraph and character styles, text wrap, columns, creating a visual hierarchy, using white space
	Term 2 - 21hrs	Developing digital media production skills	Apply media production skills and techniques. B1: Pre-production processes and practices.  B2: Production processes and practices.	Publishing pre-production processes and practices, such as producing: Thumbnails Sketches of page layouts Design comps (comprehensive layouts) Page mock up  Publishing production processes and practices, such as: Preparing copy Taking photographs Image manipulation Creating graphics Saving images in appropriate file formats
	Term 3 - 21hrs	Developing digital media production skills	B3: Postproduction processes and practices  C1: Review of progress and development	Publishing post-production processes and practices, such as: and the design concepts of balance, proximity, alignment, repetition, contrast and  exporting files for digital publication. development of skills and techniques responding to audience/user feedback identifying strengths and areas for development actions and targets for future production work reference to professional working practices use of terminology appropriate to the media field.