Y10 Creative iMedia Curriculum Map

		Autumn term	Spring term	Summer term
Year 10	Overview	**Unit R093: Creative iMedia in the media industry.**	**Unit R094: Visual Identity & Digital Graphics** *(Interleaving aspects of R093)*	**Unit R098: Visual Imaging** *(Interleaving aspects of R093)*
	Context & Topics	• **R093**: Media industry sectors and products • **R093**: How style, content and layout are linked to the purpose client requirements and how they are defined • **R093**: Audience demographics and segmentation • **R093**: Media codes used to convey meaning, create impact and/or engage audiences	• **R094: Visual Identity & Digital Graphics (Coursework assignment)** • **R093**: Work planning documents used to support ideas generation • **R093**: Documents used to design and plan media products	• **R098: Visual Imaging (Coursework assignment)** • **R093**: Work planning documents used to support ideas generation • **R093**: Documents used to design and plan media products
	Know	• Topic 1 – The Media Industry • Topic 2 – Factors Influencing Product Design • Topic 3 – Pre-production Planning • Topic 4 – Distribution Considerations	• The Brief – Introducing the Assessment • Topic 1 – Develop Visual Identity • Topic 2 – Planning Digital Graphics for Products • Topic 3 – Create a Visual Identity and Digital Graphics	• The Brief – Introducing the Assessment • Topic 1 – Features & Conventions of photographic images & videos • Topic 2 – Content Used in Visual Imaging Portfolios • Topic 3 – Equipment for Capturing Images & Video • Topic 4 - Pre-production and planning documentation
	Show	• **PO1** Recall knowledge and show understanding • **PO2** Apply knowledge and understanding • **PO3** Analyse and evaluate knowledge, understanding and performance	• **PO2** Apply knowledge and understanding • **PO3** Analyse and evaluate knowledge, understanding and performance • **PO4** Demonstrate and apply skills and processes relevant to the subject area	• **PO2** Apply knowledge and understanding • **PO3** Analyse and evaluate knowledge, understanding and performance **PO4** Demonstrate and apply skills and processes relevant to the subject area
	Practical Skills	• **Introduction to photoshop design tools** • **Layout tools** • **Fonts** • **Selection** • **Vector graphics** • **Manipulation of third-party assets**	• **Idea generation for graphic design** • **Sourcing and adapting design assets for use** • **Photoshop skills** • **File management** • **Writing about design choices with reference to client, audience and purpose**	• **Learning to use fully manual settings on a DSLR camera** • **Creating detailed planning documentation** • **Editing digital video** • **Writing critically about photographs and film**
	Assessment	• Topic Tests for Progress tracking • End of Unit Assessment (Using R093 Past Paper Questions)	• 12-15 hours of centre assessed coursework. (30% of final grade) • Submitted to OCR for Moderation	• Topic Tests for Progress Tracking • A trial photo-shoot to track development of technical skills

Y11 Creative iMedia curriculum map

		Autumn term	Spring term	Summer term
Year 11	Overview	**Unit R098: Visual Imaging** *(Interleaving aspects of R093)*	**Unit R093: Creative iMedia in the media industry.**	**R093: Final Exam: June 8th**
	Context & Topics	• **R098:** Creating Digital Imaging Portfolios • **R098:** Reviewing Digital Imaging Portfolios	• **R093**: Media industry sectors and products • **R093**: How style, content and layout are linked to the purpose client requirements and how they are defined • **R093**: Audience demographics and segmentation • **R093**: Media codes used to convey meaning, create impact and/or engage audiences	• **R093**: Media industry sectors and products • **R093**: How style, content and layout are linked to the purpose client requirements and how they are defined • **R093**: Audience demographics and segmentation **R093**: Media codes used to convey meaning, create impact and/or engage audiences
	Know	• Techniques and tools to take photographs • Techniques for processing photographic images • Techniques and tools to record video footage • Tools and techniques for editing video (post-production) • Techniques to save and publish/export portfolios of photographs and video sequences • Critically evaluate your imaging portfolio	• Topic 1 – The Media Industry • Topic 2 – Factors Influencing Product Design • Topic 3 – Pre-production Planning Topic 4 – Distribution Considerations	• Topic 1 – The Media Industry • Topic 2 – Factors Influencing Product Design • Topic 3 – Pre-production Planning Topic 4 – Distribution Considerations
	Show	• **PO2** Apply knowledge and understanding • **PO3** Analyse and evaluate knowledge, understanding and performance • **PO4** Demonstrate and apply skills and processes relevant to the subject area	• **PO1** Recall knowledge and show understanding • **PO2** Apply knowledge and understanding **PO3** Analyse and evaluate knowledge, understanding and performance	• **PO1** Recall knowledge and show understanding • **PO2** Apply knowledge and understanding **PO3** Analyse and evaluate knowledge, understanding and performance
	Practical Skills	**As stated in the KNOW section**	• **Exam Skills**	**Exam Skills**
	Assessment	• 12-15 hours of centre assessed coursework. (30% of final grade) • Submitted to OCR for Moderation	• Topic Tests • Mock Exam	Externally Assessed final Exam (40% of final grade)