

Year 10 CREATIVE IMEDIA Curriculum Map

<https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/>

Term	Topic/Unit title	Essential knowledge and skills (what students should know, understand and be able to do by the end of the unit/topic)
<p>Autumn 1 & 2 Spring 1</p>	<p>R097 Interactive digital media</p>	<p>Topic 1 – Plan interactive digital media 1.1 Types of interactive digital media, content and associated hardware 1.2 Features and conventions of interactive digital media 1.3 Resources required to create interactive digital media products 1.4 Pre-production and planning documentation and techniques for interactive digital media</p> <p>Topic 2 – Create interactive digital media 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</p> <p>Topic 3 – Review interactive digital media 3.1 Techniques to test/check and review interactive digital media 3.2 Improvements and further developments</p>

<p>Spring 2 Summer 1 & 2</p>	<p>R093 Pre-Production planning</p>	<p>Topic 1 – The media industry 1.1 Media industry sectors and products 1.2 Job roles in the media industry</p> <p>Topic 2 – Factors influencing project design 2.1 How style, content and layout are linked to the purpose 2.2 Client requirements and how they are defined 2.3 Audience demographics and segmentation 2.4 Research methods, sources and types of data 2.5 Media codes used to convey meaning, create impact and/or engage audiences</p> <p>Topic 3 – Pre-production planning (revision of year 10 content) 3.1 Work plans 3.2 Mind maps, Mood boards 3.3 Scripts, Storyboards , Visualisation Diagrams, Wireframes, Asset Logs, Flow charts 3.4.1-2 Legal Issues protecting individuals 3.4.3 Regulation and certification 3.4.4 Health and safety, Recces and risk assessments</p> <p>Topic 4 – Distribution considerations 4.1 Distribution platforms and media to reach audiences 4.2 Properties and formats of media files</p>
--	-------------------------------------	---

Year 11 CREATIVE IMEDIA Curriculum Map

<https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817/>

Term	Topic/Unit title	Essential skills and knowledge (what students should know, understand and be able to do by the end of the unit/topic)
Ongoing	R093 Pre-Production planning	<p>Topic 1 – The media industry</p> <p>1.3 Media industry sectors and products</p> <p>1.4 Job roles in the media industry</p> <p>Topic 2 – Factors influencing project design</p> <p>2.1 How style, content and layout are linked to the purpose</p> <p>2.2 Client requirements and how they are defined</p> <p>2.3 Audience demographics and segmentation</p> <p>2.4 Research methods, sources and types of data</p> <p>2.5 Media codes used to convey meaning, create impact and/or engage audiences</p> <p>Topic 3 – Pre-production planning (revision of year 10 content)</p> <p>3.1 Work plans</p> <p>3.2 Mind maps, Mood boards</p> <p>3.3 Scripts, Storyboards , Visualisation Diagrams, Wireframes, Asset Logs, Flow charts</p> <p>3.4.1-2 Legal Issues protecting individuals</p> <p>3.4.3 Regulation and certification</p> <p>3.4.4 Health and safety, Recces and risk assessments</p> <p>Topic 4 – Distribution considerations</p> <p>4.1 Distribution platforms and media to reach audiences</p> <p>4.2 Properties and formats of media files</p>

<p>Autumn 1 – 2</p>	<p>R097 Interactive digital media</p>	<p>Topic 1 – Plan interactive digital media</p> <p>1.5 Types of interactive digital media, content and associated hardware</p> <p>1.6 Features and conventions of interactive digital media</p> <p>1.7 Resources required to create interactive digital media products</p> <p>1.8 Pre-production and planning documentation and techniques for interactive digital media</p> <p>Topic 2 – Create interactive digital media</p> <p>2.1 Technical skills to create and/or edit and manage assets for use within interactive digital media products</p> <p>2.2 Technical skills to create interactive digital media</p> <p>2.3 Techniques to save and export/publish interactive digital media</p> <p>Topic 3 – Review interactive digital media</p> <p>3.1 Techniques to test/check and review interactive digital media</p> <p>3.2 Improvements and further developments</p>
<p>Spring 1 – 2</p>	<p>R094 Visual identity and digital graphics</p>	<p>Topic 1 – Develop visual identity</p> <p>1.1 Purpose, elements and design of visual identity</p> <p>Topic 2 – Plan Digital graphics for products</p> <p>2.1 Graphic design and conventions</p> <p>2.2 Properties of digital graphics and use of assets</p> <p>2.3 Techniques to plan visual identity and digital graphics</p> <p>Topic 3 – Create visual identity and digital graphics</p> <p>3.1 Tools and techniques of imaging editing software used to create digital graphics</p> <p>3.2 Technical skills to source, create and prepare assets for use within digital graphics</p> <p>3.3 Techniques to save and export visual identity and digital graphics</p>
<p>Summer 1</p>	<p>Preparation for examination RO93</p>	