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	CM1 - Media Products in the Media Industry CM5 - Purpose of Products in the Media Industry CM7 - Client Requirements CM6 - Audience Segmentation CM 11 - Idea Generation	CM12 - Pre-Production Planning CM13 - Pre-Production Planning	CM14- Pre-Production Planning	CM15 - Legislation for Individuals CM16- Legislation for Assets	**R094:** NEA Assessment (Working on and **submit for moderation**) CM20 - Static Image Files	**R099:** Types, characteristics, and conventions of digital games Resources required to create digital games Pre-production and planning documentation and techniques for digital games
	R094: NEA Unit (working on)		**R094:** NEA Unit (working on)			**R099:** 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	CM1 Media Sectors in the Media Indsutry CM2 - Media Codes CM3 - Media Codes CM4 - Media Codes	CM8 - Primary Research	CM9 - Secondary Research CM10 - Work Plans CM17 - Regulation, Classification and Certificatio	CM21 - Audio Files CM22 - Moving Image Files	**R099: (submit for moderation)**	**R093:** Revision and mock papers/tests **Examination (Terminal unit)**
	R099: NEA Unit (Working on)					

	R093: Creative iMedia in the media industry	R094: Visual identity and digital graphics	R099: Digital games
Knowledge Overview	Understand media industry sectors and products in addition to job roles in the media industry.

Understand the factors that influence product design, including client requirements, audience demographics, the use of media codes to convey meaning and crate impact.

Understand work planning to time frames and deadlines.

Use pre-production planning to generate ideas, design, and plan media products.

Understand the legal issues that affect media, including legislation, certification and health and safety

Understand distribution considerations such as platforms and media to reach audiences as well as properties and formats of media files. | Understand how to develop visual identity through the purpose, elements ad design of visual identity.

Develop a plan for a digital graphic considering appropriate concepts and conventions.

Understand the technical properties of images and graphics, as well as licences and permissions. | Use time frames, deadlines, and preparation techniques to plan and create a digital game

Selection of appropriate hardware and software for creating a digital game.

Create a playable game from a design or brief.

Review and test digital games |
| Skills Overview | • 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. | • 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. | • 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. |

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