Foxford Learning Plan

YEAR 10/11

Topic: Component 2: Developing Digital Media Skills

Aut. 10.1 to Summer 11.1

Key Vocabulary

Storyboards	Audio scripts
Screenplays	Shot lists
Mood boards	A House style
Thumbnails and sketches	Page mock ups
Wireframes	Sketches and storyboards
Structure charts	A Games design document
Production-work flow	Preparing & Managing Assets
Exporting for digital distribution	Location
Lighting techniques	Production design
Camera movement techniques	Shot composition
Inage editing	Image manipulation techniques
Creating Graphics	

Over the course of the topic, I will be able to: -

Key Skills

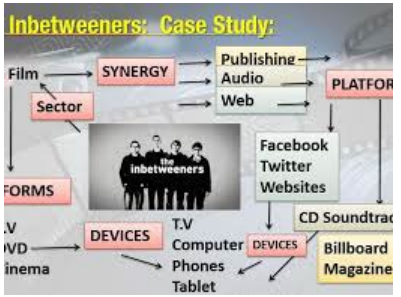
A1: Develop & apply media pre-production processes, skills and techniques: media pre-production processes and practices

A2: Develop & apply media pre-production processes, skills and techniques: media pre-production skills and techniques;

B1: Develop & apply media production & post-production processes, skills & techniques to create a media product: media pre-production processes and practices

B2: Develop & apply media production & post-production processes, skills & techniques to create a media product: media pre-production skills and techniques;

B3: Media post-production skills and techniques





I will Understand

1. How to develop practical media production skills specialising in one of three media sectors; audio/ moving image OR print OR interactive media
2. How to take part in workshops to develop practical skills and techniques
3. How to apply skills and techniques to relevant pre-production and post production processes.
4. How to review your progress and consider how to make improvements to techniques and practical outcomes
5. How to learn and apply practical skills through experimenting reflecting and refining