

LEVEL 3 BTEC MEDIA BRIDGING PROJECT

Welcome to Media at Scarborough Sixth Form College. We are delighted you have chosen to study this subject – it is challenging and creative and full of variety and can lead you on to all sorts of careers.

Here is a project to make sure you hit the ground running at the start of your first term. It will help you learn some of the key terminology and techniques used in the course as well as giving you some practice in devising ideas and creating storyboards. Don't worry whether you have studied Media or Film before; you can start from scratch or use any prior knowledge you have.

These tasks should take you around four hours and will form the basis of the first lessons at the start of the course.

You are going to devise and plan a factual television programme that would be shown on a streaming service. All BTEC units focus on a Brief (task) with a client and target audience, so these tasks will introduce that way of working if it's new to you. There is an indication of how long to spend on each task, so refer to that carefully.

If you have any questions, you can message Julie Bancroft on j.bancroft@s6f.org.uk during the summer term, on enrolment days and before term starts in September. Enjoy!

The Client: the commissioning editor (the person who buys the programmes) for a streaming service in the UK

The Brief: Devise an idea for a short factual programme about life as a teenager living in this area. It is up to you what you include and the message you want to give. The programme would be 30 minutes long but for now you will create a storyboard for a segment of the programme to show the commissioning editor in a bid to get the funding to make the whole programme.

The Target Audience: 15-19 year olds in your local area and also nationally.

The Tasks:

1. Do your **research** by watching some examples of factual programmes about lifestyles – you can find these on the BBC iPlayer and online. Make a note of typical content and features you think work particularly well, such as things to include, how the camera is used, having a presenter (or not) and the use of music or titles. If you are new to media, you can use this site to

check out the correct terms for different types of shots <https://www.studiobinder.com/blog/ultimate-guide-to-camera-shots/>




Spend about 30 minutes on this.

2. Make a **mind map/spider diagram of ideas** for what your programme could include, shots that would work well and audio. For example, you might have interviews, footage of local places and music or a voice over. Then put your ideas into order by writing a short outline of your programme, using about 50-100 words. Spend about 1 hour on this.
3. Create the **storyboard for the opening** of your programme, covering 2-3 minutes of the programme. If you haven't done storyboarding before, look up some examples online. In this one, don't worry too much about the quality of your drawing – the aim is to communicate clearly what would be shown in each shot. You can find a template online or use the one below. You will need several sheets to allow you to cover 2-3 minutes. In each box, draw an outline of what would be shown in the shot then fill in the boxes below with more information about the shot and the editing and audio. Spend about 2 hours on this.

An alternative is to take photos that mock-up each shot and place those in your template instead of drawings.
4. **Evaluate** your work. Look back at the brief and at your storyboard. Write 100 – 150 words about what you think works well about your ideas and your storyboard and what you can see needs improvement. Spend about 30 minutes on this.
5. **Hand in** your work at the start of term. If you have any questions, make a note of those and discuss them with your teacher. We are not expecting you to be an expert at this stage, but we are expecting you to do the task you're set, give it your best shot and reflect on what you have learned.

Video Storyboard |

Production Title:

Shot 1	Shot 2	Shot 3
		
Shot description (What is on screen? Camera distance/angle/movement? Lighting? Graphics?)	Shot description (What is on screen? Camera distance/angle/movement? Lighting? Graphics?)	Shot description (What is on screen? Camera distance/angle/movement? Lighting? Graphics?)
Audio (What will we hear? Music? Sound FX?) Editing: timing? transition?	Audio (What will we hear? Music? Sound FX?) Editing: timing? transition?	Audio (What will we hear? Music? Sound FX?) Editing: timing? transition?