GCSE Film Studies: Statement of Intent

Purpose of study

We believe that Film Studies provides students with transferrable analytical and evaluative skills that can be used in a variety of other subjects such as English Language/Literature, which in turn encourages an improvement in literacy across the cohort. Film Studies is more creatively accessible for some students and allows them to achieve a third of their GCSE through completion of an internally assessed screenplay. The course will introduce students to World Cinema/Foreign Language Film, raising their cultural capital, and encouraging the sharing of their own prior knowledge of Film. Thinking ahead, Film Studies provides the foundation of knowledge for students looking to study Film at a Post-16 setting or seeking a career in the digital/creative industries.

We value character, competence and community in our curriculum:

Competence: Developing a cineliteracy amongst students so that they are fully equipped to achieve their potential in assessments and to provide students with a foundation of learning for them to continue to study Film and/or Media post GCSE.

Character: Calling upon student's own knowledge of cinema allows them to fully express their understanding of the medium. An environment of resilience is created through students being encouraged to share their opinions without fear and being able to hold confident conversations with their peers.

Community: Encourage all students to develop an appreciation for cinema from all over the world including South Africa, America and here in Britain. This will ensure a respect for communities from other cultures, linking specific traits to their own communities to create a solid understanding.

Core concepts and principles of progression

Our curriculum will ensure that students develop and sustain theoretical knowledge alongside practical analytical skills. Students will learn the foundational knowledge and, from this foundation, will have the opportunity to practice and apply that knowledge to real business scenarios. Students will develop skills in analysing, examining, explaining and calculating tangible situations which prepares them for successful examination outcomes.

From this curriculum students will

1. Develop an understanding of the language of film and the analytical skills required to deconstruct meaning from a text. Students will be able to identify the different key areas of film form – cinematography, editing, sound and mise-en-scene – define what they mean and be able to securely analyse their inclusion within a text.
2. Broaden their cinematic horizons by exploring cinema from a variety of different countries including the UK, US, South Africa and New Zealand.
3. Discover key areas of interest within filmmaking such as Aesthetics, Representation, Narrative and the development of cinema over an extended period of time. This will allow students to consider the technological advancements and the changes in production styles and techniques over time.
4. Study how the contexts (Social, Political, Historical, Cultural, Technological and Institutional) surrounding a film can impact how the story is told, how certain characters are presented and/or how certain periods of time are reflecting in the film's narrative.

Aims/Outcomes

- To provide students with a subject/qualification for those students with a keen interest/enthusiasm for Film.
- To provide students with transferrable analytical and evaluative skills that can be used in a variety of other subjects.
- To introduce students to World Cinema/Foreign Language Film, raising their cultural capital, and encouraging the sharing of their own prior knowledge of Film.
- To provide students with a partner subject to English Language/Literature that is more creatively accessible, encouraging an improvement in literacy across the cohort.
- To provide creative students the opportunity to achieve a third of their GCSE through completion of an internally assessed screenplay.
- To provide the foundation of knowledge for students looking to study Film at a Post-16 setting or seeking a career in the digital/creative industries.