

T-Level Media, Broadcast and Production Curriculum Overview

By the end of Key Stage 5, students should:

Know	<ul style="list-style-type: none"> - How to effectively identify vocabulary and equipment used in creative industries. - How to thoughtfully apply cultural and inclusive considerations when producing media content. - What impact the creative economy has on audiences and the wider UK economy.
Do	<ul style="list-style-type: none"> - Make accurate interpretations of project briefs. - Research, generate and develop ideas for creative media content. - Present informed, personal and meaningful responses to varying themes and scenarios.
Appreciate	<ul style="list-style-type: none"> - Best ways to present work to communicate to audiences. - Visual language and its application within the creative process. - The work of creative media professionals, including events and venues technicians.

Curriculum coverage

	Topic	Sub topic	Coverage
Year 12	Core Content Knowledge	1. The Creative Economy	<p>These units cover a range of media and communication studies content, combined with industry-led resources. This merging of theoretical knowledge and practical workshop lessons offers a broad curriculum to prepare students for life in the creative industry. The units are primarily assessed through a summative exam, which students will sit at the end of Year 12.</p> <p>Topics include an exploration across the world of creative media; the nature of working in the creative economy, discovering the job roles available in an exciting area of the UK industry, cultural considerations that tell stories in compelling and unique ways, marketing media towards specific audiences, the policies and laws involved in adhering to professional practices, considering accessibility and inclusion, making the most of research and planning in pre-production, and moving from working on a project to real world jobs. The core knowledge is also applied directly towards the core skills elements of the course, and will support students in Year 13.</p>
		2. The Individual in the Creative Industry	
		3. Cultural Context and Vocabulary	
		4. Audience	
		5. Legislation and Regulation	
		6. Professionalism and Ethics	
		7. Equality, Diversity and Inclusion	
		8. Research Skills	
		9. Project Methodology and Administration	
		10. Continued Professional Development	
Year 12	Core Content Skills	1. Undertaking Research	<p>The focus on core content skills is project methodology. The Employer Set Project is the assessment that combines the 6 core skills into a practical coursework set of tasks.</p>
		2. Generating Ideas	
		3. Communicating Ideas	<p>Interpreting project briefs is key to this section; completing initial research, using idea generation tools such as mind maps and mood boards, pitching ideas to clients, creating visual planning tools (floor plans, storyboards, cue sheets, scripts), developing a budget forecast and production schedule, coming together as a team to respond and adapt to unforeseen circumstances, and reflecting on the success of a project.</p>
		4. Developing Ideas	
		5. Working Collaboratively with others	
		6. Reflective Practice	

The Events and Venues Technician occupational specialism will be introduced in Year 12 after the Core Skills and Core Content assessments.

Year 13	Occupational Specialism Knowledge	1. Internal and External Client Requirements	<p>The occupational specialism for the course focuses on the skills of Events and Venues Technicians. This specialism encourages students to take on the role of being a technician in setting up for and devising events/productions. The knowledge taken from this content can apply to various strands of creative media sectors; broadcast media, digital media, social media, marketing and PR, as well as the primary focus of live events and performances at venues. The stages of following client requirements are assessed through the Occupational Specialism Project, where students apply their learning towards the skills sections of the curriculum.</p> <p>The skills section of the occupational specialism involves using industry-standard equipment and software, to ensure the safe and professional running of an event. These skills are assessed through the externally-assessed Occupational Specialism Project. Client requirements continue to be a focus of the skills; the lessons and assessments have been created in collaboration with industry employers. This means students are not only prepared for further educational development, they are ready to step foot in a place of employment. The skills section also include hands on experience of using tools, cameras, lighting and sound, mixing desks, and IT software.</p>
		2. Responding to Client Requirements	
		3. Implementing Stages of Events/Production	
		4. Selecting and Maintaining Equipment	
		5. Evaluating Event/Production Requirements	
	Occupational Specialism Skills	1. Assessing and Interpreting Events/Venues	
		2. Planning and Creating Events/Productions	
		3. Assisting with Event/Venue Production	

Industry Work Placement and Wider Professional Practice

- Students will take part in a 9-week industry placement with a real employer. This includes experiencing creative media projects and engaging with media professionals.
- Trips will take place throughout the course, taking students to universities, live events and visits to broadcast media venues.
- Events will be run to support student learning and skills development. Previous events have included live event production, charity performances and remembrance memorial ceremonies.