

## Autumn Term 1

Year 11 – Half term 1 R081 Pre-production skills What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	<p><b>LO1 Understand the purpose and content of pre-production.</b></p> <p>Lesson 1 Students will be able to understand the purpose and uses for: Mood boards (e.g., ideas and concepts for a new creative media product development, assisting the generation of ideas)</p> <p>Lessons 2 Students will be able to understand the purposes and uses for: Mind maps/spider diagrams (e.g., to show development routes and options for an idea, or component parts and resources needed for a creative media product)</p> <p>Lesson 3 Students will be able to understand the purpose and uses for: Visualisation diagrams (e.g., for still images and graphics)</p>	<p>Lesson 1 Students will be able to understand the purpose and uses for: Storyboards (e.g., for use with video, animation)</p> <p>Lesson 2 Students will be able to understand the purpose and uses for: Scripts (e.g., for a video production, voiceover, comic book or computer game)</p> <p>Lesson 3 Students will be able to identify and understand the content of: Mood boards and Mind maps/spider diagrams.</p>	<p>Lesson 1 Students will be able to identify and understand the content of: Visualisation diagrams.</p> <p>Lessons 2 and 3 Students will be able to identify and understand the content of: Storyboards, i.e.: number of scenes, scene content, timings, camera shots (e.g. close up, mid, long), camera angles (e.g. over the shoulder, low angle, aerial), camera movement (e.g. pan, tilt, zoom or using a track and dolly), lighting (e.g. types, direction), sound (e.g. dialogue, sound effects, ambient sound, music), locations (e.g. indoor studio or other room, outdoor), camera type i.e. still camera, video camera, virtual camera (e.g. for animations, 3D modelling or computer games)</p>	<p>Lessons 1 and 2 Students will be able to identify and understand the content of: Scripts, i.e., set or location for the scene, direction (e.g., what happens in the scene, interaction), shot type, camera movement, sounds (e.g., for actions or events), characters - dialogue (e.g., intonation, loudness, emotion), formatting and layout.</p> <p><b>LO2 Be able to plan pre-production</b></p> <p>Lesson 3 Students will be able to: Interpret client requirements for pre-production (e.g., purpose, theme, style, genre, content) based on a specific brief (e.g., by client discussion, reviewing a written brief, script, or specification)</p>	<p>Lesson 1 Students will be able to: Identify timescales for production based on target audience and end user requirements.</p> <p>Lesson 2 Students will learn how to conduct and analyse research for a creative digital media product, i.e.: using primary sources and secondary sources.</p> <p>Lessons 3 Students will learn how to produce a work plan and production schedule to include: tasks, activities, workflow, timescales, resources, milestones, and contingencies.</p>	<p>Lesson 1 Continued Students will learn how to produce a work plan and production schedule to include: tasks, activities, workflow, timescales, resources, milestones, and contingencies.</p> <p>Lesson 2 Students will be able to understand and outline the importance of identifying the target audience and how they can be categorised, i.e.: gender, age, ethnicity, income, location, and accessibility.</p> <p>Lesson 3 Students will be able to identify the hardware, techniques and software used for: digitising paper-based documents and creating electronic re-production documents.</p>

Autumn Term 2						
Year 11 – Half term 2 R081 Pre-production skills  What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	<p><b>R081 Pre-production skills</b></p> <p><b>LO2 Be able to plan re-production</b></p> <p>Lessons 1 and 2</p> <p>Students will learn the health and safety considerations when creating digital media products (e.g., use of risk assessments, location recces, safe working practices).</p> <p>Lesson 3</p> <p>Students will be able to understand the legislation regarding any assets to be sourced, i.e., copyright, trademarks, and intellectual property</p>	<p>Lessons 1 and 2</p> <p>Students will learn how legislation applies to creative media production, i.e., data protection, privacy, defamation, certification, and classification and use of copyrighted material and intellectual property.</p> <p><b>LO3 Be able to produce pre-production documents</b></p> <p>Lesson 3</p> <p>Students will learn how to create a mood board for a given scenario – both physical and digital.</p>	<p>Lesson 1</p> <p>Students will learn how to create a mind map/spider diagram for a given scenario.</p> <p>Lesson 2</p> <p>Students will learn how to create a visualisation diagram for a given scenario.</p> <p>Lesson 3</p> <p>Students will learn how to create a storyboard for a given scenario.</p>	<p>Lesson 1</p> <p>Students will learn how to analyse a script (e.g., scenes/locations, characters, resources, and equipment needed) for a given scenario.</p> <p>Lesson 2</p> <p>Students will learn the properties and limitations of file formats for still images.</p> <p>Lesson 3</p> <p>Students will learn the properties and limitations of file formats for audio.</p>	<p>Lesson 1</p> <p>Students will learn the properties and limitations of file formats for moving images, i.e., video and animation.</p> <p>Lesson 2</p> <p>Students will be able to identify and understand suitable naming conventions (e.g., version control, organisational requirements).</p> <p>Lesson 3</p> <p>Students will be able to identify appropriate file formats needed to produce pre-production documents o final products in line with client requirements.</p>	<p><b>LO4 Be able to review pre-production documents</b></p> <p>Lessons 1, 2 and 3</p> <p>Students will be able to review a pre-production document (e.g., for format, style, clarity, suitability of content for the client and target audience).</p> <p>Students will be able to identify areas for improvement in a pre-production document (e.g., colour schemes, content, additional scenes).</p>