**Year 11 iMedia**

| **Term** | **Topic** | **Knowledge** | **Skills** |
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| **Autumn T1** | **R097 – Interactive digital media (Skills building coursework).** | R097 - Learning Outcome 1: Understand the purpose and properties of a multimedia product and interactive digital media | Students learn about Resources required to create interactive digital media products. Students also learn about pre-production and planning documentation and techniques for interactive digital media.Students learn about technical skills to create and/or edit and manage assets, create interactive digital media, and techniques to save and export digital interactive media. |
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| **Autumn T2** | **R097 – Interactive digital media (Skills building coursework).** | RO97 - Learning Outcome 2: Be able to plan the creation of a digital graphic | Students learn about Resources required to create interactive digital media products. Students also learn about pre-production and planning documentation and techniques for interactive digital media.Students learn about technical skills to create and/or edit and manage assets, create interactive digital media, and techniques to save and export digital interactive media. |
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| **Spring T1** | **R093 – Creative iMedia in the media industry****Exam (MOCK)****R097 – Interactive digital media****Coursework submission****R093 – Creative iMedia in the media industry 1 Revisit****Topic Area 1: The media industry****Topic Area 2: Factors influencing product design** | R097 - Learning Outcome 3: Be able to create an effective multimedia productR097 - Learning Outcome 4: Be able to review a digital graphic | Students learn about techniques to test/check and review interactive digital media. Students also examine how to make improvements and further developments.Students complete the NEA formal assessment for submission in the June exam window.Students complete their first set of mock exams in Year 11 with redrafting sessions. |
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| **Spring T2** | **R093 – Creative iMedia in the media industry Revisit****Topic Area 3: Pre-production planning****Topic Area 4: Distribution considerations****R097 – Interactive digital media Coursework Resit** | R093 - The Media Industry (TA1) PurposeR093 - (TA2) Factors influencing product designR093 - (TA3) Pre-production planningR093 - (TA4) Distribution considerationsR097 - Learning Outcome: Be able to review a digital graphic | Students learn about media industry sectors and products alongside job roles in the media industry.Students learn about purpose, client requirements, audience demographics, sources and types of data. Students also investigate media codes used to engage audiences.Students learn about work planning, documents that support planning and legal issues that affect media.Students learn about distribution platforms, and the properties and file formats of media files. |
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| **Summer T1** | **R097 – Interactive digital media****Coursework submission****R093 – Creative iMedia in the media industry****Revision****Exam (Final Attempt)** | Exam prep  | Exam skills.  |
| Exam prep | Exam skills. |
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| Exam prep | Exam skills. |
| Exam prep | Exam skills. |
| Exam prep | Exam skills. |
| **Summer T2** | Exam Prep | Exam skills. |
| Exam Prep  | Exam skills. |
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**Skills**

The Cambridge Nationals in Creative iMedia will equip students with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, and review, working with others and communicating creative concepts effectively.

The skills developed throughout the course include:

• memory recall regarding information on the effective use of creative media;

• evaluating the purposes and uses of creative media;

• research, analytical and evaluative skills;

• analysing problems encountered in creative media;

• interpreting and presenting information to communication effectively;

• independent working;

• managing time efficiently;

• sourcing, selecting and storing appropriate assets effectively for a variety of contexts;

• identifying and applying a wide range of techniques to create work that is fit for purpose;

• being creative to complete work that involves selecting, using, and combining multiple applications to

achieve challenging goals; • digital literacy to be able to successfully find, evaluate, create and communicate information;

• ICT skills specifically using advanced tools and techniques of graphics and multimedia software.

This is a modular assessed course consisting of one written exam (external assessment) and two OCR-set assignments (internally assessed). The externally assessed unit must be taken as terminal assessment. This means that the exam for unit R093 must be taken at the end of the students’ course of study.

There are three units:

**R093** – Creative iMedia in the media industry (externally assessed) – **80 UMS**

**R094** – Visual identity and graphics (internally assessed coursework – core) – **50 UMS**

**R097** – Interactive digital media (internally assessed coursework - optional) – **70 UMS**

Further details about the course can be found at: <https://ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/>