

Media and Film Threshold Concepts

TC1 - Demonstrate knowledge and understanding of key elements of film

a) Genre and narrative

b) Cinematography, mise-en-scene and sound

TC2 – Write analytically how filmmakers use elements of film to create meaning and compare key developments

TC3 – Identify representations in text and explain how and why they are constructed

TC4 – Demonstrate an understanding of the context of texts - social, cultural, historical, political, institutional, technological

TC5 – Demonstrate the skills and knowledge of filmmaking a practical production and evaluate original intentions

TC6 – To understand key developments in film and film technology

Film Studies Road Map

One Degree, 10 Careers



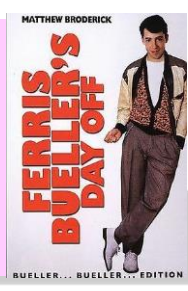
KS5
Level 2/3 BTEC
KS5 Level 3 in Creative media or A-level film
Apprenticeships

GCSE Examinations

In-class revision and intervention

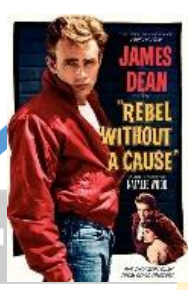


The Hurt Locker
(Term 5 Yr 11 Apr-May)
- TC1a genre and narrative
- Tc1b cinematography, mise-en-scene and sound
- **TC2 analyse**

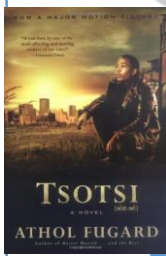


Ferris Bueller's Day Off
(Term 4 Yr 11 March-April)
- TC1a genre and narrative
- Tc1b cinematography, mise-en-scene and sound
- **TC2 analyse and compare**
- **TC3 representation**

Key Developments in film and film technology
(Term 2 Yr 11 Nov-Dec)
- **TC4** – Understanding of the context of texts – social, cultural, historical, political, institutional, technological



Rebel Without a Cause
(Term 3 Yr 11 Jan-Feb)
- TC1a genre and narrative
- TC1b cinematography, mise-en-scene and sound
- TC2 analyse and compare
- TC3 representation
- TC6 Key developments of US Film



Tsotsi
(Term 1 Yr 11 Aug-Oct)
- **TC3 representation**



NEA
(Term 6 Yr 10 June-July)
- TC1a– genre and narrative
- TC1b cinematography, mise-en-scene and sound
- **TC5** – filmmaking and evaluation



Slumdog Millionaire
(Term 4&5 Yr 10 March-May)
- **TC1a Genre and narrative**



Key Elements
(Term 1 Yr 10 Aug-Oct)
- **TC1b Key elements**



Skyfall
(Term 2&3 Yr 10 Nov-Feb)
- **TC1b cinematography**

