fortismere Computer Science Department – BTEC KS4 Curriculum Map 2020-2021

Yr10 (KS4)	Topic Area	Knowledge/skills to be taught.	Resources/support at home
Autumn 1	C1 : Introduction to media products and sectors C2 Practical skills and techniques Introduction to developing media production skills and techniques appropriate to the publishing sector. Links to:	● Introduction to audiences – age, gender, ethnicity ● Introduction to socio-economic groups and lifestyle profiles ● Introduction to the relationship between media products and their audiences and purposes ● Production skills in publishing, photo editing, magazine production, website production and video editing.	Google classroom Practical software editing online or within the school department
Autumn 2	C2 Pre-production processes and practices		Google classroom Practical software editing online or within the school department
Spring 1	A1: Media products, audiences and purpose	How times have changed	Google classroom

	Preparing for assessment for C1 Aim A C2: B1: Pre-production processes and practices	A1: Media products, audiences and purpose	Practical software editing online or within the school department
Spring 2	Introduction to C3 : Component 3: A1 Responding to a brief		Google classroom Practical software editing online or within the school department
Summer 1	Completion of summative assessment	Assessment of components 1 and 2	Google classroom Practical software editing online or within the school department
Summer 2	C1 B1: Genre, narrative, representation and audience interpretation	Learning aim B: Explore how media products are created to provide meaning and engage audiences o cropping	Google classroom

	Introduction to learning aim B C2: Production edits	o scaling o resizing o adjusting brightness and contrast.	Practical software editing online or within the school department
Yr11 (KS4)	**Topic Area**	**Knowledge/skills to be taught.**	**Resources/support at home**
Autumn 1	Repetition and difference How genres change through time B1: Genre, narrative, representation and audience interpretation C2: B3: Post-production processes and practices	Identification of genre characteristics Development of sub-genres, hybrids, subverting conventions	Google classroom Practical software editing online or within the school department
Autumn 2	Practise for C3	Recap above	Google classroom

			Practical software editing online or within the school department
Spring 1	Component 3 internal exam (assessed externally)		Practical software in school under exam conditions
Spring 2	Component 3 internal exam (assessed externally)		Practical software in school under exam conditions
Summer 1	Component 3 internal exam (assessed externally)		Practical software in school under exam conditions
Summer 2			