KS 4 Creative iMedia Curriculum 2022-2023

Curriculum Intent

Topic area 1 The IT curriculum will equip all pupils with the knowledge needed to use computational thinking and creativity to understand the digital world around them.

Curriculum Implementation

Year	Start When	No of lessons	Topic	Links to	Big Questions	Assessment for	Cultural Capitol
10	Autumn	4	R094 Topic area 1 Develop visual identity	Main links with what they see/ hear through advertising and products they use	Understand what a visual identity is (2 lessons) Understand the components and elements of a visual identity (2 lessons)	In class assessment – exam style (30 marks)	Opportunities Investigate visual identities of local and national organisations
10	Autumn	8	R094 Topic area 2 Plan digital graphics	Topic area 1	Understand the concepts of graphic design (2 lessons) Understand layout conventions for different products (2 lessons) Understand the properties of digital graphics (2 lessons) Understand planning techniques (2 lessons)	In class assessment – exam style (30 marks)	Investigating careers One minute mentor videos
10	Autumn	11	R094 Topic area 3 Create visual identity and digital graphics	Topic areas 1 and 2 KS3 learning about using software tools	Understand software choices and tools for digital graphics Understand how to responsibly source assets Understand how to modify assets sourced	In class assessment – exam style (30 marks)	Investigating careers One minute mentor videos

					Understand how to save and export digital graphics		
10	Autumn	5	R094 OCR set assignment	Topic areas 1, 2 and 3	Completing the OCR digital assignment Must be completed independently	Set assignment hand in during Spring term	Investigate visual identities of local and national organisations Investigating careers One minute mentor videos
10	Spring	10+	R094 OCR set assignment	Topic areas 1, 2 and 3	Completing the OCR digital assignment Must be completed independently	Set assignment hand in during Spring term	Investigate visual identities of local and national organisations Investigating careers One minute mentor videos
10	Summer	19	R097 Topic area 1	R094 Topic area 1 R094 Topic area 2 KS3 knowledge of planning documents and hardware needed	Types of interactive digital media, content and associated hardware Features and conventions of interactive digital media Resources required to create interactive digital media product Pre-production and planning documentation and techniques for interactive digital media	In class assessment – exam style (30 marks)	Investigating careers One minute mentor videos
10 (11)	Summer (Autumn)	9(+7 in year 11)	R097 Topic area 2	R094 Topic area 3 KS3 knowledge of software tools	Technical skills to create and/or edit and manage assets for use within interactive digital media products Technical skills to create interactive digital media	In class assessment – exam style (30 marks)	Investigating careers One minute mentor videos
11	Autumn	9	RO81 Exam preparation	Students now have a working knowledge of the	Understand the purpose and content of production of pre-production documents	Examination element – RO81 LO1 to LO4 (worth 25% of final grade)	Documentaries on media production: history of Pixar, Ardman

				preproduction process and how to apply it to coursework	Be able to produce a pre- production document Be able to review pre-production documents	Coursework element – RO85 Final improvements RO82 LO1	
11	Autumn	9	RO81 Exam preparation	Students now have a working knowledge of the preproduction process and how to apply it to coursework	Be able to produce pre-production documents How legislation applies to creative media production the importance of identifying the target audience and how they can be categorised	Written - Mock examination paper out of 60 marks	Documentaries on media production: history of Pixar, Ardman
11	Spring	9	RO85 coursework	Prior learning of Ro82 and Ro85 Coursework Units	Describe the purpose of website components Describe the impact of devices and connections on the design of websites Plan and construct a multipage website	External Examination element worth 25% of final GCSE grade (23rd January, 2023 – PM) Coursework element -	https://medium.com/inkbot- design/5-key-differences-in- designing-for-print-vs-digital-media- 6e69edcfc414 https://www.canva.com/learn/print- vs-web/
11	Spring	9	RO82 coursework	Prior learning of Ro82 and Ro85 Coursework Units	Describe the uses of digital media in a variety of sectors Understand the impact of file type choice Understand the impact of Audience, purpose and medium	Coursework element - RO88 LO2 – LO4	https://medium.com/inkbot- design/5-key-differences-in- designing-for-print-vs-digital-media- 6e69edcfc414 https://www.canva.com/learn/print- vs-web/
11	Summer	5	Coursework hand in		Coursework requirements according to individual needs.	External Examination resit	

	Prepare for	Review of content for RO81 –	Coursework elements –	
	resits	exam practice skills	RO82, RO85	