

# 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.