

ICT KS4 - Cambridge OCR Level 1 /2 National in Creative iMedia

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Curriculum Intent:

We want pupils to engage in a qualification where they will use their learning in practical, real-life situations, such as developing visual identities for clients, planning and creating original digital graphics or planning, creating and reviewing original digital media products. Pupils will understand and apply the fundamental principles and concepts of digital media including factors that influence product design, use of media codes and conventions, pre-production planning techniques, legal issues and creation, publishing and distribution considerations. They will develop knowledge, and understanding relating to different sectors, products and job roles that form the media industry as well as the purpose of legislation applicable to the media industry and what media producers must do to comply with this legislation. Pupils will develop transferable skills that will be an asset to them in all subjects as well as important for their personal and professional development, including time management, problem-solving skills, communication skills and digital literacy. Where possible, learning is enriched by engaging with clients, employers and other professionals in the industry.

Core Knowledge	Procedural Knowledge
Topics: <u>Mandatory Units:</u> Unit R093: Creative iMedia in the media industry 1. The Media Industry 2. Factors influencing product design 3. Pre-production planning 4. Distribution considerations Unit R094: Visual identity and digital graphics 1. Develop visual identity 2. Plan digital graphics for products 3. Create visual identity and digital graphics <u>Optional Unit:</u> The optional unit that we deliver to our students is Unit R097: Interactive digital media 1. Plan interactive digital media	Pupils will: • Develop problem solving skills, so they can explore different options and choose the best way forward to a solve problem and explore and generate original ideas to find imaginative solutions to problems • Develop their ability to select and apply the best tools and techniques to use to solve a problem • Develop the ability to situations and decide what is required to be successful • Select appropriate use of media to convey meaning • Apply planning techniques to complete tasks in an organised way which meet deadlines • Apply a range of media codes and conventions

2. Create interactive digital media
3. Review interactive digital media

- Critically evaluate and reflect on media products and own learning.
- Present work in a suitable format that meets the expectations of a client

Homework:

Homework is set once per week when students have 2 lessons on their timetable and twice when there are 3 lessons. Homework will require pupils to apply the knowledge they have developed in class to show that they have mastered that topic or skill. As pupils move into the assessment phases of the course, they may need to dedicate more time on home learning when preparing for assessments, including the Non-Examination Assessments (NEAs). Staff provide regular opportunities for pupils to work in their classrooms after school so that they can be supported in preparing and completing assessments or completing home learning tasks.

Assessment:

Formative assessment will be used to regularly monitor student progress and check for understanding. This will include retrieval practice, low-stakes quizzes, end of topic tests, past paper questions and in class questioning.

Summative assessments:

For each of the assessments detailed below, pupils will be provided with revision materials including topic lists for each specific assessment.

Y10 Autumn - the pupils will be completing their first NEA, so no additional assessment will be sat, and no assessment grade will be reported at this stage.

Y10 Summer - the pupils will be completing the final phases of their first NEA, so no additional assessment will be sat, and no assessment grade will be reported at this stage. NEA grades will be shared with the pupils once the marking and moderation periods have passed.

Y11 Autumn - the pupils will be completing the second NEA, so no additional assessment will be sat, and no assessment grade will be reported at this stage. NEA grades will be shared with the pupils once the marking and moderation periods have passed.

Y11 Spring - this will take place in the exam hall. The 1 hour 30 mins paper will contain questions from the entirety of Unit RO93, consisting of closed response, multiple choice, short and extended answer questions.

Final Assessment

The course is divided into 3 unequally weighted units, consisting of an externally assessed written examination (40% of overall qualification), a mandatory internally assessed NEA (35% of the overall qualification) and an optional internally assessed NEA (25% of the overall qualification).

In Year 10, pupils will complete one NEA and the marks and sample for this unit will be submitted to the exam board in May.

In Year 11, pupils will sit the second NEA in the early part of the year, and the final written examination in June.

The final examination is 1 hour 30 minutes in length and contains a maximum of 70 marks over two sections. Section A contains closed response, multiple choice, short answer questions and Section B contains context-based questions with a mix of closed response, short answer and extended answer questions.

The overall qualification result is determined by their score in the NEAs and final examination. The Uniformed Mark Score (UMS) that they achieve in each unit is combined to provide a total UMS and then converted to a grade using the grid below:

The uniform mark boundaries for each of the assessments do not change and are shown below:

Unit GLH	Max Unit Uniform Mark	Unit Grade							U
		Distinction* at L2	Distinction at L2	Merit at L2	Pass at L2	Distinction at L1	Merit at L1	Pass at L1	
30	50	45	40	35	30	25	20	15	0
42	70	63	56	49	42	35	28	21	0
48	80	72	64	56	48	40	32	24	0

The student's uniform mark for Unit R093 will be combined with the uniform mark for the NEA units to give a total uniform mark for the qualification.

The student's overall grade will be determined by the total uniform mark. The following table shows the minimum total mark for each overall grade:

Max Uniform Mark	Qualification Grade							U
	Distinction* at L2	Distinction at L2	Merit at L2	Pass at L2	Distinction at L1	Merit at L1	Pass at L1	
200	180	160	140	120	100	80	60	0

Links to Personal Development:

Pupils will learn about quality and accessibility in terms of ensuring that media products are created to meet the needs of all.

Online safety is a feature of all ICT lessons, including password security and safe searching.

RO93 covers a range of topics which link to Personal Development, including aspects of legislation, such as privacy and rights in relation to recording and taking photographs as well a publication and permissions. Additionally, pupils will learn about data protection, defamation, protecting intellectual property and copyright.

An essential part of media production is work planning, which is an important skill for both personal and professional development. This will include learning about aspects such as timescales, workflow, contingencies and putting these into practice in their work.

Pupils will learn about regulation and classification in terms of media products, knowledge of which is also essential in everyday life.

RO93 will also cover health and safety where pupils will learn about risk assessments, recces and hazard avoidance, which along with learning about different job roles and responsibilities links to the careers/progression element of Personal Development.

How is my knowledge further developed in Key Stage 5?

Pupils can continue studying A-Level Media Studies or BTEC National Level 3 AAQ in Information Technology in Sixth Form or College, where they would explore some of the topics covered in iMedia in more depth, explore new topics and build on the knowledge and skills that this course has provided. The colleges also offer T-Levels which provide a very focused approach in areas such as Media, Broadcast and Production, Digital Data Analytics and Digital Software Development. They could source an apprenticeship in fields such as Content Creator, Advertising and Media Executive which lead directly into employment on completion and provide a small source of income whilst studying in a workplace. A considerable amount of what has been learnt in Level 1 / 2 can be applied to the specific setting, depending on the apprenticeship.