

KS4 Long Term Curriculum Plan: Creative Media Production Year 10 2025-2026 (Q/N 603/7053/1)

Curriculum Aim:

The Creative Media Production Tech Award, is for learners who are looking to study creative media alongside other areas of study. If taken as part of a programme of study that includes other BTECs or GCSEs, it supports progression to Level 3 study in creative media or can provide fundamental creative skills that are valued in other subject areas such as creative media, engineering, business or marketing. It could also support progression to an apprenticeship in creative media or a related sector. These skills include creative investigation and ideas generation, communication, using creative development processes, developing and applying practical skills and using productive working skills and practice.

Link to prior learning: The subject builds on key analytical skills learnt in English where students are able to infer and determine effects on readers/audiences

Rationale of sequencing: We begin the course by focusing on a range of centre chosen media that expose students to tools which allow them to apply a full range of media vocabulary to each set product. This also allows for the teaching of all 4 strands of the theoretical framework in Media Studies; Media Language, Media Representation, Media Industries and Media Audiences..

There will be a vocabulary test every 2 weeks to ensure that the Media Studies terminology is learned and embedded in practice.

	Focus / Topic	Knowledge & Skills (from NC/Programmes of Study)	Assessment
Autumn 1	Weeks 1–2:	Course induction, introduction to Creative Media, health & safety, Media Studies framework	End of Year 1: Components 1 and most of 2 completed, with portfolios submitted for internal assessment.
	Weeks 3–14:	Study a range of media products (TV, film, digital, print)	
Autumn 2	Component 1 Exploring Media Products	Analyse how products engage audiences and convey meaning Begin portfolio work (research, analysis, reflections) Assessment: Initial assignment for Component 1 before Christmas	
Spring 1	Weeks 1–6: Component 1	Continue and complete Component 1 Finalise analysis, submit portfolio evidence	End of Year 1: Components 1 and most of 2 completed, with portfolios submitted for internal assessment.
Spring 2	Exploring Media Products Weeks 7–12: Component 2: Developing Digital Media Production Skills	Introduction to practical skills (camera, editing, audio, graphics) Workshops and mini-projects to build technical proficiency	

		<p>Summer Term (April–July 2026)</p> <p>Weeks 1–7: Continue Component 2</p> <p>Plan and create short media products (e.g., posters, short videos)</p> <p>Peer and self-evaluation, skills logs</p>	
Summer 1	<p>Weeks 8–10:</p> <p>Component 2: Developing Digital Media Production Skills</p>	<p>Review and refine portfolio evidence for Component 2</p> <p>End-of-year review and target setting for Year 2</p>	<p>End of Year 1: Components 1 and most of 2 completed, with portfolios submitted for internal assessment.</p>
Summer 2			

Further Information

The Course Specification <https://qualifications.pearson.com/content/dam/pdf/btec-tec-awards/creative-media-production/2022/specification-and-sample-assessments/btec-tech-award-creative-media-production-2022-spec.pdf>

Wider reading can be found on The English and Media Centre website: <https://www.englishandmedia.co.uk/mediamag-login> Username: chacemediamag Password: mediaandfilm

In developing creative media skills, students will acquire;

- the ability to learn independently
- the ability to actively investigate and problem solve
- practical and personal communication skills.

DFE Subject content: <https://www.qualifications.education.gov.uk/Qualification/60370531>