

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	R082 - Creating Digital Graphics Understand the purpose and properties of digital graphics, and know where and how they are used. They will be able to plan the creation of digital graphics, create new digital graphics using a range of editing techniques and review a completed graphic against a specific brief.			Unit R085: Creating a Multipage Website Understand properties and features of websites, and know where and how they are used. They will be able to plan the creation of a multi-page website, create a new website using suitable software and review a completed multi-page website against a specific brief.		
Year 11	Unit R081: Pre-production skills Understand the purpose and uses of a range of pre-production techniques. They will be able to plan pre-production of a creative digital media product to a client brief, and will understand how to review pre-production documents.		TBD			

Creative iMedia will equip learners with a range of creative media skills and provide opportunities to develop transferable skills, such as research, planning, review, working with others and communicating creative concepts effectively. Through the use of these skills, learners will ultimately be creating fit-for-purpose creative media products by developing creative solutions in response to design briefs. Creative iMedia will also challenge learners by introducing them to demanding material and techniques; encouraging independence and creativity and providing tasks that engage with the most taxing aspects of the curriculum.

There are three units of study:

Digital Graphics

The aim of the Digital Graphics unit is for learners to understand the basics of editing digital graphics for the creative and digital media sector. They will learn where and why digital graphics are used and what techniques are involved in their creation. This unit will develop learners' understanding of the client brief, time frames, deadlines and preparation techniques as part of the planning and creation process.

Interactive Multimedia

The Interactive Multimedia unit will enable learners to understand the basics of interactive multimedia products. They will learn where and why interactive multimedia are used and what features are needed for a given purpose.

Website Development

And finally, the Website Development unit will introduce pupils to aspects of programming and multi-device software production. The purpose of these three units is to enable pupils to explore the full breadth of the digital media sector.

These make up 75% of the overall grade.

Knowledge (Topics / contexts) Pupils will know	Skills acquired Pupils will be able to do	Concept Pupils will understand	Assessment
Creating Digital Graphics (R082)			
<ul style="list-style-type: none"> - The types of digital graphics, and the file formats used - The properties of digital graphics and their suitability for use in creating images, i.e. Pixel dimensions, DPI resolution, quality, compression settings - To know how legislation (e.g. copyright, trademarks, logos, intellectual property use, permissions and implications of use) applies to images used in digital graphics, whether sourced or created. - How to use version control when creating a digital graphic. - How to export the digital graphic using appropriate formats and properties for different uses. - How to evaluate against a client brief 	<ul style="list-style-type: none"> - Repurpose graphics in a variety of different file types. - evaluate graphics for a range of different purposes. - Produce a work plan for an original graphics creation; to include: Tasks, Activities, Workflow, Timescales, Resources, Milestones, Contingencies - Produce a visualisation diagram for a digital graphic - Identify the assets needed to create a digital graphic (e.g. photographs, scanned images, library images, graphics, logos) - Identify the resources needed to create digital graphics - Create assets identified for use in a digital graphic, i.e.: Images, Graphics - Review a digital graphic against a specific brief 	<ul style="list-style-type: none"> - Why digital graphics are used (e.g. to entertain, to inform, to advertise, to promote, to educate) - How digital graphics are used (e.g. magazine covers, CD/DVD covers, adverts, web images and graphics, multimedia products, games) - How different purposes and audiences influence the design and layout of digital graphics (e.g. the use of colour, composition, white space and styles). - The target audience requirements for a digital graphic. - How to source assets identified for use in a digital graphic. - The technical compatibility of assets with the final graphic (e.g. pixel dimensions, dpi resolution) - How to identify areas in a digital graphic for improvement and further development 	<p>Controlled assessment – report and graphics production</p>
Pre-production Skills (R081)			
<ul style="list-style-type: none"> - the purpose, uses and contents of: Mood Boards, Mind Maps, Visualisation Diagrams, Storyboards, Scripts 	<ul style="list-style-type: none"> - Interpret client requirements. - Identify timescales - Conduct & Analyse Research 	<ul style="list-style-type: none"> - The hardware and software uses in preproduction. - The Health and safety requirements 	<p>75 minute examination</p>

Knowledge (Topics / contexts) Pupils will know	Skills acquired Pupils will be able to do	Concept Pupils will understand	Assessment
<ul style="list-style-type: none"> - How to identify assets and resources required to complete a project 	<ul style="list-style-type: none"> - Produce Work Plans 	<ul style="list-style-type: none"> - The client requirements for a specific brief - The importance of through testing of an end product - How legislation applies to sourcing assets 	
Creating a multipage website (R085)			
<ul style="list-style-type: none"> - The different purposes of websites - The different devices used to access websites. - The planning techniques needed to create a website - The potential use of a range of assets - How to evaluate the finished product against a client brief 	<ul style="list-style-type: none"> - Explore existing websites and describe their purposes - Interpret the clients' requirements, plan and design a multi-page website. - Produce a site map and visualisation of the webpages. - Source a range of assets - Create a test plan - Review a website against a specific brief 	<ul style="list-style-type: none"> - The properties and features of websites - Different internet connection methods - The legal issues and restrictions to be considered when creating a website. - How to identify areas in a website for improvement and further development 	Controlled assessment – report and website
+ topic TBD (R08?)			