Curriculum Map: Subject: Creative iMedia

Year 10

Term	Unit of Work	Knowledge and Skills	Assessment
1	R087 LO1	This introduction to iMedia covers the basic principles of multimedia products and we will begin to research multimedia products. Pupils will investigate the hardware and software requirements to run certain multimedia products before research connection and bandwidth. Finally, we will research and write a report on file types and platform requirements for multimedia products. • Multimedia products research • Hardware and software • Connections • File formats and platforms	**Key assessment:** 1. Multimedia product review 2. Hardware and software requirements 3. Connection types and bandwidth 4. File formats and platforms **Additional assessments:** R081 basic planning elements
2	R087 LO2	This term, pupils will be introduction to the client's brief: create an interactive multimedia product for your local area. Pupil's will need to interpret the requirements of the brief and identify their target audience. Pupils will then plan their multimedia product by creating a range of planning documents below. Finally, we will investigate the legislation relating to copyright and trade marking for a multimedia product. • Interpretation of the brief • Target audiences • Mind mapping and house style • Planning of multimedia product • Visualisation of multimedia product • Work plan and Test plan • Legislation	**Key assessment:** 1. Interpretation of client brief and identification of target audience. 2. Spider diagram of initial ideas and planning 3. Planning of a multimedia product include: house style, visualisation diagrams, work plan and test plan 4. Legislation relating to the creation of a multimedia product **Additional assessments:** R081 basic concepts underpinned in multimedia product planning
3	RO87 LO3 and LO4	In term 3, pupils will begin to source and create assets to use on their multimedia product. Pupils will then create a multimedia product based on their term 2 planning. Finally, we will save their multimedia product in a suitable file format and evaluate their multimedia product and suggest improvements. • Creating and sourcing assets	**Key assessments:** 1. Asset table creation 2. Evidence log which includes: Asset creation and repurposing, version control and tools used.

		• Master slide design • Creating multimedia product • Exporting and evaluating	3. A multimedia product for an intended purpose and audience 4. Evaluation of multimedia product **Additional assessments:** Continuation of underpinning planning linked to multimedia product
4	R087 LO1-LO4 R081 LO1	This term will be spilt across two units. Pupils will have an opportunity to make improvements to their multimedia product as-well as starting the work on R081. Pupils will investigate the basics of pre-production planning. This will include: • Mood boards • Spider diagrams • Visualisation diagrams • Storyboarding • Writing a script	**Key assessments:** 1. R087 – Multimedia product LO1-LO4 2. Exam brief for planning documents – link to spider diagrams **Additional assessments:** Planning document practices using classroom-based scenario
5	RO81 LO2	In the term, pupils will recall skills and knowledge from R087 unit, to interpret a client brief and identify a target audience using an exam brief. Pupils will create a work plan and identify the primary and secondary assets required. Finally, we will research in depth and explain the legal considerations of creative iMedia. • Interpretation of a client brief • Identifying target audiences • Creation of a work plan that indicates work flow, milestones and contingences • Identifying and explaining difference between primary and secondary sources • Health and Safety relating to creative media • Legislation relating to creative media	**Key assessment:** 1. Exam Question based on exam brief linking to work plan
6	LO3 & LO4	In the final term, pupils will bring together all the work they have covered this year to create a set of planning documents based on exam brief. Pupils will identify suitable file formats to use in creating their planning documents and will review their planning documents and identify suitable improvements to make.	**Key assessment:** RO81 mock **Additional assessments:** Extended response practice

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Year 11

Term	Unit of Work	Knowledge and Skills	Assessment
1	R082 LO1	In year 11, the course will begin by researching digital graphics. Pupils will need to identify the use of digital graphics in different sectors, the properties and suitability of these graphics. Through all of this pupils will understand the different file types and the purpose of digital graphics for an intended audience. • Why are digital graphics are used? • Different types of file formats • Properties and suitability for different users • Purpose and audiences for digital products	**Key assessment:** 1. Why are digital graphics used? 2. Different file types 3. Properties and suitability for different audiences 4. Purpose and audience for graphics. **Additional assessment:** RO81 exam practice questions
2	R082 LO2	This term, pupils will be introduction to the client's brief: create a pair of digital graphics for a brand-new Sci-Fi book. Pupils will need to interpret the requirements of the brief and identify their target audience. We will then plan their digital graphic by creating a range of planning documents below. Finally, pupisl will investigate the legislation relating to copyright and trade marking for digital graphics. Interpretation of the brief. Pupils will also sit their exam unit R081. • Interpretation of client brief • Target audiences for client brief • Visualisation of digital graphic • Identify and assets for digital graphics • Legislation and digital graphics	**Key assessments:** 1. Interpretation of client brief and identification of target audience. 2. Spider diagram of initial ideas and planning 3. Planning for a digital graphic include: house style, visualisation diagrams, work plan and test plan 4. Legislation relating to the creation digital graphics 5. R081 EXAM
3	R082 LO3 and LO4	In term 3, pupils will begin to source and create assets to use in their digital graphic. Pupils will then create a digital graphic based on their term 2 planning. Finally, we will save their digital graphic in a suitable file format and evaluate their digital graphic and suggest improvements. • Creating and sourcing assets • Creating digital graphic • Reviewing digital graphics	**Key assessments:** 1. Creating digital graphic 2. Exporting digital graphic in suitable formats (print and web) 3. Evaluating digital graphics

4	R091 LO1 and LO2	In term 4, pupils will start their final unit, designing a game concept. Pupils will research how gaming platforms have evolved over time and the capabilities/limitations of different gaming platforms. Pupils will investigate the game objectives from a range of different digital games. Following on from this, pupils will interpret a client's brief, identify the target audience and also identify success criteria to be met in order to make the game successful.	**Key assessments:** 1. Research into game platforms throughout the years 2. Report on capabilities and limitations of different platforms 3. Interpretation of client brief 4. Target audience identification 5. Success criteria
5	R091 LO3 and LO4	Pupils will be able to re-sit R081 in this term. Pupils will create a game proposal and visualisation diagrams for their idea based on the client brief. Finally, we will review their game proposal and identify areas for improvement.	**Key assessment:** 1. R081 re-sits 2. Game proposal based on client brief 3. Visualisation diagrams. 4. Review of game proposal and identify improvements.