

T Level Media, Broadcast & Production – Year 12 Curriculum Map

Term	Autumn 1 (Sept–Oct)	Autumn 2 (Nov–Dec)	Spring 1 (Jan–Feb)	Spring 2 (Mar–Apr)	Summer 1 (May)	Summer 2 (June–July)
Topic	Core: Creative Economy (CK1) The Individual in the Creative Industries (CK2)	Core: Cultural Context and Audience (CK3)	Core: Production Processes (CK4)	Core: Legal, Ethical and Regulatory Frameworks (CK5) Employer Set Project prep	Employer Set Project window Specialist Pathway Units start	Core Exam window Industry Placement begins

Assessment

- Baseline diagnostic and knowledge quizzes (Autumn)
- Short answer and applied questions on creative industries and audiences (Autumn 2)
- Production planning and practical tasks (Spring 1)
- Mock Employer Set Project task (Spring 2)
- Employer Set Project (March–May)
- Core Exam (June)

Link with T Level Skills and Assessment Objectives (AOs)

All core content supports:

- AO1 – Knowledge & understanding of media industries, roles, context, regulation
- AO2 – Application through case studies, production planning
- AO3 – Analysis of media contexts and production processes
- AO4 – Evaluation through comparative case studies and ethical reasoning
- AO5 – Professional behaviours through ESP and industry placement

Careers

Units map to careers across the creative industries, including:

- Broadcast production assistant
- Camera operator
- Junior content producer
- Researcher / runner
- Digital marketing assistant
- Post-production runner

Guest speakers and case studies explore career pathways, freelancing, and industry expectations.

Enrichment / Wider Curriculum

- Industry placement builds professional behaviours and real-world experience
- Employer visits, guest lectures, production workshops, and live briefs
- Links to English (analysis & presentation), Maths (data & scheduling), and Digital (editing & research)
- Exposure to sustainability, diversity, and global media perspectives

Unit Overviews

CK1 – The Creative Economy: Students explore creative and non-creative industries, organisational structures, roles and responsibilities, and how individuals contribute to the creative economy.

CK2 – The Individual in the Creative Industries: Focuses on employability skills, behaviours, legal and ethical responsibilities, and personal career development.

CK3 – Cultural Context and Audiences: Students learn how media reflects and influences culture, how audiences are defined and targeted, and how audience behaviour shapes media production.

CK4 – Production Processes: Covers the full media production cycle — pre-production, production, and post-production. Students plan, manage, and review production tasks.

CK5 – Legal, Ethical and Regulatory Frameworks: Examines copyright, intellectual property, regulatory bodies (Ofcom, ASA, BBFC, IPSO), health and safety, and ethical considerations.

Employer Set Project (ESP): A substantial project mirroring real industry briefs. Students plan and deliver a media product under set constraints, applying core knowledge and demonstrating professional behaviours.