SUBJECT: CREATIVE iMEDIA (IT AND MEDIA)

Year Group	YEAR 10					
Rationale	The year 10 curriculum aims to give our pupils the foundations to acquire the underpinning knowledge and skills needed to create digital media products and gain an understanding of their application. It aims to give pupils a sound understanding of what goes into digital media before the actual creation to enable them to plan for successful digital media assets. Additionally it aims to give pupils the skills required to create digital graphics so that they can utilise these skills to source and create their own digital graphics in other media fields.					
	Autumn Term 1	**Autumn Term 2**	**Spring Term 1**	**Spring Term 2**	**Summer Term 1**	**Summer Term 2**
Topic/Unit	**Pre-production**	**Digital Graphics Theory and Centre Assessed task(Digital Graphics)**		**Interactive multimedia products Theory and Centre Assessed task(Multimedia Product)**		**Centre assessed task & Pre-Production**
Knowledge	Pupils will develop knowledge of a range of pre-production docu-ments including: Mood boards, Mind maps, visualisation diagrams, storyboards and scripts including the purpose, uses and content of them in order to be able to create effective pre-production documents. Additionally pupils will develop knowledge of concepts such as client briefs, work plans, target audience, hardware & software, health &safety, safe working practice, legislation, classification, file formats, compression and version control in order to enable them to effectively plan for pre-production	Pupils will develop knowledge of what digital graphics are, why and how they are used, bitmap vs vector, digital graphics file formats, the properties of digital graphics, identifying assets for digital and identifying resources required for digital graphics. Pupils will develop knowledge of the different common tools that can be used within digital graphics software such as: adjusting brightness & contrast, adjusting the colour, cropping, drawing and painting tools, applying filters, adding text, using layers, layer styles, selection tool, feathering, cloning, gradient, sharpen and blur to name a few. Additionally pupils will develop knowledge how to save and export the image in the appropriate formats for different uses and how to utilise version control. During this term pupils will carry out their centre assessed task project(10 hours) where they will use all the knowledge built to create a portfolio for a digital graphic and produce the digital graphic for a client brief. This will enhance their knowledge further and develop their confidence to independently use image editing software. In addition to this pupils will develop knowledge of what make makes a good digital graphic and a bad digital graphic during this project and will gain knowledge on how to review digital graphics against a client brief.		Pupils will develop knowledge of multimedia products including what they, how they are used, the key elements to consider when designing a multimedia product including: colour scheme, house style, layout, graphical user interface and accessibility. In addition to this pupils will develop knowledge of the technical aspects of producing a multimedia product including: the required hardware, software and peripherals to create and view interactive multimedia products, limitations caused by connections, bandwidth and data transfer when accessing interactive multimedia products and file formats supported by different platforms. Pupils will also develop more specific knowledge of how to plan interactive media products enhancing their understanding of pre-production planning methods from the first two topics. This will include knowledge of how to plan the structure and features of an interactive multimedia product (navigation, screen size, interaction, rollovers), producing visualisation diagrams to include: screen design (e.g. colour scheme, text, layout), navigation features (e.g. GUI, menus, buttons, links) and assets (e.g. images, graphics, sound, video, animation). Pupils will develop knowledge of the specific legislation that apply to multimedia products. Pupils will		Centre-assessed projects tidy up and submission This unit is design to enhance the knowledge of the first unit by building up pupils knowledge of what to including in pre-production documents when working against a specific brief, this will particularly focus on pre-production documents used in animation, video, game design, sound and comic etc as the knowledge for these units will not be gained through any of the practical units.

			develop knowledge of the different common tools that can be used within multimedia software such as: interaction and playback controls (e.g. navigation, rollovers, triggers, behaviours (e.g. pop-up messages). During this term pupils will carry out their centre assessed task where they will apply their knowledge to a set client brief. Whilst doing so they will develop knowledge of how to save and export multimedia products for a given scenario and how to review and improve multimedia products.	
Skills	This unit will equip learners with a range of **creative** media skills and provide opportunities to develop, in context, desirable, transferable skills such as **research, planning, evaluation, working with others and communicating**. This unit will additionally develop pupil competence in a range of different software applications giving them sound **IT** skills. They will also develop their **creative thinking** and **design** skills through the creative of different planning documents.	This unit will equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as **research, planning, evaluation, working with others and communicating**. As pupils undertake their centre-assessed assessment they will need to be fully independent, this will therefore enhance their **time management** skills as they organise their own projects. In addition to this as pupils are expected to analyse a client brief and produce a digital graphic for a given scenario this will develop their **critical thinking** and **analytical** skills. Additionally, pupils will develop specific skills in image editing software that will enable them to produce and edit digital graphics. Finally **literacy** skills will be developed as pupils document their research in an informative way.	This unit will equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as **research, planning, evaluation, working with others and communicating**. As pupils undertake their centre-assessed assessment they will need to be fully independent, this will therefore enhance their **time management** skills as they organise their own projects. In addition to this as pupils are expected to analyse a client brief and produce a multimedia product for a given scenario they will develop their **critical thinking** and **analytical** skills. Additionally, pupils will develop specific skills in presentation software that will enable them to produce and edit digital graphics. Finally **literacy** skills will be developed as pupils document their research in an informative way.	This unit will equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as **research, planning, evaluation, working with others and communicating**. This unit will additionally develop pupil competence in a range of different software applications giving them sound **IT** skills. They will also develop their **creative thinking** and **design** skills through the creative of different planning documents.
Assessments	▪ **Formative:** Production of pre-production documents against a given brief. ▪ **Formative:** Exam questions on pre-production documents - homework ▪ **Summative:** On screen multiple choice test.	▪ **Formative:** Practice Digital graphics project assessed using marking criteria throughout the unit. ▪ **Formative:** Pre-production exam questions homework. ▪ **Summative:** Pre-production topic test. ▪ **Summative:** Unit R082: Creating a digital graphic Centre-assessed piece (10 hours/ 60 marks).	▪ **Formative:** Practice multimedia product project assessed using marking criteria throughout the unit. ▪ **Formative:** Pre-production exam questions homework. ▪ **Summative:** Pre-production topic test. ▪ **R087:** Creating interactive multimedia products Centre-assessed piece (10 hours/ 60 marks).	▪ **Formative:** Pre-production exam questions homework. ▪ **Formative:** Creative piece producing pre-production documents for a given brief. ▪ **Pre-production full Written examination(Mock)**