

## Key Stage 4: Year 10 Creative iMedia

Overall Curriculum Goals					
<ul style="list-style-type: none"> <li>Understand the properties and features of multipage websites</li> <li>Understand the purpose and properties of digital graphics</li> <li>Understand the purpose and content of pre-production               <ul style="list-style-type: none"> <li>Be able to plan, design and review digital graphics</li> <li>Be able to plan, design and review a multi-page website</li> </ul> </li> <li>Be able to plan pre-production and produce pre-production documents</li> </ul>					
Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
<b>HTML &amp; Websites</b> <ul style="list-style-type: none"> <li>The purpose and features of multipage websites in the public domain</li> <li>Devices used to access webpage</li> <li>Methods of connection</li> <li>Multimedia components</li> <li>Advance HTML &amp; CSS</li> </ul>	<b>Creating a multi-page website</b> <ul style="list-style-type: none"> <li>Interpret client requirements for a multipage website</li> <li>understand target audience requirements for a multipage website</li> <li>Produce a work plan for the creation of a multipage website, to include               <ul style="list-style-type: none"> <li>Website creation</li> <li>Review website against client brief</li> </ul> </li> </ul>	<b>Pre-Production Skills</b> <ul style="list-style-type: none"> <li>Mood boards</li> <li>Mind maps</li> <li>Visualisation Diagrams</li> <li>Storyboards</li> <li>Scripts</li> <li>The properties and limitations of file formats for still images</li> <li>The properties and limitations of file formats for audio</li> <li>The properties and limitations of file formats for moving images</li> </ul>	<b>Pre-Production Skills</b> <ul style="list-style-type: none"> <li>Workplan</li> <li>Production Schedule</li> <li>Target audience</li> <li>Hardware and software techniques</li> <li>Health &amp; Safety</li> <li>Legislation</li> </ul>	<b>Digital Graphics</b> <ul style="list-style-type: none"> <li>Why they are used</li> <li>How they are used</li> <li>Types of graphic</li> <li>File formats</li> <li>File properties</li> </ul>	<b>Creating Digital Graphics</b> <ul style="list-style-type: none"> <li>Interpret client requirements</li> <li>Understand target audience for digital graphic based on specific brief</li> <li>Produce visualisation diagram</li> <li>Identify assets</li> <li>Identify resources</li> <li>Source &amp; create assets</li> <li>Create digital graphic</li> <li>Export and save in relevant formats</li> <li>Review digital graphic against specific brief</li> </ul>
Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas
Graphics Image Texture Device Sound Navigation Version control Assets Master page Folder structure Multimedia	Further development Task Workflow Timescale Resources Activities Milestones Contingencies Visualisation diagram	Scenes Locations Characters WAV MP3 MP4 MOV FLAC JPG PNG BMP	Tasks Activities Workflow Milestones Contingencies Data protection Privacy Defamation Trademark Copyright Certification & classification Intellectual property	Bitmap Raster Vector Print Web Images Graphics Pixel DPI Quality Compression File formats	Tasks Workflow Timescale Resources Activities Milestones Contingencies Visualisation diagram Version control
CIAG	CIAG	CIAG	CIAG	CIAG	CIAG
Discussion re: web developer salaries		Visit to A level Media class	Visit to A level Media class	Webinar with graphic designers	

## Key Stage 4: Year 11 Creative iMedia

Overall Curriculum Goals					
<ul style="list-style-type: none"> <li>Understand digital game types and platforms</li> <li>Be able to plan, design and review a digital game concept</li> <li>Understand the purpose and content of pre-production</li> <li>Be able to plan pre-production and produce pre-production documents</li> </ul>					
Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
<b>Digital game types and platforms</b> <ul style="list-style-type: none"> <li>Evolution of digital game platforms (generations 1-8)</li> <li>Characteristics of digital games (2D, 3D RPG, MMO, simulation, augmented reality).</li> <li>Compare capabilities and limitations of platforms 2D/3D</li> </ul>	<b>Designing a gaming concept R091</b> <ul style="list-style-type: none"> <li>Interpret requirement from focus group/client requirements</li> <li>Understand target audience</li> <li>Generate range of original ideas (genre, characters, gameplay etc.)</li> <li>Create game proposal</li> <li>Review game proposal</li> <li>Identify areas for improvement</li> </ul>	<b>Pre-Production Skills</b> <ul style="list-style-type: none"> <li>Analyse scripts</li> <li>The properties and limitations of file formats for still images</li> <li>The properties and limitations of file formats for audio</li> <li>The properties and limitations of file formats for moving images</li> </ul>	<b>Revision</b>	<b>Exam Preparation</b> <ul style="list-style-type: none"> <li>Exam technique</li> <li>PPQ's</li> </ul>	
Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas
Genre Concept Narrative Hardware Display devices Delivery method Networking, storage Player interface Peripherals Objectives Structure	Further development Task Constraints Workflow Timescale Resources Activities Milestones Contingencies Visualisation diagram Version control	Scenes Locations Storyboards Characters Resources Equipment Size Capacity			
CIAG	CIAG	CIAG	CIAG	CIAG	CIAG
<b>Discussion surrounding gaming careers playing and development.</b>	<b>Guest speaker from gaming industry</b>				