

YEAR 12/13

Students will begin the year developing key technical skills for their pathway for the first half term and then begin their first assessed unit in autumn half term 2.

Autumn Half term 1:

TV and Film:

Students will learn about and develop skills in:

- Single and multi camera shooting techniques
- Planning and pre-production for Film Production and Television Broadcast.
- Be part of a technical team film and live television production
- Lighting techniques
- Post production workflow

Audio production

Students will learn about and develop skills in:

- Audio recording equipment, techniques and technologies
- Techniques for editing digital sound
- Mixing live and pre-recorded sound
- Production workflow

Games production:

Students will learn about and develop skills in:

- 3D environments and 3D asset modelling
- Mesh construction and geometric theory
- Texturing
- Model constraints
- Unity and 3DS Max
- Production workflow

Interactive Media and Graphics

Students will learn about and develop skills in:

- Purposes and characteristics of 2d graphics
- Explore 2D graphic styles and techniques
- 2 D Digital graphic creation and workflow.

CREATIVE BTEC YEAR 2016-18

| T | Sound / Radio | TV / Film | Interactive Media | Games |
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| HT1 | Skills Development | Skills Development | Skills Development | Skills Development - |
| HT2 | Cross Media Campaign (WebMD) 6: Media Campaigns 90 GLH Mandatory Internal | Cross Media Campaign (Mediacom) 6: Media Campaigns 90 GLH Mandatory Internal | Cross Media Campaign (Mediacom) 6: Media Campaigns 90 GLH Mandatory Internal | Cross Media Campaign (Mediacom) 6: Media Campaigns 90 GLH Mandatory Internal |
| Christmas | | | | |
| HT3 | Moving Image Fiction Project 25: Sound recording Unit 24 Sound Editing 60 GLH Optional Internal | Documentary Project 21: Film Editing 60 GLH Optional Internal | Unit 29: 2D Digital Graphics 60 GLH Optional Internal | TBC 9: App Production 60 GLH Optional Internal |
| HT4 | Moving Image Factual Project DL 29/04/16 25: Sound recording Unit 24 Sound Editing 60 GLH Optional Internal | Documentary DL 29/04/16 22: Interview techniques 60 GLH Optional Internal | (Factory) DL 29/04/16 Unit 23: Stop Motion Animation 60 GLH Optional Internal | TBC 32: Concept Art for Computer Games 60 GLH Optional Internal |
| Easter | | | | |
| HT5 | Exam Brief (many need to switch with 20) 3: Digital Media Skills | Music Video (many need to switch with 3) 20: single Camera Techniques 60 GLH Optional Internal | Unit 18: Storyboarding for Digital Media (condier linking project with stop motion?) 60 GLH Optional Internal | TBC 13: Digital Games Production 60 GLH Optional Internal |
| HT6 | Exam Brief (many need to switch with 20) 3: Digital Media Skills 120 GLH Mandatory Internal | Exam Brief (many need to switch with 20) 3: Digital Media Skills 120 GLH Mandatory Internal | Exam Brief (many need to switch with 20) 3: Digital Media Skills 120 GLH Mandatory Internal | Exam Brief (many need to switch with 13) 3: Digital Media Skills 120 GLH Mandatory External |

| Year 2 | | | | |
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| T | Sound / Radio | TV / Film | Graphics | Games |
| HT7 | DL 14/10/16 15: Advertising Production - unit 15 60 GLH Optional Internal | DL 14/10/16 15: Advertising Production - unit 15 60 GLH Optional Internal | DL 14/10/16 15: Advertising Production - unit 15 60 GLH Optional Internal | TBC 2: Working in the Creative Media Industry 90 GLH Mandatory Internal |
| HT8 | Exam 1: Media Representations 90 GLH Mandatory External | Exam 1: Media Representations 90 GLH Mandatory External | Exam 1: Media Representations 90 GLH Mandatory External | Exam 1: Media Representations 90 GLH Mandatory External |
| Christmas | | | | |
| HT9 | News broadcast 16: Factual Production / 22: Interview techniques - Optional 120 GLH Optional Internal | Studio / Multi Cam Project 17/2/17 16: Factual Production 60 GLH Optional Internal | 28: Image Manipulation Techniques 90 GLH Mandatory Internal | Showreel 17/2/17 13: Understanding the gaming industry 3: Research in creative media industries. 14 - Working Freelance in the Creative Media Sector 10 Credits |
| HT10 | Final Major Project: Name 19/5/17 10: radio production - Optional 4: Pre-production portfolio - Mandatory UNIT 2 TAUGHT AS CAREERS CURRICULUM 90GLH 210 GLH | Final Major Project: Name 19/5/17 10: Film production - Optional 24: Sound editing - Optional 4: Pre-production portfolio - Mandatory | Magazine production 19/5/17 Unit 14: Digital Magazine Production 4: Pre-production portfolio - Mandatory 20 Credits | Final Major Project: Name 19/5/17 1: pre-production techniques 2: Communication skills 72: Computer Games Design 73: Sound for computer Games 30 Credits |
| Easter | | | | |
| HT11 | Final Major Project: Name 19/5/17 10: radio production - Optional 4: Pre-production portfolio - Mandatory UNIT 2 TAUGHT AS | Final Major Project: Name 19/5/17 10: Film production - Optional 24: Sound editing - Optional 4: Pre-production portfolio - | Magazine production 19/5/17 Unit 14: Digital Magazine Production 4: Pre-production portfolio - Mandatory UNIT 2 TAUGHT AS CAREERS CURRICULUM | Final Major Project Continued |

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| | CAREERS CURRICULUM 90GLH 210 GLH | Mandatory UNIT 2 TAUGHT AS CAREERS CURRICULUM 90GLH 210 GLH | 90GLH 170GLH | |
| HT12 | Exams - Unit 8 Responding to a comission | Exams - Unit 8 Responding to a comission | Exams - Unit 8 Responding to a comission | Exams - Unit 8 Responding to a comission |
| | Unit 5 - Specialist Subject Investigation 240 GLH | Unit 5 Specialist Subject Investigation 240 GLH | Unit 5 Specialist Subject Investigation 240 GLHs | Unit 5 Specialist Subject Investigation 240 GLH |

CREATIVE BTEC YEAR 2015-17

| T | Sound / Radio | TV / Film | Graphics | Games |
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| HT1 | Skills Development | Skills Development | Skills Development | Skills Development |
| HT2 | Corporate Video (Magnetic North) 5: Working to a Brief 63: Sound in Interactive Media 20 Credits | Corporate Video (Magnetic North) 5: Working to a Brief 28: Corporate and Promotional Programme Production 20 Credits | Corporate Video (Magnetic North) 5: Working to a Brief 64: Motion Graphics and Compositing Video 20 Credits | Corporate Video (Magnetic North) 5: Working to a Brief 70: Computer Game engines 20 Credits |
| Christmas | | | | |
| HT3 | Audio Books (Derian House) 17: Audio Production processes and techniques 47: Audio books and guides 20 Credits | Film Noir (ITV) 24: Writing for TV and Video 16: Editing techniques 20 Credits | Lego Noir (ITV) 33: Stop motion - animation 4: Project management 20 Credits | Neo Noir Game Design 68: 3D Environments 74: Computer Game story development (review year 13) 20 Credits |
| HT4 | Documentary (BBC) DL 29/04/16 4: Creative media production management 40: Speech package production | Documentary (BBC) DL 29/04/16 4: Creative media project management 27: Factual programme production | Interactive Media Authoring (Factory) DL 29/04/16 19: Digital Graphics for Interactive Media 60: Interactive media authoring | Project DL 29/04/16 77: Designing tests for computer games 78: Designing graphics for computer games 20 Credits |

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| | 20 Credits | techniques 20 Credits | 20 Credits | |
| Easter | | | | |
| HT5 | Advertising (Mediacom / UK Fast) DL 24/06/16 6: Critical approaches to creative media products 45: Commercial Production for Radio 20 Credits | Advertising (UK Fast / Flexispace) DL 24/06/16 6: Critical approaches to creative media products 30: Advertising production 20 Credits | Project (MC2 / UK Fast / Belle Vue / Flexispace) DL 24/06/16 6: Critical approaches to creative media products 62: Digital Video Production for Interactive Media 20 Credits | Project (MC2 / UK Fast / Belle Vue / Flexispace) DL 24/06/16 6: Critical approaches to creative media products 66: 3D Modelling 20 Credits |
| HT6 | Music programming (Various Bands) DL 22/07/16 48: Music Recording 10 Credits | Music Video (Various Bands) DL 22/07/16 29: Music video production 10 Credits | 2D Animation DL 22/07/16 34: 2D Animation 10 Credits | ! |
| Year 2 | | | | |
| T | Sound / Radio | TV / Film | Graphics | Games |
| HT1 | Sound for Animation / Sound for Computer game DL 30/10/16 38: Soundtrack production for the moving image 73: Sound for computer games 20 Credits | Social Action DL 30/10/16 31: Social Action and community media production 36: Interview Techniques for creative media production 20 Credits | Introduction to Maya DL 30/10/16 66 - 3D Modelling 68 - 3D Environments 20 Credits | Project - PROMOTE IMG INTERACTIVE INSTALLION DL 30/10/16 20: Computer Game Platforms and Technologies 20 Credits |
| HT2 | Live News for Radio DL 09/12/16 Music based programming 41: News production for radio 20 Credits | Live TV DL 09/12/16 23: Multi camera techniques 37: Presentation techniques for broadcasting 20 Credits | 3D Animation Project DL 09/12/16 67 - 3D Animation 63 - Sound in Interactive Media 20 Credits | Showreel 17/2/17 13: Understanding the gaming industry 3: Research in creative media industries.14 - Working Freelance in the Creative Media Sector 10 Credits |
| Christmas | | | | |
| HT3 | Showreel DL: 17/2/17 | Showreel DL: 17/2/17 | Showreel DL: 17/2/17 | Project DL 09/12/16 |

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| | 10: Understanding the sound recording industry 48: Music Recording 10 Credits | 8: Understanding the film and TV industry 10 Credits | 12 - Understanding the Interactive Media Industry 14 - Working Freelance in the Creative Media Sector 20 Credits | 69: Drawing concept art for computer games 66: 3D Modeling 20 Credits |
| HT4 | Final Major Project: Radio Drama DL 19/05/17 1: pre-production techniques 2: Communication skills 3: research techniques 39: Scriptwriting for radio 42: Radio Drama 40 Credits | Final Major Project: Name DL: 19/5/17 38: Soundtrack production for the moving image 22: Single Camera Techniques 2: Communication Skills for creative media production 1: Research for creative media industries 30 Credits | Television Idents DL: 19/5/17 3 - Research Techniques for the Creative Media Industries 32 - Designing Idents for Television 30 Credits | Final Major Project: Name 19/5/17 1: pre-production techniques 2: Communication skills 4: Project management 72: Computer Games Design 73: Sound for computer Games 30 Credits |
| Easter | | | | |
| HT5 | Final Major Project Continued | Final Major Project Continued | Final Major Project 19/5/17 2 - Communication Skills for Creative Media Production 1- Pre-Production Techniques for the Creative Media Industries 10 Credits | Final Major Project Continued |
| HT6 | Business Development (The Landing) 21/07/17 15: Developing a small business 10 Credits | Business Development (The Landing) 19/5/17 15: Developing a small business 10 Credits | Final Major Project Continued & Business Development (The Landing) DL 19/5/17 15: Developing a small business 10 Credits | Business Development (The Landing) 19/5/17 15: Developing a small business 10 Credits |