

FACULTY AREA:			
YEAR GROUP	SUBJECT TITLE	LINKS TO NATIONAL CURRICULUM	LINKS TO EXAM SYLLABUS
11	Creative iMedia	National Curriculum	OCR Creative iMedia

WE LEARN THIS BECAUSE:

This qualification in 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, 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.

Half Term Contents

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R099 – Digital Games Coursework Assignment <ul style="list-style-type: none"> • Pre-production stage • Concept planning • Responding to the brief • Research 	R099 – Digital Games Coursework Assignment <ul style="list-style-type: none"> • Production stage • Asset collation, preparation and creation • Referencing R093 – Media Industry exam preparation and Mock	R099 – Digital Games Coursework Assignment <ul style="list-style-type: none"> • Production stage • Game Development documentation • Review and reflect • Testing • Market research 	R099 – Digital Game Coursework Assignment completion <ul style="list-style-type: none"> • Exporting • Submission R093 – Media Industry exam content & mock exam <ul style="list-style-type: none"> • Legislation • Compression • Codes & Conventions 	R093 – revision and exam preparation <ul style="list-style-type: none"> • The media industry • Purposes of products • Pre-production documentation • Past papers • Flash cards • Exam tips and techniques 	Exam
Shared Values/Key Skills C, L	Shared Values/Key Skills R, Ps	Shared Values/Key Skills P, Rs	Shared Values/Key Skills A, Df	Shared Values/Key Skills Co, Cr	Shared Values/Key Skills Re, Com
SEND RESOURCES	LITERACY	DIGITAL OPPORTUNITIES	CULTURAL CAPITAL	RESOURCES OUTSIDE SCHOOL	CAREERS

<ul style="list-style-type: none"> • Writing frames • How to guides • Word banks • Sentence starters • Peer / group collaboration • Spell check and speech tools 	<ul style="list-style-type: none"> • Key words • Subject terminology • Extended writing • Annotations and referencing • Font types and styles: Design features used within literacy 	<ul style="list-style-type: none"> • Developing the next generation of makers • Makers not just users of technology • Developing Digital Skills for future opportunities • Skills for life Creative arts 	<ul style="list-style-type: none"> • Developing digital citizens • Considerations around safe and appropriate use of IT systems, e.g: • Copyright / commercial comms. 	<ul style="list-style-type: none"> • You Tube tutorials • Google image searches • Research and reflection of resources in and around our worlds 	<ul style="list-style-type: none"> • Graphic design • Project management • Digital Media • App / game / web design and development • Media • Software design • Self employed • The arts • Marketing • Communications
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