

CURRICULUM OVERVIEW FOR YEAR 10 COMPONENT 1

EXPLORING MEDIA PRODUCTS AND COMPONENT 2 INTERACTIVE MEDIA

Term	Autumn 1 (C1)	Autumn 2 (C1)	Spring 1 (C1)	Spring 2 (C2)	Summer 1 (C2)	Summer 2(C2)
Topic	A1 Media products, audiences and purpose	B1 Genre, narrative, representation and audience interpretation B2 Media production techniques	B1 Genre, narrative, representation and audience interpretation B2 Media production techniques	A1: Practical skills and techniques B1: Pre-production processes and practices	B2: Production processes and practices B3: Post-production processes and practices	A1: Practical skills and techniques B3: Post-production processes and practices C1: Review of progress and development
Knowledge	Categorisation of audiences Purpose of media products Relationship between product and audiences	Genre and media sectors Narrative and representation Themes and storytelling Meaning and engagement of audiences Media sectors Scenes and lighting Controlled Assessment	Media production techniques Editing techniques Controlled Assessment	Game production processes Key features of video games Wireframe concepts Creating simple 2D games	Designing and creating in game assets Knowledge of Scratch Developing coding and scripting techniques	Exporting finished games Controlled Assessment
Skills	Understanding of audience types Ability to differentiate between audience segmentations Targeting primary and secondary audiences Understanding of media types	Written skills Skills in using lighting, scenes, sound and audio to engage and present meaning to audiences.	Formal written skills	Creating assets, including buttons, graphics, icons, sprites, character models, objects, props; preparing assets, including cropping, resizing and optimising images, trimming audio, manipulating objects, importing and	Producing, testing and refining a prototype or game demo to ensure consistency, accessibility, playability for a computer game, exporting files for distribution.	Skills and techniques for combining, shaping and refining content relevant to the interactive media sector, such as structure and design of screens/pages, adding interactive features, developing backgrounds and scenery, sound, lighting Producing, testing and

				applying textures		refining a prototype or game demo to ensure consistency, accessibility, playability for a computer game, exporting files for distribution. Writing informative reviews
Key Marked Piece (Summative Assessments in bold)	Formal written piece showing how products are targeted at different audiences Learning Aim A Controlled Assessment	Written outline narrative Report on how media products create meaning through mise-en-scène and lighting.	Learning Aim B Controlled Assessment Controlled Assessment Final Submission	Sprite development log Script annotation written piece	Game evidence portfolio Component 2 Controlled Assessment Learning Aim A	Component 2 Controlled Assessment Learning Aim B Component 2 Controlled Assessment Learning Aim B
Vocabulary	Audio, moving image, media Consumption, audience, demographics, qualitative, quantitative Escapism, entertainment, independent Media campaigns, media	Genre characteristics, iconography, setting, layout Eras, sitcom, genre conventions, repetition Sub-genre, hybrid genre, subvert, protagonist Dystopia, identity, narrative Equilibrium, single-strand, multi-strand, non-linear, linear, circular, open, closed, Character, assumption, STEAL, characterisation Character types, article, fictional narrative, hero, villain	Diegetic sound, non-diegetic sound Continuity editing, usability, consistency, navigation Audience interpretation Production techniques	Rules, level, objectives Wireframe, elements, interface Storyboard Assets, graphics, avatar Resolution, scale, resize, textures Backgrounds, interactivity, pixels Copyright, creative commons license Stage, costumes, events, motion script	Import, sprite Collision, animation Playtest Format, platform, exe file, optimisation, compression techniques Portfolio, annotation Visual Style, treatments, layouts, post-production	SWOT

Representation

Stereotype,
LGBTQIA and
other
acronyms,
audience
positioning,
audience
perspective

Campaign,
preferred
reading,
negotiated
reading,
oppositional
reading,
product,
passive
audience,
active audience

Typography,
user interface,
shot type,
meaning

Scene, frame,
mise-en-scene,
messhe. props,
figure
expression

Lighting,
lighting effects,
light source