



**Intent for the Year – OCR Cambridge Nationals iMedia Curriculum 2020-2021**

*In Creative iMedia we aim to provide an inspirational experience for every student in a safe and purposeful learning environment that is relevant, exciting and reflective in order for every student to be confident in their use of technology and equip them for future learning in the subject and a career using design software.*

**Implementation:**

*Students experience opportunities to all increase their understanding of how computers work, how to use software appropriate to the course and how legislation affects people in the workplace. Students are encouraged to use own research methods to improve understanding of the client brief as well as independent thinking as to how to complete their final product. Students will work towards complete the two optional coursework modules of the qualification.*

Term	Enquiry/Topic/Unit: <i>What is going to be taught?</i>	Key Outcomes: <i>What will students have achieved by completing this scheme of learning?</i>	Character Education: <i>How does this topic link to a sense of Self, Others and the World, in terms of Character Education?</i>	Assessment: <i>Will there be formative and/or summative testing? What role will interleaving play?</i>	Vocabulary: <i>What are the key words for this topic/unit that students must know?</i>	Home-Learning: <i>What homework will be set and why (e.g. consolidate/extend)?</i>
1ab	Identify and learn Pre-Production skills  Be able to plan Pre-Production documents  Be able to produce pre-production documents	Understand the purpose and content of pre-production documents- Moodboards Mind maps/spider diagrams Visualization diagrams Storyboards Scripts  Plan and consider- Client requirements Target audiences Research Work plans and production schedules Hardware, techniques and software used to digitalize or create pre-production documents Health and Safety considerations Legislation  Create a moodboard Create a mind map / spider diagram	Resilience to continue working and to explore new software and concepts  Responsibility to work independently to produce documents  Reflection on own work produced and how well it fits a client brief – would you be paid for it?  Courteous  Confident in own ability to work independently	Formative – homework tasks to create documents  Formative – past exam papers  Summative – end of module exam in January	Pre-production Moodboard Mindmap Visualisation diagram Storyboard Script Camera angle Camera movement Location Scene numbers Time scale Lighting Contingency Workflow Software Hardware Legislation Copyright Creative commons Data protection act Health and safety	Fortnightly tasks to create and / or review documents. Past exam papers



		<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>Review different documents and give productive feedback</p>				
	Be able to review pre-production documents					
2ab 3a	<p>Digital Graphics</p> <p>Understand the purpose and properties of digital graphics</p> <p>Plan the creation of a digital graphic</p>	<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, i.e.:</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 creation to include: tasks, activities, workflow, timescales, resources, milestones, contingencies</li> <li>• produce a visualisation diagram for a digital graphic</li> <li>• identify the assets needed to create a digital</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> </ul>	<p>Resilience to continue working and to explore new software and concepts</p> <p>Responsibility to work independently to produce documents</p> <p>Reflection on own work produced and how well it fits a client brief – would you be paid for it?</p> <p>Courteous</p> <p>Confident in own ability to work independently</p>	<p>Formative – homework tasks to create images and supporting documents</p> <p>Summative – end of module coursework</p>	<p>Vector</p> <p>Bitmap</p> <p>Digital graphic</p> <p>Photoshop</p> <p>Graphic design software</p> <p>Moodboard</p> <p>Mindmap</p> <p>Visualisation diagram</p> <p>File format</p> <p>Layout</p> <p>Layer</p> <p>Target audience</p> <p>Client brief</p>	<p>Create supporting documents and reflect on digital graphics produced in class – at regular intervals throughout the work.</p>



Haygrove School Department Curriculum Overview 2020-2021

	Be able to create a digital graphic	<ul style="list-style-type: none"> <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 use, multimedia use.</li> <li>• how to use version control when creating a digital graphic.</li> </ul>				
	Review a digital graphic	<ul style="list-style-type: none"> <li>• review a digital graphic against a specific brief</li> <li>• identify areas in a digital graphic for improvement and further development</li> </ul>				
3b	Complete coursework	10-12 hours to complete coursework for module				
	Revise websites from year 8	Look at previous work on creating websites in preparation for next year				

**Impact:**

To understand how technology is used in media.

To complete two of four modules for Cambridge Nationals Creative iMedia