

Our Lady Queen of Peace

Catholic High School

Curriculum Overview

Year 11 Creative IMedia

Careers		
Local Market Information	Skills	Jobs
Chemist4U Edge Hill University West Lancs College West Lancashire Borough Council	Applying design Principles Research Image Editing Resilience Problem solving Time Management Attention to details Independent working.	Graphical designer Logo designer Animator Comic book artist Digital marketer Content creator Photographer Multimedia designer Media Producer Web Design

	Knowledge & Understanding			Subject Specific Literacy Development	Cultural Capital / Enrichment Opportunities
	Topics (Bigger Picture)	Knowledge (Key Concepts)	Recall & Retrieval Practice Focus	Key Vocabulary	
Half Term 1 RO95	RO95 Character and Comics- Coursework Task 2a, b, c	2.1 techniques to obtain and create components for use within comics: Technical skills to create characters for use as components within comics.	- Recalling the conventions of comic design and explaining their impact on the audience. - Exam-style questions covering character design, narrative structure and visual storytelling. - Explaining how character design choices communicate personality, role and audience appeal. - Exam-style questions covering the use of colour, costume and facial expressions in character design.	Character Design, Character Sheet, Character Turnaround, Expression Sheet, Pose, Silhouette, Proportion, Personality, Motivation, Relationships, Backstory, Archetype, Hero, Villain, Anti-Hero, Sidekick, Target Audience, Demographics, Psychographics, Convention, Genre, Narrative, Plot, Conflict,	Mega Days Cyber-Fest Personal Development Activities

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				Resolution, Setting, Theme, Dialogue, Sequential Narrative, Visual Storytelling	
Half Term 2 RO95	RO95 Character and Comics- Coursework Task 3a, b	3.1 Techniques to check the technical properties of characters and comics. Techniques to review characters and comics. 3.2 Constraints which limit the effectiveness of characters and comics. Further development opportunities for characters and comics.	- Identifying the purpose of speech bubbles, captions, panels and gutters within comics. - Retrieval task matching character archetypes to their roles within a story. - Identifying appropriate design choices for comics aimed at different target audiences. - Retrieval task recognising the use of perspective, framing and composition within comic panels. - Explaining how body language and poses can communicate emotions and character traits.	Gesture, Facial Expression, Body Language, Representation, Stereotype, Inclusion, Diversity, Mood, Atmosphere, Tone, Speech Bubble, Thought Bubble, Caption Box, Gutter, Panel Border, Splash Page, Double Page Spread, Action Line, Onomatopoeia, Sound Effect, Comic Strip, Graphic Novel, Visual Impact, Draft Design, Annotation, Iterative Design, Client Requirements, Design Brief.	
Half Term 3 RO95 Feedback	Feedback of RO95 and improvements made.	4.1 Distribution platforms and media to reach audiences 4.2 Properties and formats of media Image files Audio Files Moving image files File compression	- Exam-style questions covering target audience requirements and comic layout techniques. - Analysing comic pages to explain how graphics, colour and composition communicate meaning and emotion. - Exam-style questions covering the role and responsibilities of	Audience, Distribution Platform, Streaming, Digital Media, Broadcast, Convergence, Resolution, Pixel, JPEG, PNG, MP3, WAV, MP4, Compression, Lossy, Lossless, File Size, Quality, Codec, Accessibility.	

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			illustrators, graphic designers and writers within comic production. - Analysing comic products to identify how they fulfil a purpose such as entertainment, education or promotion. - Retrieval task matching media industry terminology from RO93 to examples found in comic production.		
Half Term 4 RO93	Unit RO93: Creative Imedia in the media industry	Past papers revision and recall of all past papers Exam conditions and feedback on test questions.	- Identifying different media sectors and explaining how they create digital products. - Exam-style questions covering media industry roles, job responsibilities and required skills. - Retrieval task explaining the purpose of logos, house styles and brand guidelines. - Exam-style questions covering health and safety, file formats and storage of digital graphics.	Job Role, Employment, Freelancer, Contract, Permanent Employment, Client, Brief, Stakeholder, Collaboration, Communication, Creative Team, Project Manager, Graphic Designer, Web Designer, Animator, Photographer, Illustrator, Editor, Sound Engineer, Camera Operator.	
Half Term 5 RO95	Unit RO93: Creative Imedia in the media industry	Past papers revision and recall of all past papers Exam conditions and feedback on test questions.	- Exam-style questions covering client requirements, target audiences and user needs. - Analysing media products to identify purpose, audience, distribution methods and success criteria. - Exam-style questions covering colour theory, typography and graphic design principles. - Identifying appropriate visual identity elements for different target audiences and purposes.	Client Requirements, Target Audience, Demographics, Psychographics, Accessibility, Purpose, Design Brief, House Style, Branding, Visual Identity, Competition, Market Research, Trends, Cost, Budget, Resources, Technology, Legal	

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				Constraints, Ethical Issues, User Needs	

Key Assessments			
When	What will be assessed?	Why is this being assessed?	How will results be stored & students receive feedback?
Half Term 1 - 2	Exam question – After every unit is complete in the exam unit students will sit a variety of different past paper questions in an End of Unit assessment.	Exam preparation to allow students to read and understand the wording on exam questions.	Students will self-assess their own work by marking in red pen and writing model answers in their books for examples.
Half Term 3 - 6	Recall exam past paper question marked and feedback given.	Past paper question as recall activities is keeping the exam content active during coursework units.	