


SUBJECT: Creative iMedia (Media and IT)

| Year Group: | Year 11 | | | | |
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| Rationale: | In the final year of study, year 11 will develop strong explicit links between the various topics studied. They will develop a deep understanding of the topic of pre-production theory through the revision of key components. The year 11 curriculum should develop pupil confidence to enable them to independently use a range of pre-production skills to create media products independently with a focus on game development. This final year should give pupils the knowledge and skills required to be successful in any area of the media industry and carry out further advanced study | | | | |
| | Autumn Term 1 | Autumn Term 2 | Spring Term 1 | Spring Term 2 | Summer Term 1 |
| Knowledge: | Topic/Unit: R081 Pre-production and Multimedia Theory and Skills | | Topic/Unit: Creating a Multimedia Product Theory and Centre Assessed task(Creating an Interactive Multimedia Product) | | Topic/Unit: Coursework tidy up |
| | Throughout this term two units will be delivered simultaneously across the two week time table. Flipping between 3 lessons of multimedia theory then 2 lessons of R081 Pre-Production to 3 lessons of R081 Pre-production and 2 lessons of multimedia theory Over the course of the term pupils will enhance prior develop knowledge of a range of pre-production documents 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 what makes a successful pre-production document and how to evaluate the strengths and weakness of the different pre-production documents. Additionally pupils will cement their 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. Whilst simultaneously exploring the different types of multimedia products and what makes a successful multimedia product. Developing knowledge of where different multimedia products are used. Understanding of the key elements to consider when designing a multimedia product. Investigating the different hardware, software and peripherals that are required to create a view multimedia product and understanding of networking limitations that could be an issue when viewing multimedia products. Pupils will gain knowledge of the software that is going to be used to create multimedia products and begin to understand some key features of the software. Exam technique best practice will be covered throughout the R081 revision sessions in preparation for the penultimate January Exam. | | Develop knowledge further of the multimedia product creation software. Gaining understanding of how to create templates with a well thought out house style. Develop knowledge of the key software features needed for adding interactivity to the multimedia product (e.g. navigation, rollovers, triggers, behaviours (e.g.pop-up messages)). Expanding understanding of the software further by developing knowledge of how to set up the interactive multimedia product for a given brief such as exporting it into certain formats. Ultimately this unit builds on units R081 and R082 and learners will be able to apply the skills, knowledge and understanding gained in those units. Whilst developing knowledge of additional planning tools that are specific to multimedia development such as screen designs, flow diagrams, navigation maps and test plans. This unit will enable learners to understand the basics of interactive multimedia products for the creative and digital media sector. They will learn where and why interactive multimedia is used and what features are needed for a given purpose. It will enable them to interpret a client brief, and to use time frames, deadlines and preparation techniques as part of the planning and creation process when creating an interactive multimedia product. | | Time allocated to pupils to tidy up coursework units and submit for final deadline. |



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| <p>Skills:</p> | <p>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.</p> <p>Additionally, pupils will develop specific skills in multimedia development software that will enable them to develop an interactive multimedia product. Whilst doing so pupils will develop a range of specific skills in UI Design.</p> <p>Finally literacy skills will be developed as pupils develop their exam technique and response/interpretation of extended mark answer questions.</p> | <p>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 develop a game for a given scenario this will develop their critical thinking and analytical skills.</p> <p>Additionally, pupils will develop specific skills in multimedia development software that will enable them to develop an interactive multimedia product. Whilst doing so pupils will develop a range of specific skills in UI Design.</p> <p>IT skills will be enhanced as pupils use their chosen piece of software to document their learning and as they use a range software for research and creation of a digital sound sequence Finally literacy skills will be developed as pupils document their research in an informative way.</p> | |
| <p>Assess-ments</p> | <p>Formative: R081 Full Mock Exam</p> <p>Formative: Exam questions on pre-production documents – homework.</p> <p>Summative: Unit R081: Pre-Production examination -10th January 2022 (1 Hour 15 Mins/60 Marks)</p> | <p>Formative: Practice Multimedia Product project assessed using marking criteria throughout the unit.</p> <p>Summative: R087: Creating an Interactive Multimedia Product Centre-assessed piece (10 hours/ 60 marks).</p> | |
| <p>Homework</p> | <p>Practice and preparation – Pupils given a 12 Mark question to answer</p> <p>Practice and preparation – Pupils given a mood board pre-production question to answer. Where they will be expected to pick out specific images to include on a mood board</p> <p>Practice and preparation – Pupils given 3 different models of a storyboard and asked to score it and justify the mark given</p> <p>Practice and preparation – Pupils given a scenario which they are asked to produce a storyboard for</p> <p>Practice and preparation – Pupils given the task to produce a knowledge organiser on health and safety and legislation</p> <p>Preparation and Practice – Pupils given the task to revise for their mock exam. Pupils provided with a revision list</p> <p>Preparation and Practice – Pupils given the task to revise for their official January R081 Exam</p> | <p>Practice and Preparation – Pupils working on practice website project, developing theoretical understanding of sound products. Pupils required to update their portfolio regularly throughout.</p> <p>Research and extension – Pupils asked to find 5 different website that they think look good (regardless of purpose) and explain why</p> <p>Practice – Pupils asked to produce a visualisation diagram to illustrate key features of their favourite website.</p> <p>A large proportion of this unit is working on a controlled assessment which pupils are not allowed to do from home, therefore pupils will be required, when requested by the teacher to attend some extra sessions after school/lunchtime.</p> | |