

SJBC Curriculum Termly Plan: T-Level – Media, Broadcast and production Year 12

Term	Topic(s) and links to other subjects	Core Knowledge	Core Vocabulary	Assessment	Resources
Autumn 1	Cultural Context (CC3) Audience (CC4) Creative Economy (CC1) Generating Ideas (CC2) Legislation (CC5)	introduce students to the creative industries and the creative economy. - define the scope of the creative economy - are given a list of industries that form part of the creative economy, which they separate into creative and non-creative industries - write a sentence describing the role of each non-creative industry that form part of the creative economy. - describe the benefits of networking to individuals working in the creative industries, including: - benefits to their professional reputation - financial benefits - explain how networking delivers each benefit to individuals working in the creative industries Introduces students to the external factors that influence the emergence and evolution of style, tastes and trends in the creative industries: - economic factors - environmental factors - social behavioural factors - political factors - technological factors.	business design Production Technical public service broadcasters sector skills councils creative bodies corporations limited companies small and medium-sized enterprises (SMEs) not-for-profits charities freelancers sole traders	Case studies with core context Exam style questions for retrieval x5	Core resources: Enrichment and extension resources:

Autumn 2	Photoshop skills/Final cutPro Professionalism and ethics (CC6) Continued Professional Development (CC10) Project Methodology (CC9)	Students to explore the principles of professional codes and standards and how they are applied in the creative industries: • confidentiality • data management and protection • work etiquette • ethical practice.		End of topic test (35 mins) Self - assess/record	Core resources: Enrichment and extension resources:
Spring 1	Cultural Context (CC3) Audience (CC4) Creative Economy (CC1) Generating Ideas (CC2) Legislation (CC5)	introduce students to the creative industries and the creative economy. • define the scope of the creative economy • are given a list of industries that form part of the creative economy, which they separate into creative and non-creative industries • write a sentence describing the role of each non-creative industry that form part of the creative economy. • describe the benefits of networking to individuals working in the creative industries, including: • benefits to their professional reputation • financial benefits • explain how networking delivers each benefit to individuals working in the creative industries	business design Production Technical public service broadcasters sector skills councils creative bodies corporations limited companies small and medium-sized enterprises (SMEs) not-for-profits charities freelancers sole traders	Case studies with core context Exam style questions for retrieval x5	Core resources: Enrichment and extension resources:

		Introduces students to the external factors that influence the emergence and evolution of style, tastes and trends in the creative industries: • economic factors • environmental factors • social behavioural factors • political factors • technological factors.			
Spring 2	Photoshop skills/Final cutPro Professionalism and ethics (CC6) Continued Professional Development (CC10) Project Methodology (CC9)	Students to explore the principles of professional codes and standards and how they are applied in the creative industries: • confidentiality • data management and protection • work etiquette • ethical practice.		End of topic test (35 mins) Self - assess/record	Core resources: Enrichment and extension resources:
Summer1	Cultural Context (CC3) Audience (CC4) Creative Economy (CC1)	introduce students to the creative industries and the creative economy. • define the scope of the creative economy • are given a list of industries that form part of the creative economy, which they separate into creative and non-creative industries	business design Production Technical public service broadcasters sector skills councils creative bodies corporations limited companies	Case studies with core context Exam style questions for retrieval x5	Core resources: Enrichment and extension resources:

	Generating Ideas (CC2) Legislation (CC5)	• write a sentence describing the role of each non-creative industry that form part of the creative economy. • describe the benefits of networking to individuals working in the creative industries, including: • benefits to their professional reputation • financial benefits • explain how networking delivers each benefit to individuals working in the creative industries Introduces students to the external factors that influence the emergence and evolution of style, tastes and trends in the creative industries: • economic factors • environmental factors • social behavioural factors • political factors • technological factors.	small and medium-sized enterprises (SMEs) not-for-profits charities freelancers sole traders		
Summer 2	Photoshop skills/Final cutPro Professionalism and ethics (CC6) Continued Professional Development (CC10) Project Methodology (CC9)	Students to explore the principles of professional codes and standards and how they are applied in the creative industries: • confidentiality • data management and protection • work etiquette • ethical practice.		End of topic test (35 mins) Self - assess/record	Core resources: Enrichment and extension resources:

SJBC Curriculum Termly Plan: T-Level – Media, Broadcast and production Year 13

Term	Topic(s) and links to other subjects	Core Knowledge	Core Vocabulary	Assessment	Resources
Autumn 1	Performance Outcome 1: Generate ideas for content development for different platforms Performance Outcome 2: Plan the production of the required content for different platforms Performance Outcome 3: Create and deliver the required content for the chosen platforms and/or venues, co-ordinating with others where appropriate Performance Outcome 4: Create and deliver the required content for the chosen	Students explore and generate original ideas and concepts to support content development Topic 1: Understanding client requirements i.e. the process and consideration factors for content development for a range of platforms Topic 2: Audience Profiles i.e. the consideration factors of audience/consumer profiles when creating media Topic 3: Using research i.e. the purpose of qualitative and quantitative research techniques applied to enhance the understanding of an audience/consumer Topic 4: Generating ideas: i.e. The applications of tools and techniques in the development and presentation of ideas Topic 5: Considerations when reviewing ideas: i.e. of types of sources of finance when producing content. Topic 6: Marketing and brand awareness: i.e. importance of brand awareness and guidelines in the ideas generation process	planning Preparing sourcing generating media assets Assembling editing finalizing media assets preserving assets Revisioning Wireframe visualisation Contingency	Mock Client brief Case study and task completion Mock client briefs Pre -production documents Case studies with each performance outcome	Core resources: Enrichment and extension resources:

Spring 1	Performance Outcome 4: Create and deliver the required content for the chosen platforms and/or venues, co-ordinating with others where appropriate	Students explore and generate original ideas and concepts to support content development Topic 19, 20, 21, 22: Adding metadata, editing content, exporting final footage, feedback Topic 23: Evaluation Topic 24: Critical Reception Feedback on mock OSP Exam Revise, prep and results	Anchorage Audio codes CGI Denotation/Connotation Diegetic sound Mise-en-scene Montage NON-diegetic sound Semiotics Visual codes Binary composition Genre Circulation Conglomerate Distribution Independent Ofcom Platform synergy	Mock Client brief Case study and task completion Mock client briefs Pre -production documents Case studies with each performance outcome	Core resources: Enrichment and extension resources:
Spring 2		OSP – Timetable planning (TBC) Window till 26 th Jan – 23 rd April 35.5 hours	Ideology Intertextuality Representation Target audience Consumption Cross platform Hyperlink Meta data	Controlled exam	Core resources: Enrichment and extension resources:
Term	Topic(s) and links to other subjects	Core Knowledge	Core Vocabulary	Assessment	Resources
Summer1	Resit- Core exam revision 11/06/26	Exam Revise, prep and results Core content revisited- gaps in learning and outline any misconceptions.	Anchorage Audio codes CGI Denotation/Connotation Diegetic sound Mise-en-scene	ESP Mock Client brief	Core resources: Revisited content

	ESP – revision ESP window 11/05- 22/05/26 16.5hrs	Core content areas 1-9 Cultural Context (CC3) Audience (CC4) Creative Economy (CC1) Generating Ideas (CC2) Legislation (CC5) Professionalism and ethics (CC6) Continued Professional Development (CC10) Project Methodology (CC9)	Montage NON-diegetic sound Semiotics Visual codes Binary composition Genre Circulation Conglomerate Distribution Independent Ofcom Platform synergy	Exam papers Summative assessments Guided 9 marker questions and structured answers	Enrichment and extension resources: Worksheets Revision cards Revision books
Summer 2		N/A			