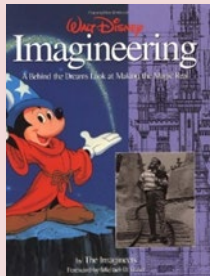# The English Martyrs Catholic School and Sixth Form College

Y10 Creative iMedia	Module 1	Module 2	Module 3
Topic Theme and Intent	Identify the core **characteristics** of digital games and the **conventions** and styles associated with each genre and typical game objectives. Understand the various methods used to **plan** and **design** computer games.	Further develop understanding of how to plan and develop digital games by **creating**, **editing**, **testing** and **exporting** an original playable game. Understand pathways for further study or creative and technical **jobs** in the media industry.	Understand the **sectors**, **products** and **job roles** that form the digital media industry. Learn the **processes** used to plan and create digital media products including client requirements and audience demographics.
Knowledge	• Genre conventions, gameplay and visual styles of digital games and the creativity involved in design. • Pre-production documents used to plan and design an original digital game according to a client brief.	• Game design concepts and skills used to edit and manage assets for digital games. • Techniques used to create, edit, save and export digital games for an appropriate platform.	• Sectors of the media industry, key products and the creative, technical and senior job roles that exist. • Purpose, style, content and layout of products designed for a client and audience demographics.
Skills	Interpret client requirements effectively to plan and design a digital game using a range of appropriate pre-production documents. Produce a concept for the new game and design a component of the game to meet the client brief.	Preparing assets and using GDevelop to utilise actions and events, game start and end mechanisms and other software tools to develop an original game. Version control and techniques to export for different platforms.	Describe traditional and new media products across industry sectors and the responsibilities of various job roles. Know the purposes of media products and how to recognise keywords and information in client briefs.
Literacy Links	**Reading –** Read and analyse client brief and target audience requirements. **Writing –** Creation of a game design document to present concept ideas. **Oracy –** Discussion on conventions, styles and genre of video games.	**Reading –** Understand context of error messages provided in development. **Writing –** Structure actions and events in the IDE for the game to run efficiently. **Oracy –** Describe use of software tools and present game to test users.	**Reading –** Research media products in various sectors and job roles involved. **Writing –** Describe client and audience requirements and constraints. **Oracy –** Profile an audience giving examples of audience segmentation.
Essential Vocabulary	Concept, Derivative, Engine, Objectives, Originality, Peripherals	Actions, Digitise, Events, Functionality, Mechanism, Pathway, Version Control	Constraint, Demographics, Sectors, Segmentation, Technical, Traditional

Disciplinary Reading   **Reading for Pleasure**

Imagineering: A Behind the Dreams Look	A History of Videogames	Ready Player One