

Year group/Term		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10 (KS3 National Curriculum)	Topic	R081 - Pre-Production Skills LO1 & 3 Pre-Production Documents	R081 - Pre-Production Skills LO1 & 3 Pre-Production Documents	R081 - Pre-Production Skills LO2 Planning Pre-Production	R081 - Pre-Production Skills LO2 Planning Pre-Production	R081 - Pre-Production Skills LO4 - Reviewing	R081 - Pre-Production Skills R082 - Graphics
	Core knowledge from this topic	Understanding the purpose and content of pre-production documents. Be able to produce pre-production documents. Key documents; Mind maps, spider diagrams, Moodboards, Storyboards, Scripts, Visualisation diagrams. Properties and limitations of file formats for still images, audio and moving images. Naming conventions and version control.	Understanding the purpose and content of pre-production documents. Be able to produce pre-production documents. Key documents; Mind maps, spider diagrams, Moodboards, Storyboards, Scripts, Visualisation diagrams. Properties and limitations of file formats for still images, audio and moving images. Naming conventions and version control.	Be able to plan pre-production. Understanding client requirements, target audience, work plans and production schedules. Hardware, techniques and software used to digitise or create preproduction documents. Health and safety considerations. Legislation.	Be able to plan pre-production. Understanding client requirements, target audience, work plans and production schedules. Hardware, techniques and software used to digitise or create preproduction documents. Health and safety considerations. Legislation.	Reviewing pre-production documents. Analysing pros and cons of pre-production documents.	R081 - Revision R082 - Understand the purpose and properties of digital graphics.
	Links to the national curriculum	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability. Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability. Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability. Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.
Previous content that this topic builds upon	KS3 NC: - Use search technologies effectively, appreciate how	KS3 NC: - Use search technologies effectively, appreciate how	KS3 NC: - Use search technologies effectively, appreciate how	KS3 NC: - Use search technologies effectively, appreciate how	KS3 NC: - Use search technologies effectively, appreciate how	KS3 NC: - Use search technologies effectively, appreciate how	KS3 NC: - Undertake creative projects that involve selecting, using and

		<p>results are selected and ranked, and be discerning in evaluating digital content</p> <ul style="list-style-type: none"> <li>- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> <li>- Understand the opportunities [networks] offer for communication and collaboration</li> </ul> <p><b>Specifically:</b> Storyboards and scripts from Year 8 Creative Project. Visualisation diagrams from designing digital games.</p>	<p>results are selected and ranked, and be discerning in evaluating digital content</p> <ul style="list-style-type: none"> <li>- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> <li>- Understand the opportunities [networks] offer for communication and collaboration</li> </ul> <p><b>Specifically:</b> Storyboards and scripts from Year 8 Creative Project. Visualisation diagrams from designing digital games.</p>	<p>results are selected and ranked, and be discerning in evaluating digital content</p> <ul style="list-style-type: none"> <li>- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> <li>- Understand the opportunities [networks] offer for communication and collaboration</li> </ul> <p><b>Specifically:</b> Target audience from Year 7 Exploring Publications unit. Health and safety and legislative considerations from Year 7 Cyber Security unit.</p>	<p>results are selected and ranked, and be discerning in evaluating digital content</p> <ul style="list-style-type: none"> <li>- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> <li>- Understand the opportunities [networks] offer for communication and collaboration</li> </ul> <p><b>Specifically:</b> Target audience from Year 7 Exploring Publications unit. Health and safety and legislative considerations from Year 7 Cyber Security unit.</p>	<p>results are selected and ranked, and be discerning in evaluating digital content</p> <ul style="list-style-type: none"> <li>- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> <li>- Understand the opportunities [networks] offer for communication and collaboration</li> </ul> <p><b>Specifically:</b> Analysing documents for suitability for purpose and audience from Year 7 Exploring Publications unit.</p>	<p>combining multiple applications, preferably across devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of know users.</p> <ul style="list-style-type: none"> <li>- Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability</li> </ul> <p><b>Specifically:</b> Bitmaps and vector graphics from Year 8 Graphics and Image Manipulation unit.</p>						
	<b>Key vocabulary</b>	<p>Tier 2 Pre-production Mind maps Spider diagrams Purpose Audience</p>	<p>Tier 3 Moodboards Storyboards Scripts Visualisation diagrams</p>	<p>Tier 2 Pre-production Mind maps Spider diagrams Purpose Audience</p>	<p>Tier 3 Moodboards Storyboards Scripts Visualisation diagrams</p>	<p>Tier 2 Planning Research Specification Genre Constraints Primary sources Secondary sources Copyright Trademarks Data protection Privacy</p>	<p>Tier 3 Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Recces Risk Assessment Defamation</p>	<p>Tier 2 Planning Research Specification Genre Constraints Primary sources Secondary sources Copyright Trademarks Data protection Privacy</p>	<p>Tier 3 Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Recces Risk Assessment Defamation</p>	<p>Tier 2 Strengths Weaknesses Improvement Relevancy Suitability Critically review Format Clarity Colour scheme Content Scenes</p>	<p>Tier 3 Style</p>	<p>Tier 2 Entertain Advertise Promote Inform Educate Layout Content</p>	<p>Tier 3 Bitmap Raster Vector Lossy compression Pixel dimensions DPI resolution Composition Balance White space</p>
	<b>Development of cultural capital</b>	<p>Helping learners to appreciate that creative media contributes to the development of our culture and to our highly technological future. How learners need to show cultural awareness of their audience when communicating with creative media. Social issues that can affect users of ICT, including the use and abuse of personal and private data, cyber bullying etc. How creative media can affect the quality of life experienced by persons with disabilities and the responsibility to meet individuals' access requirements. Developing knowledge and understanding of how creative media has changed the way people interact with technology in their daily lives (including communication, shopping, gaming, entertainment, education and training, social networking etc.)</p>											
<b>Year group/Term</b>		<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>						
<b>Year 10</b>	<b>Topic</b>	R082 - Graphics	R081 - Pre-Production Skills R082 - Graphics	R082 - Graphics	R082 - Graphics	R087 - Multimedia Product (Website) & R092 - Game Creation	R087 - Multimedia Product (Website) & R092 - Game Creation						
	<b>Core knowledge from this topic</b>	LO1 - Understand the purpose and properties of digital graphics. LO2 - Be able to plan the creation of a digital graphic.	Revision of R081 Key documents. LO1 - Understand the purpose and properties of digital graphics.	LO2 - Be able to plan the creation of a digital graphic. LO3 - Be able to create and save a digital graphic.	LO2 - Be able to plan the creation of a digital graphic. LO3 - Be able to create and save a digital graphic.	R087 - LO1 Understand the uses and properties of interactive multimedia products. LO2 Be able to plan an interactive multimedia product.	R087 - LO1 Understand the uses and properties of interactive multimedia products. LO2 Be able to plan an interactive multimedia product.						

				LO2 - Be able to plan the creation of a digital graphic.			LO4 - Be able to review digital graphics.			R092 - LO1 Understand game creation hardware, software and peripherals. LO2 Be able to plan the creation of a digital game.	R092 - LO1 Understand game creation hardware, software and peripherals. LO2 Be able to plan the creation of a digital game.	
<b>Links to the national curriculum (if applicable)</b>	Develop student's capability, creativity and knowledge in digital media and information technology. Develop and apply their analytic, problem-solving and design skills. Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.		Develop student's capability, creativity and knowledge in digital media and information technology. Develop and apply their analytic, problem-solving and design skills. Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.		Develop student's capability, creativity and knowledge in digital media and information technology. Develop and apply their analytic, problem-solving and design skills. Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.		Develop student's capability, creativity and knowledge in digital media and information technology. Develop and apply their analytic, problem-solving and design skills. Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.		Develop student's capability, creativity and knowledge in digital media and information technology. Develop and apply their analytic, problem-solving and design skills. Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.		Develop student's capability, creativity and knowledge in digital media and information technology. Develop and apply their analytic, problem-solving and design skills. Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.	
<b>Previous content that this topic builds upon</b>	Key documents from R081 Planning Pre-Production unit. File formats, design elements, client requirements, workplans, visualisation diagrams, legislation.		Key documents from R081 Planning Pre-Production unit. File formats, design elements, client requirements, workplans, visualisation diagrams, legislation.		Key documents from R081 Planning Pre-Production unit. File formats, design elements, client requirements, workplans, visualisation diagrams, legislation. Photoshop skills from Year 8 Graphics and Image Manipulation unit.		Design elements, client requirements, workplans, visualisation diagrams, legislation, reviewing documents and suggesting relevant improvements. Photoshop skills from Year 8 Graphics and Image Manipulation unit.		Key documents from R081 Planning Pre-Production unit. File formats, design elements, client requirements, workplans, visualisation diagrams, legislation. Year 8 Designing Digital Games unit genres, types and audience of digital games. Planning documents including storyboards and visualisations		Key documents from R081 Planning Pre-Production unit. File formats, design elements, client requirements, workplans, visualisation diagrams, legislation. Year 8 Designing Digital Games unit genres, types and audience of digital games. Planning documents including storyboards and visualisations.	
<b>Key vocabulary</b>	Tier 2 Entertain Advertise Promote Inform Educate Layout Content Planning Research Specification Genre Constraints Primary sources Secondary sources Copyright	Tier 3 Bitmap Raster Vector Lossy compression Pixel dimensions DPI resolution Composition Balance White space Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow	Tier 2 Entertain Advertise Promote Inform Educate Layout Content Planning Research Specification Genre Constraints Primary sources Secondary sources Copyright	Tier 3 Bitmap Raster Vector Lossy compression Pixel dimensions DPI resolution Composition Balance White space Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow	Tier 2 Pre-production Mind maps Spider diagrams Purpose Audience Techniques Strengths Weaknesses Improvement Relevancy	Tier 3 Moodboards Visualisation diagrams Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Assets Cropping Rotating Brightness Contrast Colour adjustment	Tier 2 Pre-production Mind maps Spider diagrams Purpose Audience Interpret Techniques Strengths Weaknesses Improvement Relevancy	Tier 3 Moodboards Visualisation diagrams Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Assets Cropping Rotating Brightness Contrast Colour adjustment	Tier 2 Purpose Audience Navigation Colour scheme Accessibility Resources Legislation House Style Storage Review Constraints Requirements File formats Interaction Objectives Concept Movement Scoring Interactions Obstacles Characters	Tier 3 Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed Ethernet Wi-Fi File formats CPU's Monitors	Tier 2 Purpose Audience Navigation Colour scheme Accessibility Resources Legislation House Style Storage Review Constraints Requirements File formats Interaction Objectives Concept Movement Scoring Interactions Obstacles Characters	Tier 3 Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed Ethernet Wi-Fi File formats CPU's Monitors



iMedia Curriculum Mapping

		As R082 of Year 10	As R082 of Year 10	As R082 of Year 10	As R082 of Year 10	Audience Navigation Colour scheme Accessibility Resources Legislation House Style Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept Movement Scoring Interactions Obstacles Characters	Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed Ethernet Wi-Fi File formats CPU's Monitors Touch pads Video/Sound cards Platform Genre Visual style Scripting Sprites	Version control Legislation Exporting Interaction	Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets Visualisation diagrams	Interaction Review SWOT Movement Scoring Interactions Obstacles Characters	Rollovers Triggers Navigation Test plan Resources Assets Visualisation diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial relationships		
	<b>Development of cultural capital</b>	<p>Helping learners to appreciate that creative media contributes to the development of our culture and to our highly technological future.</p> <p>How learners need to show cultural awareness of their audience when communicating with creative media.</p> <p>Social issues that can affect users of ICT, including the use and abuse of personal and private data, cyber bullying etc.</p> <p>How creative media can affect the quality of life experienced by persons with disabilities and the responsibility to meet individuals' access requirements.</p> <p>Developing knowledge and understanding of how creative media has changed the way people interact with technology in their daily lives (including communication, shopping, gaming, entertainment, education and training, social networking etc.)</p>											