Curriculum Plan - Year 11 BTEC Creative Media
Department/subject: ICT & Computer Science
Our Vision: **We take opportunities and aspire to excellence**
Our Intent:
- All students will experience a curriculum richness, breadth and depth
- The curriculum equips every student with the knowledge and skills for the future in our local area and beyond
- The curriculum builds on prior knowledge and creates a 'web of knowledge'
- Gaps in knowledge and skills are identified and addressed quickly

Year 11	Autumn 1	Autumn 2
Knowledge to be taught	**Component 2 – B2: Production processes and practices** Students will continue their assignment for Component 2, applying the production skills they learnt earlier in the unit, to rework an existing game. These skills include creating assets (including buttons, graphics, icons, sprites, character models, objects, props), preparing assets (including cropping, resizing and optimising images, trimming audio, manipulating objects) and importing and applying textures.	**Component 2 – B3: Post-production processes and practices & C1: Review of progress and development** Students will continue their assignment for Component 2, applying the post-production skills they learnt earlier in the unit, to rework an existing game. These skills include testing and refining the game to ensure consistency, accessibility and playability, as well as exporting the game for distribution. In addition they will write a review of their progress and development, using a skills audit to highlight strengths and areas for improvement, which they will use to set targets for the externally assessed unit.
Links to prior knowledge	This component will build on knowledge from the previous year as well as work from year 9, specifically the topics of sound, graphics, animation and HTML and CSS.	This component will build on knowledge from the previous year as well as work from year 9, specifically the topics of sound, graphics, animation and HTML and CSS.
How knowledge is assessed	Students will receive verbal feedback on the work they complete in class. Homework will be set according to the department policy and will be marked and feedback provided.	Students will receive verbal feedback on the work they complete in class. Homework will be set according to the department policy and will be marked and feedback provided.
How gaps will be addressed	Where gaps are identified during lessons, these will be addressed through conversations with the student, to provide them with the help and support they need to bridge the gap. Gaps in the coursework assessment will be highlighted with the student and advice given on how to address these gaps.	Where gaps are identified during lessons, these will be addressed through conversations with the student, to provide them with the help and support they need to bridge the gap. Gaps in the coursework assessment will be highlighted with the student and advice given on how to address these gaps.

Keywords	Assets, buttons, graphics, icons, sprites, character models, objects, props, cropping, resizing and optimising images, trimming audio, manipulating objects, importing, applying textures.	Testing, refining, consistency, accessibility, playability, exporting files for distribution, skills audit, audience/user feedback, actions and targets, professional working practice.
Cultural capital lesson	Students will look at the computer games industry and the production skills and techniques that have been used to create real-life modern computer games.	Students will look at examples, from the games industry, of real-life computer games that have failed / received a negative reaction from the audience, analysing the reasons for these.

Year 11	Spring 1	Spring 2
Knowledge to be taught	**Component 3 – A: Develop Ideas & B: Planning** Students will begin their work for the externally assessed unit, applying the planning skills and techniques they learnt whilst working on Components 1 and 2, to create a media product in response to a client brief. In particular they will begin by establishing the requirements, including the client, aim, technical requirements, target audience and researching similar existing products, as well as generating ideas for the content and style. In addition they will produce planning materials such as storyboards, screen layouts and scripts.	**Component 3 – C: Production & Review** Students will begin work on the production aspects for the externally assessed unit, including creating images and other assets e.g. characters and backgrounds, sourcing content from secondary sources, editing audio, combining assets and adding interactivity. In addition they will test their media product to ensure it functions as intended and save it in an appropriate file format for distribution, as well as create a report documenting their work.
Links to prior knowledge	This component will build on the knowledge and skills learnt during the previous two components, as well as work from year 9, specifically the topics of sound, graphics, animation and HTML and CSS.	This component will build on the knowledge and skills learnt during the previous two components, as well as work from year 9, specifically the topics of sound, graphics, animation and HTML and CSS.
How knowledge is assessed	The assessment for this component takes the form of a set task which students must complete under supervised conditions. This is then marked externally and a grade awarded by the exam board.	The assessment for this component takes the form of a set task which students must complete under supervised conditions. This is then marked externally and a grade awarded by the exam board.
How gaps will be addressed	As this is an externally assessed unit, students must work independently, using the skills and techniques learnt through the previous two components. Learners are permitted to re-sit the external assessment once. If a learner requires a re-sit then they must take a new external assessment task and will not be able to reuse any evidence from their first attempt.	As this is an externally assessed unit, students must work independently, using the skills and techniques learnt through the previous two components. Learners are permitted to re-sit the external assessment once. If a learner requires a resit then they must take a new external assessment task and will not be able to reuse any evidence from their first attempt.
Keywords	n/a	n/a

Cultural capital lesson	n/a	n/a

Year 11	Summer 1 (Deadline for submission of coursework to the exam board: 15th May)
Knowledge to be taught	**Contingency (3 – 4 weeks)** Any students who have missed lessons (due to absence etc) will have an extra opportunity to catch-up on any work, before final marking and / or submission to the exam board, so long as this does not exceed the maximum time allowed by the exam board.
Links to prior knowledge	n/a
How knowledge is assessed	n/a
How gaps will be addressed	n/a
Keywords	n/a
Cultural capital lesson	n/a