# Subject Curriculum Information Pack



## Curriculum

## Intent



Aspire, Persevere, Succeed





#### Pedmore High School Creative iMedia Curriculum Statement

The Cambridge Nationals in Creative iMedia J834 is intended to equip pupils with a range of creative media skills and provide opportunities to develop transferable skills like organisation, planning, researching, reviewing, team work and communication. With the use of these skills, pupils will then ultimately create fit-for-purpose media products by following a list of specifications from a client brief.

Pupils will apply creative media skills through practical use. The curriculum provides pupils with essential knowledge, transferable skills and tools to improve their learning in other subjects. The qualification will also encourage pupils to be more independent, creative and aware of all the job aspects within the media sector, in preparation for when they leave education. There are two compulsory units that pupils will begin in year 10:

#### Creative iMedia in the Media Industry

The aim of this unit is for pupils to gain an understanding of the purposes of media products within each sector; including traditional media and new media. Pupils will also be introduced to a variety of job roles within the media industry and get an idea of the responsibilities of particular roles in the media industry. Pupils will also learn how to respond to client requirements and the techniques used for planning a media project, all of which will lead to the practical units of the course.

#### Visual Identity and Digital Graphics

The aim of this unit is for the pupils to gain an understanding of digital graphics. This includes the design concept of visual identity through planning and justification. They will gain the technical skills needed to create visual identity and digital graphics by understanding what properties and formats are appropriate as well as editing individual assets to fit the purpose of the product. Finally, the pupils will be able to develop their skills in reviewing and evaluating their final product, giving suggestions of ways to improve.

#### Pupils will then choose ONE of the following optional units:

- Characters and Comics
- Animation with Audio
- Interactive digital media
- Visual Imaging
- Digital Games

# Year 10 Curriculum Assessment Map





	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Торіс	<u>R093 – Creative iMedia in</u> the media industry	<u>R093 – Creative iMedia in</u> the media industry	<u>R094 – Visual Identity and</u> Digital Graphics	<u>R094 – Visual Identity and</u> Digital Graphics	<u>R097: Interactive digital</u> media	<u>R097: Interactive digital</u> media
Key Learning	The Media Industry     Factors Influencing     Product Design	<ul> <li>Pre-Production Planning</li> <li>Distribution Considerations</li> </ul>	<ul> <li>Topic Area 1: Develop Visual Identity</li> <li>Topic Area 2: Plan Digital Graphics for Products</li> </ul>	Topic Area 3: Create Visual Identity and Digital Graphics	<ul> <li>Topic Area 1: Plan Interactive Digital Media</li> <li>Topic Area 2: Create Interactive Digital Media</li> </ul>	<ul> <li>Topic Area 2: Create Interactive Digital Media (CONT)</li> <li>Topic Area 3: Review Interactive Digital Media</li> </ul>
Skills	<ul> <li>Know the different sectors that form the media industry and how these are evolving</li> <li>Know the types of products produced by, and used in, different sectors</li> <li>Know that the same product can be used by different sectors</li> <li>Know how each role contributes to the creation of media products</li> <li>Know the main responsibilities of each role in the creation of media products</li> <li>Know that some job roles are specific to preproduction, production or post-production phases</li> <li>Know that some job roles and scale of projects/productions means that individuals may</li> </ul>	<ul> <li>Understand the purpose of work planning</li> <li>Know the components of workplans</li> <li>Understand the role of workplan components in work planning</li> <li>Understand the advantages of using workplans</li> <li>Understand how workplans are used to manage time, tasks, activities and resources for individuals and large teams</li> <li>Know the purpose of each document</li> <li>Know the components and conventions of each document</li> <li>Know the hardware and software used to create each document</li> <li>Know the users of each document</li> <li>Know when each document is appropriate for use</li> </ul>	<ul> <li>Understand what is meant by visual identity</li> <li>Understand that visual identity is used to communicate the nature of brands and business' services or products</li> <li>Identify the component features of visual identity</li> <li>Identify the elements of visual identity</li> <li>Understand how visual identity relates to brand identity</li> <li>Understand how visual identity elements are influenced by business type, brand values and brand positioning</li> <li>Understand how visual identity elements are combined to shape perception and create emotional response</li> <li>Understand that visual identity needs to encapsulate brand values and be</li> </ul>	<ul> <li>Setting the canvas size</li> <li>Use layout tools to help the placement of assets</li> <li>Use drawing tools</li> <li>Use brightness and contrast, levels, colour balance, hue, saturation</li> <li>Use selections based on shape, colour or edge contrast</li> <li>Use layers to structure a graphic, create, merge, rename, change opacity</li> <li>Use layer styles to enhance the visual impact</li> <li>Use retouching techniques to remove unwanted elements</li> <li>Use filters and effects to enhance the visual appeal</li> <li>Use internet, stock libraries or client library to search for suitable image assets</li> <li>Download/obtain images and graphics, copying from download folder to</li> </ul>	<ul> <li>Understand the different formats interactive digital media takes</li> <li>Understand how format is linked to the purpose of interactive digital media products</li> <li>Understand how format is linked to the audience of interactive digital media products</li> <li>Understand how devices used to access interactive digital media products impact on its format</li> <li>Understand how each type of content is used in interactive digital media products</li> <li>Understand how each type of content is used in interactive digital media products</li> <li>Understand what each content type is used for</li> <li>Understand how assets are used to create content</li> <li>Understand how the form and structure of interactive digital media products is affected by digital media content and by the</li> </ul>	<ul> <li>Use software tools and techniques to create and repurpose static image assets, audio assets and video assets</li> <li>Use vector and bitmap images appropriately</li> <li>Adjust brightness and contrast, levels, colour balance, hue, saturation</li> <li>Change image/canvas size <ul> <li>expanding or modifying</li> </ul> </li> <li>Use filters and effects to enhance visual appeal - stylise, monochrome, colour toning, vignette, sharpen</li> <li>Apply transformations to correct or distort objects - flip, skew, rotate</li> <li>Use retouching techniques to remove unwanted elements - using cloning, healing, blur, colour swatches, colour picker, pencil, brush, background removal</li> </ul>



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perform more than one	<ul> <li>Explain what makes each</li> </ul>	the audience and type of	Create original or new	<ul> <li>Understand the range of</li> </ul>	<ul> <li>Import sound and video</li> </ul>
role	document effective	market	image assets by editing	devices used to access	footage to create assets
<ul> <li>Know the different</li> </ul>	<ul> <li>Understand how to</li> </ul>	<ul> <li>Understand that if the</li> </ul>	existing assets or drawing	interactive digital media	<ul> <li>Trim/cut/split unwanted</li> </ul>
purposes of media	improve the effectiveness	perception or impression	completely new images as	<ul> <li>Understand how the</li> </ul>	parts of sound assets
products	of documents for users in	created by visual identity is	bitmap or vector files	devices used to access	<ul> <li>Join sounds together to</li> </ul>
<ul> <li>Understand how style,</li> </ul>	given contexts	not in line with the desired	<ul> <li>Resample images and</li> </ul>	interactive digital media	extend sound assets
content and layout are	<ul> <li>Understand the purpose</li> </ul>	brand identity, then it is	assets for use in a print	are linked to purpose and	<ul> <li>Adjust volume of sound</li> </ul>
adapted to meet each	of, and reasons for, each	not fit for purpose	product - checking pixel	audience of products	assets
purpose	legal consideration	<ul> <li>Use appropriate elements</li> </ul>	dimensions and dpi	<ul> <li>Understand how to adapt</li> </ul>	<ul> <li>Place and sequence video</li> </ul>
<ul> <li>Understand how to</li> </ul>	<ul> <li>Explain what is required of</li> </ul>	to create visual identity	resolution for the intended	content to suit different	assets along timelines
recognise keywords and	media producers to comply	suitable for different target	size of reproduction	access methods	• Trim/cut unwanted parts
information in client briefs	with each legal	audiences/consumers	<ul> <li>Rasterising vector-based</li> </ul>	<ul> <li>Understand how each</li> </ul>	of video assets
• Know the requirements in	consideration	<ul> <li>Explain the importance of</li> </ul>	graphics for use in bitmap	method of user interaction	<ul> <li>Adjust brightness and</li> </ul>
client briefs that inform	<ul> <li>Understand the impact on</li> </ul>	graphic designs that	graphics	can be used to interact	colour of video assets
planning	individuals and media	incorporate visual identity	<ul> <li>Use different storage</li> </ul>	with interactive digital	<ul> <li>Use software tools and</li> </ul>
<ul> <li>Understand why</li> </ul>	producers of media	and house style	locations to clearly	media products	techniques to create
requirements in client	producers using and	<ul> <li>Explain why typography is</li> </ul>	differentiate original and	<ul> <li>Select appropriate</li> </ul>	interactive elements
briefs can constrain	publishing inaccurate	important to convey clear	edited assets in separate	applications for each	• Structure product folders
planning and production	personal information	messages using suitable	folders	method of user interaction	within creation software
<ul> <li>Understand how to</li> </ul>	<ul> <li>Know what is meant by</li> </ul>	text fonts and sizes	<ul> <li>Use file formats to retain</li> </ul>	<ul> <li>Explain what makes an</li> </ul>	<ul> <li>Use naming conventions</li> </ul>
interpret requirements in	intellectual property	<ul> <li>Identify colour systems</li> </ul>	image quality	effective GUI	to facilitate file
client briefs to generate	<ul> <li>Understand the purpose</li> </ul>	and colour trends	<ul> <li>Save files for visual identity</li> </ul>	<ul> <li>Differentiate between</li> </ul>	management within
ideas and plan	of, and reasons for,	<ul> <li>Use colour to convey the</li> </ul>	and digital graphics as high	types of interface and	product creation software
<ul> <li>Know the different ways</li> </ul>	legislation to protect	intended meaning	resolution, proprietary	interaction styles including	<ul> <li>Implement effective</li> </ul>
that client briefs are	intellectual property	<ul> <li>Identify the limitations of</li> </ul>	format, master files as an	advantages to users	house styles within
communicated	<ul> <li>Explain what is required of</li> </ul>	bitmap/raster file formats	archive for further edits	<ul> <li>Understand the technical</li> </ul>	master pages/templates
<ul> <li>Know the different</li> </ul>	media producers to	in terms how many colours	Repurpose and export	limitations of interface and	<ul> <li>Create structures for</li> </ul>
categories of audience	respect intellectual	are supported, scalability	visual identity and digital	interaction styles	navigation systems for
segmentation	property rights	(enlarging) and whether	graphics in file formats and	<ul> <li>Select appropriate</li> </ul>	interactive digital media
• Know examples of the way	<ul> <li>Explain how and when</li> </ul>	transparent backgrounds	image properties which	interfaces and interaction	<ul> <li>Use master</li> </ul>
audiences are grouped for	intellectual property can	can be included	meet client requirements	styles	pages/templates within
each segmentation type	be protected	<ul> <li>Identify the benefits of</li> </ul>		Understand non-linear	interactive digital media
Understand the reasons	Understand the	vector file formats,		navigation and its benefits	products to ensure
for, and benefits of,	implications for media	scalability for large print		Explain the importance of	consistent styling
audience segmentation	producers of using	use		accessibility and how each	<ul> <li>Insert content into</li> </ul>
Understand how audience	copyrighted materials	Use search engine filters		accessibility feature assists	interactive digital media
characteristics influence	without permission	<ul> <li>Use image stock libraries</li> </ul>		users	products
the design and production	• Know the types of products	terms and conditions		Select appropriate	<ul> <li>Set up playback controls</li> </ul>
of media products	covered by regulation, certification and	<ul> <li>Identify the limitations of rousing social modia</li> </ul>		accessibility features	within interactive digital
<ul> <li>Understand the reasons</li> <li>for and honofits of</li> </ul>	certification and classification	re-using social media		Apply conventions to	media products
for, and benefits of,		content		create effective interface	<ul> <li>Set up triggers and</li> </ul>
conducting research	Understand the purpose     of and reasons for	<ul> <li>Understand the eights and parmissions for the use of</li> </ul>		designs	behaviours within
<ul> <li>Evaluate primary and secondary research and</li> </ul>	of, and reasons for	permissions for the use of client owned and third-		Understand how original	interactive digital media
secondary research and data	regulation, certification and classification	chefti owned and third-		work differs from	products
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<ul> <li>Understand how research</li> </ul>	<ul> <li>Know the roles of</li> </ul>	party assets (logos and	adaptations to existing	Save interactive digital
is carried out using	regulatory bodies and	images)	designs	media products in native
different methods and/or	areas of responsibility	<ul> <li>Permit use of own</li> </ul>	<ul> <li>Understand how</li> </ul>	software using propriety
sources	<ul> <li>Know examples of the way</li> </ul>	photographs and graphics	imaginative work can be	formats to maintain
<ul> <li>Evaluate each primary</li> </ul>	media products are	in a client product	derivative	editable versions during
research method and	classified	<ul> <li>Use asset tables to record</li> </ul>	<ul> <li>Understand how to</li> </ul>	creation
second research source	<ul> <li>Understand the impacts of</li> </ul>	licence/copyright	balance following	<ul> <li>Use version control and</li> </ul>
<ul> <li>Differentiate between</li> </ul>	regulation, certification	information	conventions with	naming conventions to
qualitative and quantitative	and classification on media	<ul> <li>Create mood boards with</li> </ul>	originality/imagination to	help rollback of features
data/information	production	relevant content using	produce creative products	during the testing phase
<ul> <li>Know the different</li> </ul>	<ul> <li>Know common risks and</li> </ul>	physical materials -	<ul> <li>Understand how different</li> </ul>	<ul> <li>Use settings/processes to</li> </ul>
technical, symbolic and	hazards in media	pictures, text, colours	hardware is used to create	export/publish finished
written codes used to	production	placed on large	interactive digital media	interactive digital media
convey meaning, create	<ul> <li>Understand what is</li> </ul>	sheet/board	products	products
impact and/or engage	required of media	<ul> <li>Create digital mood boards</li> </ul>	<ul> <li>Explain why designers use</li> </ul>	<ul> <li>Use appropriate file</li> </ul>
audiences	producers to mitigate	using digital images	particular hardware	formats for interactive
<ul> <li>Understand how codes are</li> </ul>	health and safety risks and	collected from web and	devices	digital media products to
used to convey meaning,	hazards	other sources, placed on	<ul> <li>Understand the positive</li> </ul>	be used without requiring
create impact and/or	<ul> <li>Understand what risk</li> </ul>	documents/slides in	and negative impacts	installation of specialist
engage audiences	assessments are and the	software applications	hardware choice has on	software, compatibility of
<ul> <li>Understand how the codes</li> </ul>	purpose of risk	<ul> <li>Use mind maps drawn out</li> </ul>	final products	file formats with
used relate to audience,	assessments	on paper or using software	<ul> <li>Understand how different</li> </ul>	platforms and devices
purpose and context	<ul> <li>Understand what location</li> </ul>	applications to expand	software applications and	<ul> <li>Explain the structure,</li> </ul>
<ul> <li>Understand how the</li> </ul>	recces are and the purpose	ideas and identify details	their tools are used to	content and use of test
combination of content and	of location recces	<ul> <li>Use concept sketches to</li> </ul>	create interactive digital	plans, checklist and
codes work together to	<ul> <li>Know the characteristics of</li> </ul>	develop ideas	media	success criteria
convey meaning, create	the types of platform and	<ul> <li>Use visualisation diagrams</li> </ul>	<ul> <li>Understand why designers</li> </ul>	<ul> <li>Understand how to</li> </ul>
impact and engagement	media used to deliver	to show design ideas and	use particular software	record test results and
	products to audiences	possible layouts, sketched	applications	how and when to retest
	<ul> <li>Evaluate the types of</li> </ul>	with annotations or	<ul> <li>Understand the positive</li> </ul>	<ul> <li>Understand how and why</li> </ul>
	platform and media	concept art created in	and negative impacts	to test iteratively both
	<ul> <li>Understand how the</li> </ul>	software applications	software and related tool	during production post-
	characteristics of platforms		choice has on final	production
	affect the selection of final		products	<ul> <li>Plan and carry out a range</li> </ul>
	product file formats in		<ul> <li>Create designs which</li> </ul>	of functionality tests to
	given scenarios		include all aspects of	make sure interactive
	<ul> <li>Know what is meant by</li> </ul>		interactive digital media	digital media products
	DPI/PPI		<ul> <li>Plan the content of</li> </ul>	function as intended
	<ul> <li>Understand how DPI/PPI</li> </ul>		interactive digital media	Check the component
	relates to resolution and		products	quality of interactive
	image quality		Use conventions of	digital media products
	<ul> <li>Explain the relationship</li> </ul>		interactive digital media	Check the suitability of
	between pixel dimensions		when planning user	file formats used for
	and quality for different		interface layouts	interactive digital media
	image uses			against lists of compatible



<ul> <li>Index samples of inservictions and vector image files</li> <li>Understand the properties and linitations of and linitations of compressed (losy, losses) files and linitations of interesting and vector interesting and linitations of interesting and vector interesting and linitations of interesting and vector interesting and linitations of interesting and vector interesting and vect</li></ul>			Aspire, Persevere, Succeed
Image files       client requirements       client requirements       e valuate the strengths         and initiations of       encompressed [ossy,       initiations of       eracted interactive digital media         issies) file formats       • Understand the properties       encompressed [ossy,       issies) file formats       encompressed         • Understand the properties       encompressed [ossy,       issies) file formats       encompressed [ossy,       compressed [ossy,         • Understand the properties       encompressed [ossy,       issies) file formats       encompressed [ossy,       compressed [ossy,         • Understand the properties       encompressed [ossy,       issies) file formats       encompressed [ossy,       compressed [ossy,         • Understand two file       interaction       encompressed [ossy,       appropriateness of         • Onderstand two file       interaction       encompressed [ossy,       appropriateness of         • Onderstand two file       encompression is and how it       encompression is and how it       encompression is and how it         • Choore what is meant by       encompression is and how it       encompression is and how it       encompression is and how it         • Now what is meant by       encompression is and how it       encompression is and how it       encompression is and how it         • Onderstand how frame	<ul> <li>Know examples of</li> </ul>	<ul> <li>Plan the properties of</li> </ul>	formats with the
<ul> <li>Understand the properties and imitations of uncompressed and compressed and compressed and imitations of interactive digital media media</li> <li>Understand the properties and limitations of static limage file formats</li> <li>Understand the properties and weakness of requirements</li> <li>Understand the properties and weakness of interactive digital media</li> <li>Understand the properties and weakness of interactive digital media</li> <li>Understand the properties and weakness of interactive digital media</li> <li>Understand the properties and weakness of interaction</li> <li>Understand the working</li> <li>Understand the state of the properties and track the state of the properties of interaction</li> <li>Understand the state of the properties of state interaction</li> <li>Understand the state of the</li></ul>	raster/bitmap and vector	assets needed to meet	intended
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uncompressed and compressed (loss), lossless) file formatsmediamediaUnderstand he properties and limitations of raster/Thump and vector static limage and the properties interactive digital media products against client traster/Thump and vector static limage file formats interactive digital media products against client thists or success criteria a paproaches/conventions static filent how file format choice relates to use and contextPlan the nages/scenes and interaction interaction interaction approaches/conventions for clients and bit depth eliate and bit depth relate to sound qualityUse search tools to source agaroaches/conventions for clients and target adjust and compression is and how the sound quality interactionAssess the agaroaches/conventions for clients and target adjust and contextExplain what audio compression is and how it sound quality interactive digital media contextUse search tools to source agaroaches/conventions for clients and target adjust and sock media, when sound quality interactive digital media ocotects, hardwara, software, sound qualityUse search tools to source agaroaches/conventions for clients and target adjust are constrained ocotects, hardwara, software, sources, hardwara, software, sources, hardwara, software, sources, hardwara, software, sources, hardwara, software, productInteractive digital media ocotect products are constrained toracted digital media ocotects, hardwara, software, touget, lingitation, stills outget, lingitation, stills outget, lingitation, stills outget, lingitation, stills outget, lingitation, stills outget, lingitation, stills outget, lingitation, stills <td><ul> <li>Understand the properties</li> </ul></td> <td><ul> <li>Plan assets that are</li> </ul></td> <td>and weaknesses of</td>	<ul> <li>Understand the properties</li> </ul>	<ul> <li>Plan assets that are</li> </ul>	and weaknesses of
compressed (lossy, lossies) file formats- Compres created interactive digital media products against client interactive digital media products against client interactive digital media products against client interactive digital media products against client interactive digital media- Compre created interactive digital media products against client interactive digital media interactive digital media interactive digital media interactive digital media products and interactive interaction interactive digital media interactive digital media interactive digital media interactive digital media interactive digital media interactive digital media interactive digital media products are constrained againty of created interactive digital media interactive digital media interactive digital media interactive digital media interactive digital media interactive digital media 	and limitations of	technically suitable for	created interactive digital
Iosistes) file formatsrequirementsinteractive digital media products against client• Understand how file raster/biling and vector static image file formats• Plan user interactive• Plan user interactive• Understand how file format choice relates to use and context• Plan user interaction interactive• Plan user interaction elar user interaction interactive• Assess the approversion assess the interaction interaction• Assess the approversion approversion elar user interaction interactive digital media products and bit digital equility of created interactive digital media interactive digital modus interactive digital modus interacti	uncompressed and	interactive digital media	media
<ul> <li>Plan the avagant die again tollet a</li></ul>	compressed (lossy,	products and client	<ul> <li>Compare created</li> </ul>
and limitations of rates/fifthings and vector static image file formatsbetween pages/scenes and interactive elementsbriefs, client requirements• Understand how file format choice relates to use and context• Pian user interaction interaction• Assess the • Sacess criteria• Know what is meant by sample rate and bit depth erate and bit depth erate and bit depth erate and bit depth relate to sound quality • Explain what sineant by to understand how it affects quality of a products are constrained by Understand how frame rate affects the quality of a provements and animation files • Understand how frame rate affects the quality of a and animation filebetween pages/scenes and interactive elements • Saces schemiston • Saces schemiston • Pian user interaction • Disease schemiston • Saces schemiston • Saces schemiston • Disease schemiston • Saces schemiston • Disease s	lossless) file formats	requirements	interactive digital media
Interactive digmentsInteractive digmentsUnderstand how filePlan responses to interactionPlan responses to interactionVise sand contextVise sand house interactionVise sand house interactionWise and contextVise sand house interactionVise sand house interactionUnderstand how sampleInteractive digital media iditation of vise sand house interactionVise sand house interactionUnderstand how sampleInteractive digital media iditation of vise sand house interactiveVise sand house interactiveCompression is and how it affects qualityInteractive digital media interactive digital media products are constrained products are constrained interactive digital media products in terms of collent requirements and interactive digital media products in terms of collent requirements and to save sand products interactive digital media interactive digital media interactive digital media interactive digital mediaVise sand how it is sand by loss compression are lossless	<ul> <li>Understand the properties</li> </ul>	<ul> <li>Plan the navigation</li> </ul>	products against client
<ul> <li>static inage file formats</li> <li>Understand how file</li> <li>use and context</li> <li>sound quality</li> <li>volde that help is reteared bit depth relate to sound and tock meals</li> <li>sound quality</li> <li>explain what sineant by sound and tock meals</li> <li>explain what sineant by sound and the set of the</li></ul>	and limitations of	between pages/scenes and	briefs, client requirement
<ul> <li>Inderstand how file format choice relates to use and context</li> <li>Know what is meant by sample rate and bit depth relate to sound quality</li> <li>Colation what is meant by for use within interactive digital media compression is and how it affects quality of created interactive digital media content</li> <li>Save and export assets as suitable file sizes/formats</li> <li>Noderstand how that is meant by frame rate</li> <li>Now what is meant by therate and bit depth relation sound quality</li> <li>Know what is meant by frame rate</li> <li>Now what is meant by therate and bit depth relation sound quality of created interactive digital media</li> <li>Now what is meant by frame rate</li> <li>Now what is meant by for use as compents within interactive digital wideo and animation file formats</li> <li>Now what is meant by for use as compents within interactive digital wideo and animation file formats</li> <li>Now what is meant by for use as compents within interactive digital wideo and animation file formats</li> <li>Now what is meant by itoractive digital wideo and animation file formats</li> <li>Now what is meant by losses compression are used</li> <li>Now what is meant by losses compression are used</li> <li>Now what is meant by</li> <li>Now what is meant by losses compression are used</li> <li>Now what is meant by</li> <li>Now what is meant by losses compression are used</li> <li>Now what is meant by</li> <li>N</li></ul>	raster/bitmap and vector	interactive elements	lists or success criteria
format choice relates to use and context Know what is meant by sample rate and bit depth Understand how sample rate and bit depth relate to sound quality Explain what audio compension is and how it affects quality Know what is meant by frame rate Rame rate Understand how shat is meant by SD, HD, UHD, 4K, 8K Understand how frame rate affects the quality of a product Know what is meant by BD, UHD, 4K, 8K Understand how frame rate affects flow and initiation of ideo and anoth meant and the feasible for use as components of the formats Know what is meant by BD, UHD, 4K, 8K Understand how frame rate affects flow and initiation of ideo and animation file formats Know what is meant by BD, UHD, 4K, 8K Understand thow frame rate affects flow animation file Understand the formats Know what is meant by Understand the formats Understand the formats Know what is meant by Usess compression Know what is meant by Usess compression are used	static image file formats	<ul> <li>Plan user interaction</li> </ul>	<ul> <li>Assess the</li> </ul>
use and context• Use search tools to source assets which are suitable for use within interactive digital mediaapproaches/conventions for clents and target audiencesapproaches/conventions for clents and target audiences• Understand how sample frame rate to UND extra digital media products are constrained to what is meant by SD, HD, UHD, 4K, 8K• None what is meant by SD, HD, UHD, 4K, 8K• None what is meant by to clent requirements and target audience engagement• Understand how frame rate affects the quality of a product• Understand how frame rate affects the quality of a products in terms of clent requirements and target audience engagement• Understand how successful interactive digital media products in terms of clent requirements and target audience engagement• Understand how frame rate audience• Understand how successful interactive digital media products• Understand how successful interactive digital media products• Understand how successful interactive digital media products• Understand how successful inter	<ul> <li>Understand how file</li> </ul>	<ul> <li>Plan responses to</li> </ul>	appropriateness of
Know what is meant by sample rate and bit depth relate to sound qualityasset and bit depth relate to sound qualityasset which are suitable for use within interactive digital mediafor clients and target audiencesLocate and using libraries and student relate to sound qualityExplain what audio compression is and how it affects qualityLocate and using libraries and student are compression frame rateLocate and using libraries and student are constrained by time, resources, hardware, software, budget teglistation, skillsUnderstand how the quality of created interactive digital media contentUnderstand hew the quality of created interactive digital media contents and target audience engagementUnderstand hew succesUnderstand hew succes succes succes contractive digital media contents and target audience engagementUnderstand hew succes succes succes contents and target audience engagementUnderstand hew succes succes succes succes succes succes succes succes succes succes<	format choice relates to	interaction	chosen styles and
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<ul> <li>Inderstand how the relate to sound quality</li> <li>Explain what audio compression is and how it affects quality</li> <li>Know what is meant by frame rate</li> <li>Know what is meant by SD, HD, 4K, 8K</li> <li>Understand how frame rate affects the quality of a product site the quality of a product site affects quality of a dimination files</li> <li>Understand how frame rate frects the quality of a product site site of digital wide on an inmation file formats and limitations of video and animation file formats</li> <li>Know what is meant by lossy and limitations of video and animation file sizes compression</li> <li>Know what is meant by lossy and lossless compression are used</li> </ul>		for use within interactive	audiences
rate and bit depth relate to sound quality• Locate and using libraries and stock media, when identifying and selecting pre-made digital media conterts • Save and export assets as suitable file sizes/ formats for use as components • Save and export assets as suitable file sizes/ formats for use as components • Understand how the media• Understand how the quality of created interactive digital media products are constrained by time, resources, of users • Save and export assets as suitable file sizes/ formats for use as components • Understand the properties and limitations of video and animation file formats • Understand how different resources, software, users • Know what is meant by lossless compression • Know what is meant by lossless compression are used• Understand how the and soft digital media• Understand how the and limitations of video and animation file Sources, software, obudget and skills could help interactive digital media• Understand how the and could be added to the product engagement • Understand how different resources, software, obudget and kills could help interactive digital media to be developed further	• Understand how sample	digital media	<ul> <li>Assess fitness for purpose</li> </ul>
sound qualitysound qualityquality of reasted interactive digital media pre-made digital media pre-made digital media pre-made digital media pre-made digital media pre-made digital media products are constrained by time, resources, haudare, software, budget, legislation, skillsquality of reasted interactive digital media budget, legislation, skills• Know what is meant by SD, HD, UHD, 4K, 8K• Know what is meant by SD, HD, UHD, 4K, 8K• Save and export assets as suitable file sizes/ formats for use as components within interactive digital media• Understand the feasible interactive digital media• Know wexamples of digital video and animation file O understand the properties and inmitations of video and animation file formats Know what is meant by lossies compression • Know what is meant by lossies compression are used• Understand how successful interactive digital media• Understand how successful thereat digital media products are canter animation file formats what is meant by lossies compression • Know what is meant by lossies compression are used• Inderstand how successful interactive digital media products can lead to repeat business/further commissions from a client• Understand how successful media product• Know what is meant by lossies compression are used• Inderstand how successful media product• Know what is meant by lossies compression • Explain why lossy and lossiess compression are used• Inderstand how successful media product• Know what is meant by lossies compression are used• Inderstand how successful media product• Kno	rate and bit depth relate to	_	<ul> <li>Understand how the</li> </ul>
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compression is and how it affects qualitypre-made digital media contentproducts are constrained by time, resoltware, budget, legislation, skills• Know what is meant by frame rate• Know what is meant by SD, HD, UHD, K4, 8K• Save and export assets as suitable file sizes/ formats for use as components within interactive digital media• Understand the feasible improvements to created interactive digital erate affects the quality of a product• Understand the feasible product in terms of client requirements and target audience engagement• Understand the feasible product in terms of client requirements and target audience engagement• Understand how target audience engagement• Know what is meant by lossy compression • Know what is meant by lossy compression • Explain why lossy and losses compression are used• Know what is meant by lossy compression are used• Understand how different resources, software, budget and skills could help interactive digital media	• Explain what audio	identifying and selecting	interactive digital media
affects qualitycontentby time, resources, hardwer, software, software, budget, legislation, skills• Know what is meant by ThD, UHD, 4K, 8K• Know what is meant by 	compression is and how it		products are constrained
<ul> <li>Know what is meant by frame rate</li> <li>Know what is meant by SD, HD, UHD, 4K, 8K</li> <li>Understand how frame rate affects the quality of a product</li> <li>Know examples of digital video and animation files</li> <li>Understand the properties and limitations of video and animation file formats</li> <li>Know what is meant by lossy compression</li> <li>Know what is meant by losses compression are used</li> <li>Know what is meant by</li> <li>Know what</li></ul>	affects quality		by time, resources,
frame ratesuitable file sizes/ formats for use as components within interactive digital mediabudget, legislation, skills• Know what is meant by Understand how frame rate affects the quality of a product• Understand how frame rate affects the quality of a product• Understand the rozente media• Understand the rozente media• Understand the rozente media• Know examples of digital video and animation files and initiations of video and animation file formats • Understand the properties and animation file formats• Understand the properties and animation file formats • Know what is meant by losses compression • Know what is meant by losses compression • Know what is meant by losses compression are used• Understand how firement sand timetactive digital media• Understand the rozente engagement • Understand how successful interactive digital media 		<ul> <li>Save and export assets as</li> </ul>	hardware, software,
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<ul> <li>Understand how frame rate affects the quality of a product</li> <li>Know examples of digital video and animation files</li> <li>Understand the properties and limitations of video and animation file formats</li> <li>Know what is meant by lossy compression</li> <li>Know what is meant by lossless compression are used</li> </ul>		within interactive digital	improvements to created
rate affects the quality of a productproducts in terms of client requirements and target audience engagement• Know examples of digital video and animation files• Understand the properties and limitations of video and animation file formats• Understand how successful interactive digital media products can lead to repeat business/further• Know what is meant by lossy compression • Explain why lossy and lossless compression are used• Understand how different resources, software, budget and skills could help interactive digital media to be developed further			interactive digital media
productclient requirements and target audience engagement • Understand the properties and animation file formatsclient requirements and target audience engagement • Understand how successful interactive digital media products can lead to repeat business/further commissions from a client • Understand how different resources, software, budget and skills could help interactive digital media to be developed further			products in terms of
<ul> <li>Know examples of digital video and animation files</li> <li>Understand the properties and limitations of video and animation file formats</li> <li>Understand the properties and animation file formats</li> <li>Know what is meant by lossy compression</li> <li>Know what is meant by lossless compression</li> <li>Explain why lossy and lossless compression are used</li> </ul>			client requirements and
video and animation filesengagementUnderstand the properties and limitations of video and animation file formatsUnderstand how successful interactive digital media products can lead to repeat business/further commissions from a clientKnow what is meant by lossy compressionUnderstand how different resources, software, businession are usedExplain why lossy and lossless compression are usedUnderstand how different resources, software, budget and skills could help interactive digital media to be developed further	<ul> <li>Know examples of digital</li> </ul>		target audience
<ul> <li>Understand the properties and limitations of video and animation file formats</li> <li>Know what is meant by lossy compression</li> <li>Know what is meant by lossy compression</li> <li>Know what is meant by lossless compression</li> <li>Explain why lossy and lossless compression are used</li> </ul>			engagement
and limitations of video and animation file formats • Know what is meant by lossy compression • Know what is meant by lossless compression • Explain why lossy and lossless compression are used • Interactive digital media to be developed further			<ul> <li>Understand how</li> </ul>
and animation file formatsdigital media products can lead to repeat business/further commissions from a clientKnow what is meant by lossy compressionKnow what is meant by lossless compressioncommissions from a clientExplain why lossy and lossless compression are usedLossless compression are usedbudget and skills could help interactive digital media to be developed further			successful interactive
<ul> <li>business/further</li> <li>commissions from a client</li> <li>Know what is meant by</li> <li>lossless compression</li> <li>Explain why lossy and</li> <li>lossless compression are</li> <li>used</li> </ul>	and animation file formats		digital media products
Iossy compression       business/further         • Know what is meant by       commissions from a client         Iossless compression       Understand how different         • Explain why lossy and       business/further         Iossless compression are       budget and skills could         used       Help interactive digital         media to be developed       further			can lead to repeat
<ul> <li>Know what is meant by lossless compression</li> <li>Explain why lossy and lossless compression are used</li> <li>Explain why lossy and lossless compression are used</li> </ul>	-		business/further
<ul> <li>Iossless compression</li> <li>Explain why lossy and lossless compression are used</li> <li>Iossless compression are</li> <li>Iossless compression are</li></ul>			commissions from a client
Explain why lossy and lossless compression are used     interactive digital media to be developed further     interactive digital	'		<ul> <li>Understand how different</li> </ul>
lossless compression are     budget and skills could       used     help interactive digital       media to be developed       further			
used help interactive digital media to be developed further			
media to be developed further			
			<ul> <li>Understand how to</li> </ul>
devise further			devise further



						Aspire, Persevere, Succeed		
						developments in terms of client requirements and target audience		
	• Understand the sectors	of the media industry inclu	ding traditional media and	now modia				
	<ul> <li>Identify the products in the</li> </ul>			new media				
	, ,	•	ng creative, technical and se	enior roles				
	<ul> <li>Identify the job roles in the media industry including creative, technical and senior roles</li> <li>Understand how style, content and layout are linked to the purpose</li> </ul>							
	• Interpret client requirements and understand how they are defined							
	Identify the audience demographics and segmentation for a media product							
	<ul> <li>Identify the research methods, sources and types of data including primary and secondary research</li> </ul>							
	<ul> <li>Identify media codes used to convey meaning, create impact and/or engage audiences</li> </ul>							
	• Produce and use a work	•						
		•	o support ideas including n	hind maps, mood boards, a	sset logs, flow charts, script	s, storyboards,		
End points that	<ul><li>visualisation diagram and</li><li>Understand the legal cor</li></ul>	•	dividuals					
must be in place	Understand intellectual	•						
by the exams at	Understand the regulation		sifications					
the end of the	• Identify the health and s							
year	• Identify the distribution		ach to the audiences					
	<ul> <li>Understand the properties and formats of media files including images, audio and moving image files</li> </ul>							
	• Understand file compression including lossy and lossless							
	Understand the purpose of visual identity							
	• Identify the component		identity					
	• Identify the elements of	•						
	<ul> <li>Understand the visual id</li> <li>Understand the concept</li> </ul>							
			aphic products and purpose	۵۵				
	-	_	graphics including both bit					
	• Understand licences and			, 0,				



						Angin, Persone, Succed			
	Produce and use pre-pr	roduction and planning doo	cumentation that are use	ed to generate ideas					
	<ul> <li>Use software tools and techniques used to create a digital graphic</li> </ul>								
	• Source assets for use in digital graphics								
	• Create assets for use in	n digital graphics							
	<ul> <li>Modify images and oth</li> </ul>	er assets to make sure the	technical compatibility for	or use					
	<ul> <li>Store assets</li> </ul>								
	• Save and export a digit	al graphic							
	• Identify the types of int	teractive digital media, con	tent and associated hard	lware					
	<ul> <li>Identify the features ar</li> </ul>	nd conventions of interactiv	ve digital media						
	• Identify the resources r	required to create interacti	ve digital media products	s including both hardware a	and software				
	• Create pre-production	documentation for interfac	ce planning						
	• Create pre-production	documentation and planni	ng for content						
	Create pre-production	documentation and planni	ng for user interaction						
	• Use the techniques for	sourcing suitable assets							
	Collect and edit static in	mage assets							
	Collect and edit audio a	assets							
	Collect and edit moving	g image assets							
	Collect and edit interact	ctive assets							
	Develop product folder	r management skills							
	• Use techniques to crea	te an interactive digital me	dia product						
	<ul> <li>Save an interactive digitation</li> </ul>	ital media product							
	• Export/publish a finishe	ed interactive digital media	product						
	<ul> <li>Use techniques to test/</li> </ul>	/check the technical proper	rties of interactive digital	media					
	<ul> <li>Test the multimedia as</li> </ul>	sets							
		ew the fitness for purpose (							
	• Explain the constraints	which limit the effectivene	ess of interactive digital n	nedia					
	• Explain any further dev	elopment opportunities fo	r digital media						
Knowladaa	TBA TBA TBA TBA TBA TBA TBA								
Knowledge									
Organiser Focus									
	End of topic quiz	End of topic quiz	Non-Examination	Non-Examination	Non-Examination	Non-Examination			
Informal/formal	Exam Style questions	Exam style questions	Assessment	Assessment	Assessment	Assessment			
assessment		Mock Paper							

# Year 11 Curriculum Assessment Map



#### Pedmore High School Agir, Prover, Sacial

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Торіс	R087 - Creating interactive           multimedia         products           (NEA)         products	R087 - Creating interactive multimedia products (NEA)	R085: Creating a multipage website (NEA)	R085: Creating a multipage website (NEA)	<u>R081 – Pre-Production</u> <u>Skills</u>	Final examinations
Key Learning	<ul> <li>Learning Outcome 1: Understand the uses and properties of interactive multimedia products</li> <li>Learning Outcome 2: Be able to plan interactive multimedia products</li> </ul>	<ul> <li>Learning Outcome 3: Be able to create interactive multimedia products</li> <li>Learning Outcome 4: Be able to review interactive multimedia products</li> </ul>	<ul> <li>Learning Outcome 1: Understand the properties and features of multipage websites</li> <li>Learning Outcome 2: Be able to plan a multipage website</li> </ul>	<ul> <li>Learning Outcome 3: Be able to create multipage websites using multimedia components</li> <li>Learning Outcome 4: Be able to review a multipage website</li> </ul>	<ul> <li>Learning Outcome 1: Understand the purpose and content of pre-production</li> <li>Learning Outcome 2: Be able to plan pre- production</li> <li>Learning Outcome 3: Be able to produce pre-production documents</li> <li>Learning Outcome 4: Be able to review pre- production documents</li> </ul>	<ul> <li>Mock exams</li> <li>Revision lessons</li> <li>Filling in the gaps</li> </ul>
Skills	<ul> <li>Understand where different interactive multimedia products are used and their purpose</li> <li>Understand the key elements to consider when designing interactive multimedia products:         <ul> <li>colour scheme</li> <li>house style</li> <li>layout</li> <li>GUI</li> <li>accessibility</li> </ul> </li> <li>Identify the required hardware, software</li> </ul>	<ul> <li>Source assets to be used in an interactive multimedia product</li> <li>Create and re- purpose assets</li> <li>Store assets to be used in an interactive multimedia product</li> <li>Create an interactive multimedia product structure</li> <li>Set up interaction and playback controls</li> <li>Save an interactive multimedia product in a format appropriate</li> </ul>	<ul> <li>Understand the purpose and component features of multipage websites in the public domain</li> <li>Understand the devices used to access web pages</li> <li>Understand the methods of internet connection         <ul> <li>wired broadband</li> <li>wireless broadband</li> <li>Interpret client requirements for a multipage website</li> </ul> </li> </ul>	<ul> <li>Create suitable folder structures to organise and save web pages and asset files using appropriate naming conventions</li> <li>Source and import assets</li> <li>Create a suitable master page as a template for a multipage website</li> <li>Use a range of tools and techniques in web authoring software to create a multipage website</li> </ul>	<ul> <li>Understand the purpose and uses for:         <ul> <li>mood boards</li> <li>mind maps</li> <li>visualisation diagrams</li> <li>storyboards</li> <li>scripts</li> </ul> </li> <li>Understand the content:         <ul> <li>mood boards</li> <li>mind maps</li> <li>visualisation diagrams</li> <li>storyboards</li> <li>scripts</li> </ul> </li> </ul>	



and peripherals to	to the software being	based on a specific	<ul> <li>Insert assets into web</li> </ul>	Interpret client	
create and view	used	brief	pages to create	requirements for pre-	
interactive multimedia	<ul> <li>Export the interactive</li> </ul>	<ul> <li>Understand the target</li> </ul>	planned layouts	production based on	
products	multimedia product in	audience	<ul> <li>Create a navigation</li> </ul>	specific brief	
<ul> <li>Understand the type</li> </ul>	a file format	requirements for a	system	<ul> <li>Identify timescales for</li> </ul>	
of limitations caused	appropriate to client	multipage website	<ul> <li>Save a multipage</li> </ul>	production based on	
by connections,	requirements	<ul> <li>Produce a work plan</li> </ul>	website in a format	target audience and	
bandwidth and data	<ul> <li>Use version control</li> </ul>	for the creation of a	appropriate to the	end user	
transfer when	when creating	multipage website	software being used	requirements	
accessing interactive	interactive	<ul> <li>Create a site map</li> </ul>	<ul> <li>Publish a multipage</li> </ul>	<ul> <li>Understand how to</li> </ul>	
multimedia products	multimedia products	with navigation links	website to a location	conduct and analyse	
<ul> <li>Understand the file</li> </ul>	<ul> <li>Review an interactive</li> </ul>	<ul> <li>Produce a</li> </ul>	appropriate to client	research for a creative	
formats supported by	multimedia product	visualisation diagram	requirements	digital media product	
different platforms	against a specific brief	for a web page	<ul> <li>Use version control</li> </ul>	<ul> <li>Produce a work plan</li> </ul>	
<ul> <li>Interpret client</li> </ul>	<ul> <li>Identify areas for</li> </ul>	identifying the house	when creating	and production	
requirements for	improvement and	style	multipage websites	schedule	
interactive multimedia	further development	<ul> <li>Identify the assets</li> </ul>	<ul> <li>Review a multipage</li> </ul>	<ul> <li>Understand the</li> </ul>	
products based on	of an interactive	needed to create a	website against a	importance of	
specific brief	multimedia product	multipage website	specific brief	identifying target	
<ul> <li>Understand target</li> </ul>		<ul> <li>Identify the resources</li> </ul>	<ul> <li>Identify areas for</li> </ul>	audience	
audience		needed to create and	improvement and	<ul> <li>Explain what</li> </ul>	
requirements for		publish a multipage	further development	hardware, software	
interactive multimedia		website	of a multipage	and techniques are	
products		<ul> <li>Prepare assets for use</li> </ul>	website	used	
<ul> <li>Produce a work plan</li> </ul>		in web pages		<ul> <li>Understand the</li> </ul>	
for an original		• Create and maintain a		health and safety	
interactive multimedia		test plan to test a		considerations	
product		multipage website		<ul> <li>Understand the</li> </ul>	
<ul> <li>Plan the structure and</li> </ul>		during production		legislation and how it	
features of an		<ul> <li>Understand how</li> </ul>		applies to creative	
interactive multimedia		legislation applies to		media productions	
product		assets used in		Produce:	
<ul> <li>Produce a series of</li> </ul>		multipage websites		- mood boards	
visualisation diagram		whether sourced or		- mind maps	
<ul> <li>Identify the assets and</li> </ul>		created		- visualisation	
resources needed to				diagrams	
				- storyboards	
•				· · ·	



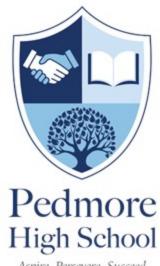
						Aspine, Persovere, Succeed		
	create an interactive				- scripts			
	multimedia product				<ul> <li>Analyse a script</li> </ul>			
	<ul> <li>Create and maintain a</li> </ul>				<ul> <li>Understand the</li> </ul>			
	test plan to test an				properties and			
	interactive multimedia				limitations of file			
	product during				formats for still			
	production				image, audio and			
	<ul> <li>Understand how</li> </ul>				moving images			
	legislation applies to				<ul> <li>Identify appropriate</li> </ul>			
	assets to be used				file formats			
	when creating				<ul> <li>Review a pre-</li> </ul>			
	interactive multimedia				production document			
	products, whether				<ul> <li>Identify areas for</li> </ul>			
	sourced or created				improvement			
	<ul> <li>Understand the propert</li> </ul>	ies and features of interact	tive multimedia products a	nd a multipage website	·			
	• Understand the purpose and content of pre-production							
	• To be able to highlight the elements within an interactive multimedia product							
	• To be able to identify and discuss the devices used to create a multipage website							
	• To be able to identify and discuss the hardware, software and peripherals to create and view an interactive multimedia product							
	<ul> <li>Compare and evaluate the internet connection methods</li> </ul>							
	• Evaluate different bandwidth and data transfer when using an interactive multimedia product							
End points that	• Interpret the client requirements for an interactive multimedia product, a multipage website and other creative media productions							
must be in place			nultimedia product/multipa		•			
by the exams at		effective work plan for a cre			then needs can be met			
the end of the		•	nteractive multimedia prod	uct/multipage website/oth	or croativo modia productic	nc.		
year		-	nteractive multimedia prod		el cleative media productic	/15		
			•					
	<ul> <li>Complete a test plan for an interactive multimedia product/multipage website</li> <li>Explain how legislation applies to the creation of an interactive multimedia product/multipage website</li> </ul>							
		••	•					
	Learn skills needed to create an interactive multimedia product/multipage website							
	• Save and publish an inte							
		provements for the final cre	•					
			vhen producing a creative r		Γ	I		
Knowladas	ТВА	ТВА	ТВА	ТВА	ТВА			
Knowledge								
Organiser Focus								



	Non-Examination	Non-Examination	Non-Examination	Non-Examination	End of sub-topic tests	Final Exam
Informal/formal	Assessment	Assessment	Assessment	Assessment	Exam style questions	
assessment					Walking Talking Mock	
					Mock exam	

# Year 10 Curriculum

## Journey



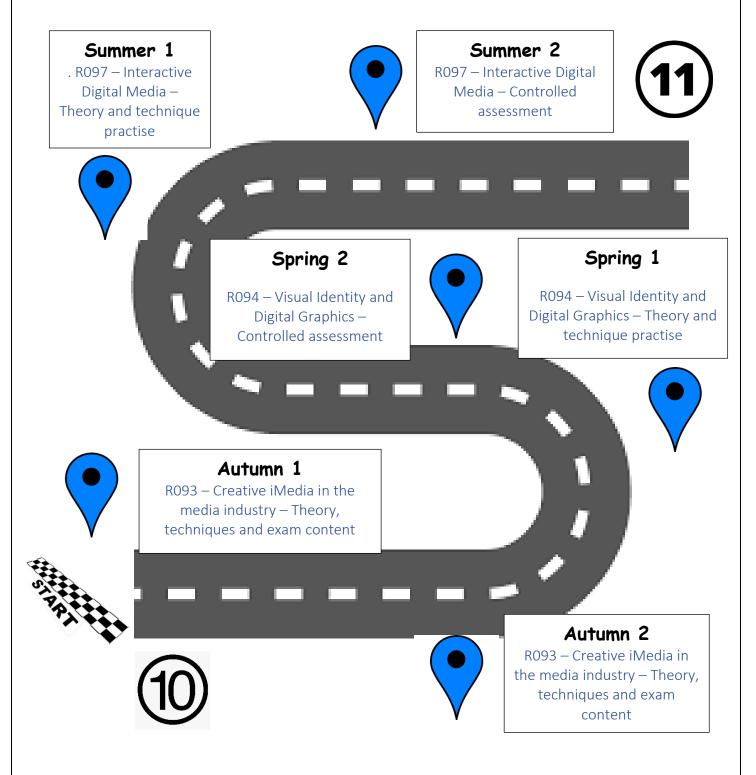
Aspire, Persevere, Succeed



### **YEAR 10** Creative Imedia

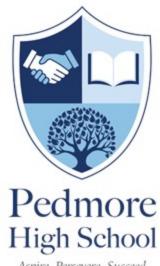


**In Creative iMedia**, we want you to become competent users of multiple tools and techniques used to create media. You will also learn to analyse a user requirement, take in to account a target audience, and critically evaluate your own work.



# Year 11 Curriculum

## Journey



Aspire, Persevere, Succeed



### **YEAR 11** Creative Imedia



**In Creative iMedia**, we want you to become competent users of multiple tools and techniques used to create media. You will also learn to analyse a user requirement, take in to account a target audience, and critically evaluate your own work.

