

ASHTON COMMUNITY SCIENCE COLLEGE: COMPUTING CURRICULUM

Year 10 Creative iMedia						
	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Knowledge	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R093 Creative iMedia in the Media Industry R093 Factors Influencing Product Design 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R094 Visual Identity and Digital Graphics 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R094 Visual Identity and Digital Graphics 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R094 Visual Identity and Digital Graphics 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R094 Visual Identity and Digital Graphics 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R097 Interactive Digital Media
Skills/ application of knowledge	<ul style="list-style-type: none"> The products and job roles within the media sector How style, content and layout are linked to the purpose of the product Client and audience identification Research methods and sourcing information 	<ul style="list-style-type: none"> Developing a visual identity- the purpose elements and design of products Planning digital graphics for products Graphic design conventions Properties and use of graphics 	<ul style="list-style-type: none"> Developing a visual identity- the purpose elements and design of products Planning digital graphics for products Graphic design conventions Properties and use of graphics 	<ul style="list-style-type: none"> Creating a visual identity Creating a digital graphic Tools and techniques used to create digital graphics Technical skills to source, create and prepare assets Techniques used to save and export visual identity's and digital graphics 	<ul style="list-style-type: none"> Creating a visual identity Creating a digital graphic Tools and techniques used to create digital graphics Technical skills to source, create and prepare assets Techniques used to save and export visual identity's and digital graphics 	<ul style="list-style-type: none"> Planning digital media Types of interactive media and hardware Features and conventions of digital media Resources required to create interactive digital media Preproduction documents used to plan interactive digital media
Links to prior learning	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Factors influencing product design 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- Factors influencing product design 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Factors influencing product design 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Factors influencing product design 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Factors influencing product design
Assessment	<ul style="list-style-type: none"> Mid unit assessment End of topic test 	<ul style="list-style-type: none"> Recall questions Coursework 	<ul style="list-style-type: none"> Recall questions Coursework 	<ul style="list-style-type: none"> Recall questions Coursework 	<ul style="list-style-type: none"> Recall questions Coursework 	<ul style="list-style-type: none"> Recall questions Skills test

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Year 11 Creative iMedia					
	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5
Knowledge	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R097 Interactive Digital Media 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R097 Interactive Digital Media 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R097 Interactive Digital Media 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R093 Creative iMedia in the Media Industry R093 Factors Influencing Product Design Revision 	<p><u>Topic:</u></p> <ul style="list-style-type: none"> R093 Creative iMedia in the Media Industry R093 Factors Influencing Product Design Revision
Skills/ application of knowledge	<ul style="list-style-type: none"> Creating different types of assets for use in interactive digital media products such as audio, images and videos File naming conventions Creating an interactive digital media product Techniques used to save and export interactive digital media products 	<ul style="list-style-type: none"> Creating different types of assets for use in interactive digital media products such as audio, images and videos File naming conventions Creating an interactive digital media product Techniques used to save and export interactive digital media products Testing an interactive digital media product Reviewing an interactive digital media product 	<ul style="list-style-type: none"> Testing an interactive digital media product Reviewing an interactive digital media product 	<ul style="list-style-type: none"> The products and job roles within the media sector How style, content and layout are linked to the purpose of the product Client and audience identification Research methods and sourcing information Exam technique 	<ul style="list-style-type: none"> The products and job roles within the media sector How style, content and layout are linked to the purpose of the product Client and audience identification Research methods and sourcing information Exam technique
Links to prior learning	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Factors influencing product design, R094 Visual identity and digital graphics 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Factors influencing product design, R094 Visual identity and digital graphics 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Factors influencing product design, R094 Visual identity and digital graphics 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Creative iMedia in the media industry, R093 Factors influencing product design 	<ul style="list-style-type: none"> Year 7- how the web works, Year 8- multimedia products Year 9- digital graphics Year 10- R093 Creative iMedia in the media industry, R093 Factors influencing product design
Assessment	<ul style="list-style-type: none"> Recall questions Coursework 	<ul style="list-style-type: none"> Recall questions Coursework 	<ul style="list-style-type: none"> Recall questions Coursework 	<ul style="list-style-type: none"> Recall questions Skills quizzes Past paper 	<ul style="list-style-type: none"> Recall questions Skills quizzes Past paper