

Creative Media Learning Journey



THE BRUNTS
ACADEMY



SIXTH FORM

BTEC Level 3 Creative Media (Video):

Explore the background and theory of video editing and production and project management skills. Design and produce a professional level short film.

BTEC Creative Media (Game Design)

Learn about the game development process. Analyse existing games, develop your own worlds and characters from the ground up. Create code to add functionality to your games.

Spring 2 Term:
Component 3 deadline

Responding to a brief (externally assessed)

Part 1A - Research of similar products, ideas log, how ideas fit the brief and style of product.

Responding to a brief (externally assessed)

Part 1B - Planning a media product e.g. designs.

Responding to a brief (externally assessed)

Part 2 - Final product based on designs (Part 1B), technical skills (review and refine) and review of media product.

Component 3:
Creating a Media Product in Response to a Brief

Topic Area B4 - Reviewing a Project

Reviewing progress & development.

Topic Area B3 - Post-Production

Processes, practices, skills, & techniques.

YEAR 11

Topic Area B1 & B2 - Media Production

Processes, practices, skills, & techniques.

Autumn 2 Term:
Component 2 deadline

Spring 2:
Component 1 deadline

Topic Area A2 - Media Pre-Production Skills & Techniques

For Moving Image, Print or Interactive products.

Topic Area B2 - Media Production Techniques

Audio, Moving Image, Print Media, Interactive Products - Pre-2000 and Post-2000.

Component 2:
Developing Digital Media Production Skills

Topic Area A1 - Media Pre-Production Processes & Practices

Generating Ideas and developing plans.

Topic Area B1 - Genre, Narrative & Representation

How narrative is used and how groups are represented.

Topic - The Media Industry

Media sectors, media products, accessing media product and stages of production.

Component 1:
Exploring Media Products

YEAR 10

Topic Area A1 - Media Products, Audience & Purpose

Media research, contemporary & historical media products, context & interpretation.

Topic - Movie Analysis

Character Analysis, Codes as Signs, Narrative Structure, Synopsis, Audience, Purpose, Genre and Relationship: Audience - Media Product - Purpose.