



KS3 **Film Studies** Year 9 Progression Grid



	Working Towards	Expected Standard	Greater Depth
	By the end of Year 9 a student should be able to:	By the end of Year 9 a student should be able to:	By the end of Year 9 a student should be able to:
<b>AO1 AO2</b> <b>Autumn</b> Demonstrate and understand knowledge and understanding of elements of film.	Comment on how social contexts influence Media Products  e.g. Explain how Africa is represented in Key Scenes <i>Black Panther</i> and <i>King Solomon's Mines</i>	Analyse how a Media Product reflects the social context in which it is made  e.g. Analyse how Africa is represented in key scenes <i>Black Panther</i> and <i>King Solomon's Mines</i> and how this links to Western attitudes at the time of productions	Evaluate how a Media Product asserts or challenges contemporary social contexts  e.g. Make informed judgments on how Africa is represented in Key Scenes <i>Black Panther</i> and <i>King Solomon's Mines</i> and how what this reveals about changes in social attitudes to ethnicity and gender
<b>AO1 AO2</b> <b>Autumn</b> Demonstrate and understand knowledge and understanding of elements of film.	Identify Shots Types and Angles  e.g. Identify shots and angles in key scenes in Key Scenes <i>Black Panther</i> and <i>King Solomon's Mines</i>	Analyse how Shots and Angles Communicate meaning  e.g. Analyse the effect of shots and angles in key scenes in Key Scenes <i>Black Panther</i> and <i>King Solomon's Mines</i>	Evaluate how successfully Shots and Angles Communicate meaning  e.g. Evaluate how well shots and angles communicate ideas in key scenes in <i>Black Panther</i> and <i>King Solomon's Mines</i>
<b>AO1</b> <b>Spring</b> Demonstrate and understand	Identify camera movements  e.g. Identify camera movements in key scenes in <i>Jaws</i> and <i>Life of Pi</i>	Analyse how camera movements signify meaning  e.g. Analyse the effect of camera	Evaluate how successfully camera movements signify meaning  e.g. Evaluate how well camera

knowledge and understanding of elements of film.		movements in key scenes in <i>Jaws</i> and <i>Life of Pi</i>	movements communicate ideas in key scenes in <i>Jaws</i> and <i>Life of Pi</i>
<b>AO1) Spring</b> Demonstrate and understand knowledge and understanding of elements of film.	Identify Todorov narrative stages  e.g. Identify the five narrative stages in <i>Jaws</i> and <i>Life of Pi</i>	Analyse how Todorov narrative stages are created  e.g. Analyse how cinematography and action establish the five narrative stages in <i>Jaws</i> and <i>Life of Pi</i>	Evaluate how successfully Todorov narrative stages are created  e.g. Evaluate how effectively cinematography enhances narrative stages in <i>Jaws</i> and <i>Life of Pi</i>
<b>AO3 Summer</b> Apply knowledge and understanding of elements of film to the production of film or screenplay.	Create Film Products with elements of genre conventions  Create a pitch for film in the horror genre with obvious horror narrative conventions	Create Media Products utilising a full range of genre conventions  Create a pitch for film in the horror genre with obvious horror narrative and location conventions	Create Media Products which challenge genre conventions  Create a pitch for film in the horror genre with inventive horror narrative and location conventions
<b>AO1 Summer</b> Demonstrate and understand knowledge and understanding of elements of film.	Demonstrate knowledge of genre conventions  e.g. Identify horror conventions in <i>The Others</i> and <i>The Woman in Black</i>	Analyse the impact of genre conventions  e.g. Analyse how horror conventions in <i>The Others</i> and <i>The Woman in Black</i> are used to create tension and fear	Evaluate the use of genre conventions  e.g. Evaluate how successfully horror conventions in <i>The Others</i> and <i>The Woman in Black</i> are used to create tension and fear