Hodgson Academy

Creative iMedia

KS4 Curriculum Overview

Creative iMedia: Key Stage 4 Curriculum Overview

	Autumn Term		Spring Term		Summer Term	
	HT1	HT2	HT3	HT4	HT5	HT6
Year 10 (5hrs)	**Unit R093: Creative iMedia in the Industry.** **Topic 2 – Factors influencing product 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. **Topic 3 – Pre-production planning.** 3.2 Documenta used to support ideas generation. 3.3 Documents used to design and plan media products. **Unit 9094: Visual Identity and Digital Graphics.** **Topic 1 – Develop visual identity.** 1.1 Purpose elements and design of visual identity. **Topic 2 – Plan digital graphics for products.** 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. **(links with 3.2 and 3.3 from R093)** **Topic 3 – Create visual identity and digital graphics.**	**Unit 9094: Visual Identity and Digital Graphics** **Topic 3 – Create visual identity and digital graphics.** 3.1 Tools and techniques of imaging editing software used to create digital graphics. **3.3 Techniques to save and export visual identity and digital graphics** **Unit 9094: Visual Identity and Digital Graphics: Set Assessment 25%** 1.1 Purpose elements and design of visual identity. 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. 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. **Assessment:** **Summative assessment: Unit 9094: Visual Identity and Digital Graphics** Cambridge OCR Set Assessment 25%	**Unit 9094: Visual Identity and Digital Graphics: Set Assessment 25%** 1.1 Purpose elements and design of visual identity. 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. 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. **Unit R093: Creative iMedia in the Industry.** **Topic 1 – The media industry.** 1.1 Media Industry sectors and products. 1.2 Job roles in the media industry. **Topic 3 – Pre-production planning.** 3.4 The legal issues that affect media. 3.4.3 Regulation, certification, and classification. **Assessment:** **Summative assessment: Unit 9094: Visual Identity and Digital Graphics** Cambridge OCR Set Assessment 25%	**Unit R093: Creative iMedia in the Industry.** **Topic 2 – Factors influencing product 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. **Assessment**: formative assessment of work after topic and overview of topics with quizzes and retrieval in each lesson	**Unit R093: Creative iMedia in the Industry.** **Topic 2 – Factors influencing product design.** 2.5 Media codes used to convey meaning, create impact and/or engage audiences. **Topic 3 – Pre-production planning.** 3.1 Work planning. 3.2 Documenta used to support ideas generation. 3.3 Documents used to design and plan media products. **R097: Interactive Digital Media** **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. 1.4 Pre-production and planning documentation and techniques for interactive digital media. **Topic 2 – Creative interactive digital media** 2.1 Technical skills to create and/or edit and manage assets for use within interactive digital media products.	**R097: Interactive Digital Media: Set Assessment 35%** 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. 1.4 Pre-production and planning documentation and techniques for 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. 3.1 Techniques to test/check and review interactive digital media. 3.2 Improvements and further developments. **R097: Interactive Digital Media** **Topic 1 – Plan interactive digital media.** 1.1 Types of interactive digital media, content and associated hardware.

	3.2 Technical skills to source, create and prepare assets for use within digital graphics. **Assessment**: Formative assessment of work after each stage.				2.2 Technical skills to create interactive digital media. 2.3 Techniques to save and export/publish interactive digital media. **Topic 3 – Review interactive digital media.** 3.1 Techniques to test/check and review interactive digital media. **Assessment:** **Summative assessment:** Unit R093 Mock Exam (1 Hour)	1.2 Features and conventions of interactive digital media. 1.4 Pre-production and planning documentation and techniques for interactive digital media. **Topic 2 – Creative 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. **Topic 3 – Review interactive digital media.** 3.1 Techniques to test/check and review interactive digital media. Assessment: **Summative assessment:** **R097: Interactive Digital Media** Cambridge OCR Set Assessment 35%

Year 11 (5hrs)	R097: Interactive Digital Media: Set Assessment 35% 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. 1.4 Pre-production and planning documentation and techniques for 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. 3.1 Techniques to test/check and review interactive digital media. 3.2 Improvements and further developments. **Assessment:** **Summative assessment:** R097: Interactive Digital Media Cambridge OCR Set Assessment 35% **Assessment**: Formative assessment of R093.	R097: Interactive Digital Media: Set Assessment 35% 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. 1.4 Pre-production and planning documentation and techniques for 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. 3.1 Techniques to test/check and review interactive digital media. 3.2 Improvements and further developments. Unit R093: Creative iMedia in the Industry. Topic 2 – Factors influencing product design. 2.5 Media codes used to convey meaning, create impact and/or engage audiences. Topic 3 – Pre-production planning. 3.4 The legal issues that affect media. 3.4.2 Intellectual property rights.	Unit R093: Creative iMedia in the Industry. Topic 4 – Distribution considerations. 4.1 Distribution platforms and media to reach audiences. 4.2 Properties and formats of media files. 4.2.1 Image files 4.2.2 Audio files. 4.2.3 Moving image files. 4.2.4 File compression. **Recap and retrieval practices for topics 1 – 3** **Assessment:** **Summative assessment:** Unit R093 Mock Exam (Full Paper)	Revision for Unit R093: Creative iMedia in the Industry. Topic 1 – The media industry. 1.1 Media Industry sectors and products. 1.2 Job roles in the media industry. Topic 2 – Factors influencing product 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. Topic 3 – Pre-production planning. 3.1 Work planning. 3.2 Documenta used to support ideas generation. 3.3 Documents used to design and plan media products. 3.4 The legal issues that affect media. 3.4.1 Legal considerations to protect individuals 3.4.2 Intellectual property rights. 3.4.3 Regulation, certification, and classification. 3.4.4 Health and safety. Topic 4 – Distribution considerations. 4.1 Distribution platforms and media to reach audiences.		

		3.4.3 Regulation, certification, and classification. 3.4.4 Health and safety. **Assessment:** **Summative assessment:** R097: Interactive Digital Media Cambridge OCR Set Assessment 35% **Assessment**: Formative assessment of R093.		4.2 Properties and formats of media files. 4.2.1 Image files 4.2.2 Audio files. 4.2.3 Moving image files. 4.2.4 File compression. **Assessment**: Practice exam and full paper assessments.		