

Key Stage 3: Year 9 – Creative iMedia

Overall Curriculum Goals					
<ul style="list-style-type: none"> Understand the purposes and uses of and be able to create Mood Boards, Mind Maps and Visualisation Diagrams <ul style="list-style-type: none"> Understand the purposes and uses of and be able to create Storyboards and Scripts Understand client requirements, timescales, target audience, end user requirements Understand the purposes and uses of and be able to create Mood Boards, Mind Maps and Visualisation Diagrams <ul style="list-style-type: none"> Understand the purposes and uses of and be able to create pre-production documentation 					
Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Purpose and uses of: <ul style="list-style-type: none"> Mood Boards Mind Maps\Spider Diagrams Visualisation Diagrams 	Purpose and uses of: <ul style="list-style-type: none"> Storyboards 	Purpose and uses of: <ul style="list-style-type: none"> Scripts 	Plan pre – production Interpret client requirements for pre-production Identify timescales for production based on target audience and end user requirements	Plan pre – production The importance of identifying the target audience and how they can be categorised, i.e.:	Produce pre-production documents. Review a pre-production document. Identify areas for improvement in a pre-production document
Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas
To show ideas and concepts for a new creative media product development, assisting the generation of ideas To show development routes and options for an idea, or component parts and resources needed for a creative media product)	<ul style="list-style-type: none"> scene content timings camera shots (e.g. close up, mid, long) camera angles (e.g. over the shoulder, low angle, aerial) camera movement (e.g. pan, tilt, zoom or using a track and dolly) lighting (e.g. types, direction) sound (e.g. dialogue, sound effects, ambient sound, music) locations (e.g. indoor studio or other room, outdoor)-camera type i.e. still camera, video camera ,virtual camera (e.g. for animations, 3D modelling or computer games) for use with video, animation for a video production, voiceover, comic book or computer game	<ul style="list-style-type: none"> set or location for the scene direction (e.g. what happens in the scene, interaction) shot type camera movement sounds (e.g. for actions or events) characters dialogue (e.g. intonation, loudness, emotion) formatting and layout. 	How to conduct and analyse research for a creative digital media product, i.e.: using primary sources and secondary sources Produce a work plan and production schedule to include : <ul style="list-style-type: none"> tasks activities work flow timescales resources milestones contingencies. 	<ul style="list-style-type: none"> gender age ethnicity income location accessibility 	<ul style="list-style-type: none"> Format Style Clarity Suitability of content for the client and target audience colour schemes content additional scenes
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