Year 11 Creative iMedia

Tier 3 Vocabulary:

Autumn 1	Autumn 2	Spring 1
Characters Features Digital Multimedia Typography	Comic panel Communication bubbles Narration/captions Originality Software	Pre-production Profiles Planning Story arc Story script Export

START

Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

FINISH

Au1: ***R097 – Interactive digital media (Skills building coursework).***
Why this? So, learners gain the knowledge and learn to plan, create and review their interactive digital media product.
Why now? Develop understanding of the importance of planning before the designing of an original product.
Reading:
https://www.investopedia.com/terms/i/interactive-media.asp

Au2: ***R097 -Interactive digital media (Completing and submitting Coursework)***.
Why this? Learning to create a piece of interactive media that satisfies the client brief.
Why now? Gain the skills learnt and used throughout the coursework preparation and execution.
Reading:
https://www.investopedia.com/terms/i/interactive-media.asp

Sp1: ***R093 – Creative iMedia in the media industry (Exam Content).***
Why this? Enables students to build on their knowledge and provide the skills needed to consolidate their knowledge in time to the exam.
Why now? Develop examination skills and by understanding key concepts.
Reading:
https://www.youtube.com/playlist?list=PL3KFKOfmI1eChW_uH89bZRIeQyOWh7ONn

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R093 – Creative iMedia in the Media Industry

- **Lesson recaps**
- **Revision**
- **Examination preparation**

Sp2: ***R093 – Creative iMedia in the media industry (Exam Content).***
Why this? Enables students to build on their knowledge and provide the skills needed to consolidate their knowledge in time to the exam.
Why now? Develop examination skills and by understanding key concepts.
Reading:
https://www.youtube.com/playlist?list=PL3KFKOfmI1eChW_uH89bZRIeQyOWh7ONn

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Tier 3 Vocabulary:

Spring 2
Constraint Effectiveness Improvements Developments Sequence/s Theme