

DEPARTMENT:

Creative iMedia

Year	Term 1		Term 2		Term 3		Term 4		Term 5		Term 6	
10	Topics: R094 - Visual identity and digital graphics		Topics: R094 - Visual identity and digital graphics		Topics: R094 - Visual identity and digital graphics		Topics: R097 - Interactive digital media		Topics: R097 - Interactive digital media		Topics: R097 - Interactive digital media	
	Knowledge & Skills: 1.1 Purpose, elements and design of visual identity.	Why? Be able to develop visual identity.	Knowledge & Skills: 2.1 Graphic design and conventions. 2.2 Properties of digital graphics and use of assets. 2.3 Techniques to plan visual identity and digital graphics.	Why? Be able to plan digital graphics for products.	Knowledge & Skills: 3.1 Tools and techniques of imaging editing software used to create digital graphics. 3.2 Technical skills to source, create and prepare assets for use within digital graphics. 3.3 Techniques to save and export visual identity and digital graphics.	Why? Be able to create visual identity and digital graphics.	Knowledge & Skills: 1.1 Types of interactive digital media, content & associated hardware. 1.2 Features & conventions of interactive digital media. 1.3 Resources required to create interactive digital media products. 1.4 Pre-production & planning documentation & techniques for interactive digital media.	Why? Be able to plan interactive digital media.	Knowledge & Skills: 2.1 Technical skills to create and/or edit and manage assets for use within interactive digital media products. 2.2 Technical skills to create interactive digital media. 2.3 Techniques to save and export/publish interactive digital media.	Why? Be able to plan the interactive multimedia product.	Knowledge & Skills: 3.1 Techniques to test/check and review interactive digital media. 3.2 Improvements and further developments.	Why? Be able to create interactive multimedia products. Be able to review interactive multimedia products.
	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Web Designer, Web Developer, Graphic Designer, Content Creator.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Web Designer, Web Developer, Graphic Designer, Content Creator.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Web Designer, Web Developer, Graphic Designer, Content Creator.
	Reading & Extended Writing Accurately describing why we use digital graphics including how they can be and are used.	Numeracy Image and file sizes.	Reading & Extended Writing Explaining the properties of digital graphics including how the assets are used.	Numeracy Image and file sizes.	Reading & Extended Writing Reviewing content created against a client brief.	Numeracy Image and file sizes.	Reading & Extended Writing Accurately describing why we use interactive multimedia products including how they are used.	Numeracy Transition codes and slide numbering.	Reading & Extended Writing Explaining what technical skills are required to create, produce and export interactive digital media.	Numeracy Transition codes and slide numbering.	Reading & Extended Writing Reviewing content created against a client brief.	Numeracy Transition codes and slide numbering.
	SMSC Students are exposed to a wide variety of media texts that they may not encounter within their own lives including promotional materials for faith related organisations and charities.		SMSC Considerations of appropriate content in relation to age alongside factors such as the publication of extreme views are common discussion topics. Students are required to consider protecting the right to free speech whilst also evaluating if media texts can be considered appropriate or not in the view of modern society.		SMSC Students are encouraged to use each other as learning resources, especially within skills building workshops where students have the opportunity to independently discover advanced features of practical software.		SMSC Within the iMedia classroom students have multiple opportunities to discuss matters of spirituality when analysing media texts in terms of their target audience and purpose.		SMSC Throughout the course students are directed to consider the beliefs and lifestyles of a variety of different communities within modern society in order to design appropriate media content for them. Issues such as faith, race and sexuality are all major considerations.		SMSC Having an awareness of cultural issues and trends is pivotal in understanding how to best design a suitable product for a given target audience and purpose.	
11	Topics: R093 - Creative iMedia in the media industry		Topics: R093 - Creative iMedia in the media industry		Topics: R093 - Review Exam Topics & Exam Preparation		Topics: R093 - Creative iMedia in the media industry		Topics: R093 - Creative iMedia in the media industry		Topics: R093 - Review Exam Topics & Exam Preparation	
	Knowledge & Skills: Understand the media industry and factors influencing product design.	Why? To understand how the media industry works and how a product is designed. These units will be tested in an external exam assessment.	Knowledge & Skills: Understand the pre-production planning and distribution considerations.	Why? To understand how pre-production works and distribution considerations. These units will be tested in an external exam assessment.	Knowledge & Skills: Various - fill in gaps in knowledge, address misconceptions and revisit topics highlighted to be difficult.	Why? Preparation for Cambridge Nationals R093 Assessment Exam.	Knowledge & Skills: Understand the media industry and factors influencing product design.	Why? To understand how the media industry works and how a product is designed. These units will be tested in an external exam assessment.	Knowledge & Skills: Understand the pre-production planning and distribution considerations.	Why? To understand how pre-production works and distribution considerations. These units will be tested in an external exam assessment.	Knowledge & Skills: Various - fill in gaps in knowledge, address misconceptions and revisit topics highlighted to be difficult.	Why? Preparation for Cambridge Nationals R093 Assessment Exam.
	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D3, D4 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D2, D3, D4, D5 + D6 Topics covered - now stretching and embedding knowledge.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.	Group Differentiation D1, D3, D4 + D6 Lots of small group intervention.	Links to careers Games Developer, Sound Editor, Audio Technician, Video Editor.
	Reading & Extended Writing Accurately describing the media industry and factors influencing product design.	Numeracy Using media codes and transitions.	Reading & Extended Writing Accurately describing the pre-production planning and distribution considerations.	Numeracy File compression and image/audio files.	Reading & Extended Writing All previous reading & extended writing content.	Numeracy All previous numeracy content.	Reading & Extended Writing Accurately describing the media industry and factors influencing product design.	Numeracy Using media codes and transitions.	Reading & Extended Writing Accurately describing the pre-production planning and distribution considerations.	Numeracy File compression and image/audio files.	Reading & Extended Writing All previous reading & extended writing content.	Numeracy All previous numeracy content.
	SMSC In order to support social development within Creative iMedia, students have multiple opportunities to work collaboratively in order to share ideas and learn from one another. An ability to communicate ideas effectively is the main focus for all practical activities and to improve products based on peer feedback.		SMSC Discussion and debates take place regarding race, gender inequality, and political views amongst many other topics that can divide opinion. In order to foster a supportive atmosphere for these sometimes difficult conversations, steps are taken to ensure that students know they are in an environment where their classmates will listen with respect and questions can be asked without fear of judgment.		SMSC Developing transferrable skills (accurate retention and recall over long periods of time, organising work, understanding knowledge recall techniques)		SMSC Within the academic study of iMedia, students explore how the use of media technologies and deployment of media texts into society can have a huge social impact, including looking at prevalent case studies of social movements fuelled by open source and user generated media. These discussions are commonly linked to current affairs that students have common knowledge of.		SMSC Students are exposed to a wide variety of media texts that they may not encounter within their own lives including promotional materials for faith related organisations and charities.		SMSC Developing transferrable skills (accurate retention and recall over long periods of time, organising work, understanding knowledge recall techniques)	