



Creative iMedia Key Stage 4 Curriculum Overview

Key Stage 4 Curriculum overview: Creative imedia – year 11

	Week 1				Week 39
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	<i>One lesson per week for R097 and R093</i>		<i>One lesson per week for R097 and R093</i>		<i>NEA r097</i>
Key content (know that...Know how...)	<ul style="list-style-type: none"> Students will know how to create a structured approach to design and develop interactive digital media. They will be able to use conceptualisation methods to bring ideas to fruition. They will produce work plan for specific purposes that have detailed outline that specify the tasks, responsibilities and timelines for different phases of a project. Students will know how to identify and utilise the necessary tools, assets, software, hardware and other materials to create interactive digital media. Students will be able to make informed decisions about the resources that will best support the 	<p>Students will be able to create structured and detailed plans for the production of media content. They will be able to outline the steps, tasks, timelines and knowledge needed to execute a media project effectively, ensuring that the production process is well organised and efficient. They will use interface planning to design the UI of interactive digital media. They will produce a mind map to organise ideas. They will</p>	<p>Students will be able to identify assets required for a specific purpose. They will know how to source assets for a digital product such as images, video, audio files graphics and other content to be used in the creation of the digital product. Students will be able to manage assets involving overseeing and organising a collection of images used in multimedia. This will include selecting, storing, editing and optimising images for use. Students will know how to import, arrange and optimise animation to enhance the visual and interactive</p>	<p>Students will be able to identify the properties and formats of files that would be relevant for the digital product. They will be able to identify where to gather information and data from to inform and enhance the creative process. They will use a variety of sources such as books, websites, academic journals, interviews to be able to complete their research.</p>	<ul style="list-style-type: none"> Students will know how to read a scenario and plan for an interactive digital media product. They will produce an interpretation from the client brief and product relevant pre production documents. Students will know how to identify the assets and explain their use in the student's IDMP. Students will create the components for their IDMP. They will create and export their product. Students will test and check their IDMP and recommend areas for improvement and further develop it.

	projects goals and creative vision.	come up with the concepts, themes or innovative ideas for the media content when completing idea generation.	elements of their media project, ensuring they meet the clients requirements.		
Prior Knowledge	Organising and planning – Y10 (R094) Conceptualizing ideas – Y10 (R094) Work plans – y10 (R094)	Organising and planning – Y10 (R094) Conceptualizing ideas – Y10 (R094) Work plans – y10 (R094)	Organising and planning – Y10 (R094) Conceptualizing ideas – Y10 (R094) Work plans – y10 (R094)	Organising and planning – Y10 (R094) Conceptualizing ideas – Y10 (R094) Work plans – y10 (R094)	R093 – Y10 – factors influencing product design, know the different purposes of media products and how style, content and layout are adapted to meet each purpose Client requirements and how they are defined, audience demographics and segmentation, ,research methods, sources and types of data
GCSE Assessment Objectives	R097 R093	R097 R093	R097 R093	R097 R093	R097 R097
Assessments	Composite; multiple choice questions’ Component; exam questions from exam board	Composite; multiple choice questions’	Composite; multiple choice questions’	Composite; multiple choice questions’	NEA will be assessed in line with the exam board marking guidance <i>Key knowledge assessed : interpretation of the client brief, pre production and planning documentation, assets, technical skills, conventions and creativity, components support creation of final</i>

	<p><i>Key knowledge assessed: resources required to create interactive digital media products – how different hardware is used to create interactive digital media products, why designers use particular hardware devices, the positive and negative impacts hardware choice has on final products</i></p>	<p>Component; exam questions from exam board <i>Key knowledge assessed : pre production documents and planning for user interaction, includes the navigation between pages and scenes and interactive elements, planning user interaction, planning responses to interaction (feedback)</i></p>	<p>Component; exam questions from exam board <i>Key knowledge assessed ; properties of assets linked to purpose, technical compatibility of assets. Software tools and techniques to create and repurpose static image assets, using vector and bitmap images appropriately</i></p>	<p>Component; exam questions from exam board <i>Key knowledge assessed Different formats used in interactive digital media. Documents used to design and plan media products. Know the purpose of each document, components and conventions</i></p>	<p><i>product, formats, properties of product, testing, review, improvements</i></p>
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