

Curriculum

Creative iMedia is a compulsory course at Key Stage 4 to all pathway students. The course is compulsory to all students due to the noticeable demand for digital skills through employment sectors.

Year 9

The purpose of the Y9 curriculum is to create a foundation year in which students investigate

- Interpreting a client brief
- Pitching a product
- Repurposing assets in Photoshop
- Digital desktop publishing
- Working with sound - plan, record and edit audio productions
- Working with video - plan, film and edit moving images (video)

Students will investigate each of these areas throughout the year in preparation to apply to their assignment brief.

Year 9

Term 1 – Pre-production documents

THEME: RO81 –PREPRODUCTION DOCUMENTS

LO1 – UNDERSTAND THE PURPOSE AND CONTENT OF PRE-PRODUCTION DOCUMENTS

Students are introduced to a range of documents that allow learners to understand the purpose and uses of a range of documents when developing preproduction techniques. The students will be able to plan a range of digital media pre-production documents to meet a specific client brief. Understanding this unit will allow them to apply knowledge and understanding to a range of documents in further units.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

LO2 - BE ABLE TO PLAN PRE-PRODUCTION

This topic students will be able to understand timescales, client requirements research analysis and production skills. All of these will allow students to apply knowledge and understanding of a range of concepts to different scenarios within their examined unit and further coursework units.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

THEME: RO87 – CREATING AN INTERACTIVE MULTIMEDIA PRODUCT

LO2 - BE ABLE TO PLAN INTERACTIVE MULTIMEDIA PRODUCTS

This topic will allow students to interpret a client brief and understand the client requirements and target audiences. Students will plan and structure a range of features to

be used in their multimedia document. Students will apply prior knowledge and understanding of preproduction documents to their work and develop effective plans and structures. Students will also apply legislation to their documents.

Within this section of work students will use the command words **identify, describe, explain and discuss**.

Year 9

Term 2 – Creating interactive media products

THEME: RO87 – CREATING AN INTERACTIVE MULTIMEDIA PRODUCT

LO3 – BE ABLE TO CREATE INTERACTIVE MULTIMEDIA PRODUCTS

This topic will allow students to apply their skills and understanding to a range of software. The students will develop their software skills to create a suitable interactive media product that adheres to the assignment brief. Students will use appropriate file formats that are suitable for the needs of the client.

Within this section of work students will use the command words **identify, describe, explain and discuss**.

Term 3 – Be able to review an interactive media product

THEME: RO87 – CREATING AN INTERACTIVE MULTIMEDIA PRODUCT

LO4 – BE ABLE TO REVIEW INTERACTIVE MULTIMEDIA PRODUCTS

During this study focus students will have to review and their interactive media products and relate them to their client brief and scenario. Students will then develop an evaluation that reviews and identifies areas for improvement. The improvements that students make will enable them to further develop their interactive media product.

Within this section of work students will use the command words **evaluate, review and justify**.

Year 10 & 11

Term 1 – Pre-production documents

THEME: RO81 – PREPRODUCTION DOCUMENTS

LO1 – UNDERSTAND THE PURPOSE AND CONTENT OF PRE-PRODUCTION DOCUMENTS

Students are introduced to a range of documents that allow learners to understand the purpose and uses of a range of documents when developing preproduction techniques. The students will be able to plan a range of digital media pre-production documents to meet a specific client brief. Understanding this unit will allow them to apply knowledge and understanding to a range of documents in further units.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

LO2 - BE ABLE TO PLAN PRE-PRODUCTION

This topic students will be able to understand timescales, client requirements research analysis and production skills. All of these will allow students to apply knowledge and understanding of a range of concepts to different scenarios within their examined unit and also further coursework units.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

LO3 - BE ABLE TO PRODUCE PRE-PRODUCTION DOCUMENTS

In this topic students will learn about how to create a range of pre-production documents including mood boards, mind maps, visualisation diagrams and storyboard. Learners will also look at a range of file formats to show understanding of developing an exporting document appropriately.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

LO4 - BE ABLE TO REVIEW PRE-PRODUCTION DOCUMENTS

This topic is where students will review and analyse their work in order to meet the needs of their target audience. Students will also be asked to analyse and develop their answers using a range of evaluative comments such as identifying areas for improvement.

Within this section of work students will also be introduced to the exam skills **identify, describe, explain and discuss**.

RO84 – STORYTELLING WITH A COMIC STRIP

LO2 – BE ABLE TO PLAN A MULTIPAGE COMIC STRIP

Using prior knowledge and understanding students will look at the planning section of RO84. Students must be able to use the skills that they have learnt in RO87 and interpret the client requirements for a multipage comic strip. Students must focus their knowledge on their target audience. Students will develop and identify a range of resources needed to create their comic strip. Students will also apply law and legislation to their work.

Within this section of work students will continue to use **identify, interpret and justify** command words.

Term 2 – Year 10 & 11

RO84 – STORYTELLING WITH A COMIC STRIP

LO3 BE ABLE TO PRODUCE A MULTIPAGE COMIC STRIP

In this topic area students are learning about how to source and store assets in order to develop an effective product. Students will understand how to apply their skills and understanding of the software to a specific brief. Students will be able to integrate a range of scripts and focal points in order to create an effective comic strip that adheres effectively to the brief.

Within this section of work students will continue to use **identify, interpret, apply** and **create** command words.

RO84 – STORYTELLING WITH A COMIC STRIP

LO4 REVIEW A MULTIPAGE COMIC STRIP

This topic allows students to review and improve the work that they have completed. Students will review their work and explain how they have met the brief. Students will evaluate the impact of their work against the brief and identify areas for improvement to enable further development.

Within this section of work students will continue to use **analyse and evaluate** command words.

RO84 – STORYTELLING WITH A COMIC STRIP

LO1 UNDERSTAND COMIC STRIPS AND THEIR CREATION

In this section of work students will use their knowledge and apply their skills to planning section of their work. Students will understand and apply their knowledge to a range of comic strip genres and understand the tools and software techniques that are used to develop comic strips.

Within this section of work students will use **identify** and **interpret** command words.

Term 3 – Year 10 & 11

RO81 –PREPRODUCTION DOCUMENTS & EXAM SKILLS

LO1 – UNDERSTAND THE PURPOSE AND CONTENT OF PRE-PRODUCTION DOCUMENTS

Students are introduced to a range of documents that allow learners to understand the purpose and uses of a range of documents when developing preproduction techniques. The students will be able to plan a range of digital media pre-production documents to meet a specific client brief. Understanding this unit will allow them to apply knowledge and understanding to a range of documents in further units.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

LO2 - BE ABLE TO PLAN PRE-PRODUCTION

This topic students will be able to understand timescales, client requirements research analysis and production skills. All of these will allow students to apply knowledge and understanding of a range of concepts to different scenarios within their examined unit and also further coursework units.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

LO3 - BE ABLE TO PRODUCE PRE-PRODUCTION DOCUMENTS

In this topic students will learn about how to create a range of pre-production documents including mood boards, mind maps, visualisation diagrams and storyboard. Learners will also look at a range of file formats to show understanding of developing an exporting document appropriately.

Within this section of work students will also be introduced to the exam skill **identify, describe, explain and discuss**.

LO4 - BE ABLE TO REVIEW PRE-PRODUCTION DOCUMENTS

This topic is where students will review and analyse their work in order to meet the needs of their target audience. Students will also be asked to analyse and develop their answers using a range of evaluative comments such as identifying areas for improvement.

Within this section of work students will also be introduced to the exam skills **identify, describe, explain and discuss**.

Alongside this exam technique and skills will be taught on how to answer questions.

RO84 –STORYTELLING WITH A COMIC STRIP

Any work that is needed to be completed in time for moderation.

Within this section of work students will continue to use **identify, interpret, apply** and **create** command words.