



# St Joseph's College Subject Curriculum Map: CREATIVE DIGITAL

## MEDIA PRODUCTION

### Curriculum Intent

The content of the qualification relates directly to the skills and understanding needed for further study in creative digital media production. Over three units of mandatory content, learners gain a broad understanding of the subject and learn the skills to produce media artefacts. They develop their ability to analyse and deconstruct media images and representations. They learn the communication and planning skills needed to work in teams through vocational media projects.

Year Group	Autumn Term		Spring Term		Summer Term	
	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Key Stage 5	12	<b>Unit 1: Media Representations - Compulsory Unit</b> This unit will provide a foundation for understanding semiotic analysis and the 'reading' of media texts, which is important when consuming messages and producing representations through the production of media. Students will be asked to consider how different groups in society are represented in the media and why.			<b>Unit 1: Media Representations</b> Examination Preparation	<b>Unit 8 Responding to a Commission</b> Students will develop an understanding of all stages of a commission, and the skills needed to make them successful.
		<b>Unit 4 and 10 Combined Assignment Learning Aim A</b> This unit will enable students to develop your understanding of the essential pre-production work that takes place as part of a creative media production. Students will gain an understanding of the requirements of the planning stage, from finance and logistics to regulations. Carrying out investigations will help students develop the pre-production skills and experience needed to carry out their own tasks and to produce a digital media product, in this case a short film or film extract. Students will create a portfolio and manage the pre-production and bring together a range of elements to successfully produce a film product: camera, lighting, acting, direction, and sound during the production phase, and successfully use post-production techniques to deliver a final outcome.				<b>Unit 4 and 10 Combined Assignment Learning Aim B</b> Manage pre-production procedures consistently to produce comprehensive pre-production planning material, showing professional practice throughout.
	13	<b>Unit 8 Responding to a Commission – Focus on Pitch, Proposal and Treatment</b> Developing a response to a commission, students working in simulated 'industry' need to be able to persuade clients and commissioners in limited time or space that they have a good solution to their brief. In the pitch, initial outline of the idea is communicated in a concise and effective way to 'sell' the idea: In the proposal, the pitch is expanded for the client in a way that outlines more details about the student's initial idea. Finally, students will need to present their creative ideas in the form of a storyboard.			<b>Pre-release Examination Preparation</b>	<b>Unit 1 re-take exam if applicable and not take in the January of Year 13</b>
		<b>Unit 4 and 10 Combined Assignment Learning Aim C (and D For Unit 4)</b> Completing the practical elements of Unit 10. Filming and applying post-production techniques to a fictional film utilising codes and conventions of a specified genre. Evaluate the effectiveness of the project management, referring to its impact on pre-production.			<b>Re-submissions as applicable</b>	<b>Examination Preparation</b>