

## Creative iMedia – Key Stage 4

Intent:

Creative iMedia will equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, and 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.

Creative iMedia will also challenge all learners, including high attaining 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 National Curriculum.

Term	Year 10 or 11 One Year Option		
	Topic	Knowledge	Skills
Term 1	<b>R082 – Creating Digital Graphics</b>	Coursework assignment - 25%	Identify Investigate Plan Demonstrate Create Produce Review
	<b>Understand the purpose and properties of digital graphics</b>	<ul style="list-style-type: none"> <li>• Why digital graphics are used</li> <li>• How digital graphics are used</li> <li>• Types of digital graphics, i.e.: bitmap/raster/vector</li> <li>• file formats</li> <li>• the properties of digital graphics and their suitability for use in creating images, i.e.</li> <li>• how different purposes and audiences influence the design and layout of digital graphics</li> <li>• interpret client requirements for a digital graphic based on a specific brief</li> <li>• understand target audience requirements for a digital graphic</li> <li>• produce a work plan for an original graphics</li> </ul>	
	<b>Plan the creation of a digital graphic</b>	Creation to include: tasks, activities, workflow, timescales, resources, milestones, contingencies <ul style="list-style-type: none"> <li>• produce a visualisation diagram for a digital graphic</li> <li>• identify the assets needed to create a digital graphic</li> <li>• identify the resources needed to create a digital</li> <li>• how legislation applies to images used in digital graphics, whether sourced or created.</li> <li>• source assets identified for use in a digital graphic</li> <li>• create assets identified for use in a digital graphic</li> <li>• ensure the technical compatibility of assets with the final graphic</li> <li>• create a digital graphic using a range of tools and techniques within the image editing software application</li> <li>• save a digital graphic in a format appropriate to the software being used</li> <li>• export the digital graphic using appropriate formats and properties for: print use, web</li> </ul>	
	<b>Be able to create a digital graphic</b> <b>Review a digital graphic</b>		

Term	Year 10 or 11 One Year Option		
	Topic	Knowledge	Skills
	<p><b>Be able to plan Pre-production documents</b></p>	<p>use, multimedia use.</p> <ul style="list-style-type: none"> <li>• how to use version control when creating a digital graphic.</li> <li>• review a digital graphic against a specific brief • identify areas in a digital graphic for improvement and further development</li> </ul>	
	<p><b>R081 - Examination - Pre-production skills</b></p> <p><b>Pre-production Documents</b></p>	<p>Understand the purpose and content of pre-production documents-</p> <p>Moodboards</p> <p>Mind maps/spider diagrams</p> <p>Visualization diagrams</p> <p>Storyboards</p> <p>Scripts</p>	<p>Identify</p> <p>Investigate</p> <p>Plan</p> <p>Demonstrate</p> <p>Create</p> <p>Produce</p> <p>Review</p>
	<p><b>Other considerations of Production</b></p>	<p>Plan and consider-</p> <p>Client requirements</p> <p>Target audiences</p> <p>Research</p> <p>Work plans and production schedules</p> <p>Hardware, techniques and software used to digitalize or create pre-production documents</p> <p>Health and Safety considerations</p> <p>Legislation</p> <p>Create a moodboard</p> <p>Create a mind map / spider Diagram</p> <p>Create a visualization diagram</p> <p>Create a storyboard</p> <p>Analyse a script</p> <p>Explain properties and limitations of file formats for still images, audio and moving images</p> <p>Explain naming conventions and version control</p> <p>Be able to review pre- production documents</p>	<p>Identify</p> <p>Investigate</p> <p>Plan</p> <p>Demonstrate</p> <p>Create</p> <p>Produce</p> <p>Review</p>

Term	Year 10 or 11 One Year Option		
	Topic	Knowledge	Skills
Term 2	<b>R085</b> <b>Creating a multipage website</b>	Coursework assignment - 25%	
	<b>Understand the properties and features of multipage websites</b>	<ul style="list-style-type: none"> <li>Investigate the purpose and component features of a multipage website</li> <li>Investigate devices to access webpages</li> <li>Investigate methods of internet connection</li> <li>Interpret a client brief and target audience requirements</li> </ul>	Identify Investigate Plan
	<b>Be able to plan a multipage Website</b>	<ul style="list-style-type: none"> <li>Use previous learnt skills from pre-production module to assist in planning.</li> <li>Create a work plan for the website creation</li> <li>Plan using a site map and visualisation diagram for your website</li> <li>Plan and prepare the assets required</li> <li>Plan resources needed</li> <li>Make a test plan to use when creating website</li> <li>Create folder structures to allow effective organization of webpage and assets</li> </ul>	Demonstrate Create Produce Review
	<b>Be able to create multipage Website pages using multimedia components</b>	<ul style="list-style-type: none"> <li>Find and import assets that are required</li> <li>Make a master page</li> <li>Use tools and techniques within web authoring software to create website</li> <li>Create a functional navigation system for website</li> <li>Save and publish website in an appropriate location and format using version control</li> </ul>	Identify Investigate Plan Demonstrate Create Produce Review
	<b>Be able to review a multipage website</b> <b>Complete coursework</b>	<ul style="list-style-type: none"> <li>Review completed multipage website</li> <li>Consider areas of further improvement for your website</li> <li>Discuss areas for development for your website</li> </ul>	
<b>R087 – Creating Interactive Multimedia Products</b>			
<b>Understand the properties and features of interactive multimedia products</b>	<p>Identifies a wide range of products, details of purpose and where they are used and with detailed identification of design principles.</p> <ul style="list-style-type: none"> <li>Identifies a wide range of hardware, software and peripherals required to create and view interactive multimedia products, understanding of their use and purpose.</li> <li>Demonstrates a thorough understanding of the limitations caused by connections, bandwidth and data transfer speeds when accessing interactive multimedia products.</li> <li>Identification of file formats and their suitability for different platforms is accurate</li> </ul>		

## Year 10 or 11 One Year Option

Term

Term 3

Topic	Knowledge	Skills
<b>R087 – Creating Interactive Multimedia Products</b>  <b>Be able to plan an interactive multimedia products</b>  <b>Be able to create interactive multimedia products using multimedia components</b>	<ul style="list-style-type: none"> <li>• Interpretation from the client brief for an interactive multimedia product which fully meets the client requirements and produces a clear and detailed identification of target audience requirements.</li> <li>• Produce a clear and detailed work plan for the interactive multimedia product</li> <li>• Use complex planning techniques to show what the product will look like. Identifies a wide range of assets and resources to be used</li> <li>• Produce a clear and detailed visualisation diagrams for the intended final product.</li> <li>• Create a clear and detailed test plan for the interactive multimedia product</li> <li>• Demonstrate a thorough understanding of legislation in relation to the use of assets in interactive multimedia products.</li> </ul>	Identify Investigate Plan Demonstrate Create Produce Review
<b>Be able to review a interactive multimedia product.</b>	<ul style="list-style-type: none"> <li>• Sources, create and re-purpose the assets</li> <li>• Prepare the structure for the interactive multimedia product</li> <li>• Combines a wide range asset types with a clear and coherent navigation system to create a working interactive multimedia product.</li> <li>• Save and export the multimedia product in a file format that retains interactivity and is wholly appropriate to the client brief.</li> <li>• Save electronic files using file and folder names and structures which are consistent and appropriate.</li> </ul>	Identify Investigate Plan Demonstrate Create Produce Review
<b>Complete coursework.</b>	Produce a review of the interactive multimedia product which demonstrates a thorough understanding of what worked and what did not, fully referencing back to the brief.	Identify Investigate Plan Demonstrate Create Produce Review
<b>Resubmit other coursework.</b>	Examination - Pre-production skills (25%) This unit will enable learners to:-  understand pre-production skills used in the creative and digital media sector.	Identify Investigate Plan Demonstrate Create Produce Review
<b>R081 - Examination - Pre-production skills (Resit – if needed)</b>	It will develop their understanding of the client brief, time frames, deadlines and preparation techniques that form part of the planning and creation process. (See Term 1)	Identify Investigate Plan Demonstrate Create Produce Review