OCR Cambridge National in Creative iMedia (Level 1/2 Certificate)

Creative iMedia

The focus of the course is the production of digital media products. These may include graphics, websites, game concepts/design, animation, sound, photography or video. Pupils will learn the processes involved in pre-production, such as work schedules, research, planning, budgeting and legislation, before developing their own media products.

Whilst media production is one of the main skills pupils will develop, the course also allows learners to develop in other areas such as problem solving and thinking creatively, innovatively, analytically, logically and critically - desirable skills which today's employees are looking for!

Extra-curricular activities and visits (KS4):

As well as our exciting curriculum, as a school we like our pupils to get involved in external competitions and challenges. This is a great opportunity for pupils who need to be stretched and challenged but also opportunity for those with an interest in technology. Activities include:

BAFTA Young Games Designer of the Year Award - Whether pupils love to code, draw or write the story, the competition allows you to explore the different areas of making a video game buy either entering the Game Making Award or Game Concept Award

Bebras Challenge - The Bebras Computing Challenge introduces computational thinking to students. It is organised in over 40 countries and designed to get students all over the world excited about computing.

Visits to college/university – Where possible, we try to allow our pupils to gain experience of media and ICT courses which could be pursued upon leaving school. It often provides alternative approaches to teaching and also an insight into alternative hardware and software which may be used.

Facilities:

Throughout the school we have 4 dedicated ICT suites which are used for both Computer Science and Creative iMedia lessons. Rooms have recently been refurbished creating a positive and pleasant learning environment for our pupils. The rooms are also a bookable resource for other departments and are utilised frequently. As standard the rooms are fully equipped with PC's for each individual, Promethean interactive boards and provisions for sound and multimedia.

Assessment:

The OCR Level 1/2 Cambridge National Certificate in Creative iMedia consists of two mandatory units and two optional units.

Unit Title	How it is assessed
Mandatory Units	
R081: *Pre-production skills*	**How** - Written paper completed during Year 10. **Duration** - 1 hour 15 mins **Total Marks Available** - 60
R082: *Creating digital graphics*	**How –** A 10-hour centre assessed task which is OCR moderated. Pupils are given an assignment brief for which they have to plan, design, develop and evaluate a solution. **Duration** - Approx 10 hours **Total Marks Available -** 60 marks
Optional Units	

There are several choices of optional units. These are decided by both the teacher and students based on interest, skills and the hardware/software available. Options include: • Creating a Multipage Website • Creating a Digital Animation • Creating a Sound Sequence • Creating a Video Sequence • Designing a Game Concept • Developing a Digital Game	**How** - A 10-hour centre assessed task which is OCR moderated. Pupils are given an assignment brief for which they have to plan, design, develop and evaluate a solution. **Duration** - Approx 10 hours **Total Marks Available** - 60 marks

The pupils final score is calculated based on a cumulative score out of 240. The Cambridge Nationals do not award 9-1 grades but instead use the following grading system:

Level 2 (a level 2 is often loosely compared to the old legacy grades for A*-C)
Level 2 Distinction*
Level 2 Distinction
Level 2 Merit
Level 2 Pass

Level 1 (a level 1 is often loosely ompared to the old legacy grades of D-G)
Level 1 Distinction
Level 1 Merit
Level 1 Pass