

SJBC Curriculum Termly Plan: CTEC YR12 – Digital Media

Term	Topic(s) and links to other subjects	Core Knowledge	Core Vocabulary	Assessment	Resources
Autumn 1	UNIT 1: Digital media and emerging technologies	Students investigate new and emerging digital technologies. Digital media producers are now using emerging technologies to distribute and enhance the way an audience consumes a product: - Know the digital media technologies, hardware and software that are used in media product generation - Know the purpose for digital media product development and its use of emerging technology - Know how emerging digital technologies impact the production of media products and the effect of their use on the consumer - Know how advertising and marketing techniques have changed as a result of digital and emerging technologies - Know about platforms file formats and methods for distributing digital media products	Diversification Conglomerate Production Cross-media ownership Subsidiary Specialist Providers Institution Independent company Joint venture Distribution Cross-media promotion Vertical Integration Horizontal Integration Commercial Synergy Commercial Niche Mainstream	Mini test to check for understanding x5 Online	Core resources: Enrichment and extension resources:
Autumn 2	Creative Software lessons UNIT 2: Principles of concept design and pre-production	Students advance onto learning industry software skills and adaptations to see worked ideas - Photoshop Skills 1-4 - Photoshop Skills 5-8 - Photoshop 9-12 + challenge task - Photoshop 13-16 - Photoshop 17-20 - Photoshop 21-24 - Challenge tasks L01 - Client Brief (inc. research) - Target Audiences Budgetary constraints + Assets Production schedule Proposal practice	File Operations Edit Operations Selection Tools Layer Management: Zooming Open Preferences Adjustment Layers Alpha Channel Bevels Bitmap Mode Contrast Compression Channel Mixer	Challenge tasks Self - assess/recorded in a work book	Core resources: Enrichment and extension resources:
Spring 1	Photoshop Creative Software lessons	Students begin to prepare Pre-production and planning are key aspects of any media production. By completing this unit, students will understand the pre-production processes that the creative media industries follow when creating a product.	Pre-production Constraints Budget Timescale Milestones	Recall assessments for unit 1	Unit 1 External Exam (Early Jan) Photoshop

	• Unit 2 – Pre-Production & Planning • Unit 3 – Create a Media Product	Unit 2: • LO2 – Be able to carry out research into the financial and time constraints that can affect the creation of a new digital media product • LO3 - Be able to select and produce the correct preproduction documents for the creation of a new digital media product Unit 3: • LO1 – Be able to research the different digital media sectors, their products and the job roles within them (new book) • LO2 – Understand how different genres, purposes and audiences influence the development of a digital media concept	Risk assessment Production schedule Call sheet Storyboard Target audience Genre Media sector Job roles Purposes demographics	• Online assessments	Computers Work books
Spring 2	UNIT 3: Digital media industry – products and audiences	Unit 2: LO4 – Understand how legal and ethical issues apply to the creation of a new digital media product LO5 – Understand the role of regulatory bodies in the development of a new digital media product LO6 - Understand health and safety issues that must be considered during the complete production process for a new digital media product Unit 3: LO3 – Be able to plan and produce the prototype of a digital media product LO4 – Be able to present a prototype of a digital media product to gather and review feedback	Legal Ethical Copyright Intellectual Property Privacy Regulation Regulatory Bodies Compliance Health and Safety Risk Assessment Hazard Prototype Wireframe	Continued marking and feedback of Unit 3 May Unit 2 Brief release (controlled project)	Core resources: Workbooks Computers Revision resources Enrichment and extension resources:
Summer 1	• Unit 2 – Pre-Production & Planning	Students begin to prepare Pre-production and planning are key aspects of any media production. By completing this unit, students will understand the pre-production processes that the creative media industries follow when creating a product. Unit 2:	Pre-production Constraints Budget Timescale Milestones Risk assessment Production schedule Call sheet	Unit 2 assessment will be ongoing.	Coursework completion Core resources: Workbooks Computers Revision resources

	Unit 3 – Design brief Create a Media Product	Students will be starting their Unit 2 exam on 14th April. Students are assigned 12.5 hours for this exam which will run over a 4 week period. Unit 3: - LO3 – Be able to plan and produce the prototype of a digital media product - LO4 – Be able to present a prototype of a digital media product to gather and review feedback - Check point 3-13thApril 2026	Storyboard Target audience Genre Media sector Job roles Purposes demographics	Recall assessments for unit 3 Unit 3 criteria (in book)	
Summer 2	N/A				