

Curriculum Overview Creative iMedia

Students in Year 10 will start to gain an understanding of the world of the media industry. Learners will gain an understanding of planning media as well as learning the legal and ethical issues considered in the planning process. They will also look at the techniques that are used to create digital media and how these can be applied to a range of scenarios. Year 10 will have a specific focus on developing visual identities for clients and apply concepts of graphic design to create an original digital graphic. These skills they will develop further into Year 11, applying them to the development of digital games

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	R093: Creative iMedia in the media industry (Exam Unit)		R094: Visual identity and digital graphics (Coursework)			R099: Digital Games (Coursework)
Year 10	<p>R093: Media industry sectors and products (TA1.1)</p> <p>How style, content and layout are linked to the purpose. (TA2.1)</p> <p>Client requirements and how they are defined (TA2.2)</p> <p>Audience demographics and segmentation (TA2.3)</p> <p>Media codes used to convey meaning, create impact and/or engage audiences (TA2.5)</p>	<p>R093: Work planning (TA3.1)</p> <p>Documents used to support idea generation (TA3.2)</p> <p>Documents used to design/plan media products (TA3.3)</p> <p>Legal considerations to protect individuals (TA3.4.1)</p> <p>Intellectual property rights (TA3.4.2)</p>	<p>R094: Purpose, features, elements, and design of visual identity (TA1.1)</p> <p>Techniques to plan visual identity and digital graphics (TA2.3)</p> <p>Graphic design concepts and conventions (TA2.1)</p> <p>Properties of digital graphics and use of assets (TA2.2 with integrated R093 TA4.2.1 image file properties)</p>	<p>R094: Tools and techniques of image editing software used to create digital graphics (TA3.1)</p> <p>Technical skills to source, create and prepare assets for use within digital graphics (TA3.2)</p> <p>Techniques to save and export visual identity and digital graphics (TA3.3 with integrated R093 TA4.2.4 file compression)</p>	<p>R094: NEA Assessment (Working on and submit for moderation)</p>	<p>R099: Types, characteristics, and conventions of digital games (TA1.1)</p> <p>Resources required to create digital games (TA1.2)</p> <p>Pre-production and planning documentation and techniques for digital games (TA1.3)</p>
				R094: NEA Unit (working on)		

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This year builds on units R093 and R094 that learners covered in Year 10. They will be able to apply skills, knowledge and understanding gained in those units. Students in Year 11 will plan, create, test, and export a digital game, interpreting a client brief. Students will use a range of skills introduced as part of Year 10 teaching from developing digital graphics and understanding the media industry.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	R099: Digital Games (Coursework)				R093: Creative iMedia in the media industry (Exam Unit)	
Year 11	R099: Techniques to explain game concepts (TA2.1) Technical skills to create and/or edit and manage assets for use within digital games (TA2.2)	R099: Technical skills to create digital games (TA.2.3) Techniques to save and export digital games. (TA2.4)	R099: Techniques to test/check and review digital games (TA3.1) Improvements and further developments (TA3.2)	R099: NEA Assessment (Working on)	R099: (submit for moderation) R093: Sources of research and types of research data (TA2.4) The legal issues that affect media (TA3.4.4 health and safety) Properties and formats of media files (TA 4.2.2 and TA4.2.3) Job roles in the media industry (TA1.2)	R093: Revision and mock papers/tests Examination (Terminal unit)
	R099: NEA Unit (Working on)					

<p>Knowledge Overview</p>	<p><u>R093: Creative iMedia in the media industry</u></p> <p>Understand media industry sectors and products in addition to job roles in the media industry.</p> <p>Understand the factors that influence product design, including client requirements, audience demographics, the use of media codes to convey meaning and crate impact.</p> <p>Understand work planning to time frames and deadlines.</p> <p>Use pre-production planning to generate ideas, design, and plan media products.</p> <p>Understand the legal issues that affect media, including legislation, certification and health and safety</p> <p>Understand distribution considerations such as platforms and media to reach audiences as well as properties and formats of media files.</p>	<p><u>R094: Visual identity and digital graphics</u></p> <p>Understand how to develop visual identity through the purpose, elements ad design of visual identity.</p> <p>Develop a plan for a digital graphic considering appropriate concepts and conventions.</p> <p>Understand the technical properties of images and graphics, as well as licences and permissions.</p>	<p><u>R099: Digital games</u></p> <p>Use time frames, deadlines, and preparation techniques to plan and create a digital game</p> <p>Selection of appropriate hardware and software for creating a digital game.</p> <p>Create a playable game from a design or brief.</p> <p>Review and test digital games</p>
<p>Skills Overview</p>	<ul style="list-style-type: none"> • Be able to plan and develop ideas for media products. • Interpret client needs and target audience requirements. • Discuss in context the legal issues that affect media. • Make effective decisions about distribution considerations for a range of media products. 	<ul style="list-style-type: none"> • Be able to plan the creation of a digital graphic with a specific visual identity. • Be able to create a digital graphic using tools and techniques of image editing software, as well as preparing assets for use. • Save and export the final graphic. 	<ul style="list-style-type: none"> • Plan digital games using appropriate techniques. • Create a digital game using technical skills, including preparing the components. • Export the digital game as an appropriate format. • Review and test digital games with recommendations for improvements and development.