

WEBSITE CREATIVE

Year 10

Curriculum Subject:

BTEC First in Creative Digital Media Production

Exam Board: PEARSON

The Level 2 qualification is equivalent to one GCSE at A*-C, with Distinction = A*/A, Merit = B and Pass = C

As a UTC we are committed to providing students with the opportunity to develop their understanding of media skills and industry through practical application and real industry opportunities.

http://qualifications.pearson.com/content/dam/pdf/BTEC-Firsts/Creative-Digital-Media-Production/2013/Specification-and-sample-assessments/9781446936313_BTECFIRST_L12_AWD_CDMP_Iss2.pdf

What are we learning this term?

In year 10 students will have the opportunity to learn digital media skills from each of our three BTEC pathways. They will rotate each half term completing a project from either:

TV Film and Radio

Games Development

Graphics and Interactive Media

At the end of year 10 students will select one of the pathways above they wish to specialise in for year 11.

Autumn - Summer Term Content

TV FILM AND RADIO:

Unit 3: Digital Moving Image Production

Focussing on the either Documentary or Trailer production students will learn about and be assessed on:

- The key codes and conventions
- Pre-production processes
- Production processes
- Post production using Adobe Premiere

Useful Websites:

<http://qualifications.pearson.com/en/qualifications/btec-firsts/creative-digital-media-production-2013-ngf.html#tab-2>

Unit 4: Digital Audio Production

Focussing on creating a magazine style radio programme

Learners will begin by looking at:

- Audio technology and formats
- Recording in different environments
- Planning and scripting a magazine style radio broadcast
- Recording and editing radio magazine style radio broadcast

<http://qualifications.pearson.com/en/qualifications/btec-firsts/creative-digital-media-production-2013-ngf.html#tab-2>

Unit 5: Digital Publishing Production

Focussing on magazine cover design learners will:

- Understand about the context and purpose of digital publishing
- Learners will learn about digital publishing technology and techniques using Adobe Photoshop, Illustrator and Indesign
- Learners will plan and produce an e-magazine for an industry client following professional industry practice

<http://qualifications.pearson.com/en/qualifications/btec-firsts/creative-digital-media-production-2013-ngf.html#tab-2>

Games Development

1. Website production

- Learners will learn about the context and purpose of websites

- How to design a website
- Web authoring
- Building a website to a creative brief
- Testing the function of a website

Assessment:

- 1. Students will create a presentation looking at the context and purpose of different websites**
- 2. Students will build their own website**
- 3. Students will test the function of their own website and evaluate**

All Pathways

Unit 2: Planning and pitching a media product.

- Developing creative ideas
- Pre-production and documentation
- Pitching and presenting

All pathways one lesson a week - External exam preparation:

Unit 1: Digital Media Sectors and Audiences

Student will learn about:

- Media sectors and platforms
- Analogue and digital media
- Media Synergy and convergence
- Production processes
- Media Representation and textual analysis

<http://qualifications.pearson.com/en/qualifications/btec-firsts/creative-digital-media-production-2013-nqf.html#tab-2>

<http://www.bbc.co.uk/iplayer>