

Computing Year 11 Curriculum Map – Creative iMedia



YEAR 11	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Curriculum Content	<p>R082 Creating Digital Graphics link to KS4 Programme of Study. Composite = Be able to create and save a digital graphic Pupils will understand how to create and source assets. Pupils will also demonstrate an understanding of how to create a digital album cover using a range of techniques and skills. Pupils will also gain knowledge of how to export a digital graphic using the appropriate format.</p> <p>Component 2.3.1 Sources and creates assets Component 2.3.2 Prepares assets for use in digital graphic Component 2.3.3 Uses tools and techniques to create the digital graphic Component 2.3.4 Saves and exports the digital graphic an appropriate format. Component 2.3.5 Saves electronic files using appropriate file and folder names.</p> <p>R082 Creating Digital Graphics link to KS4 Programme of Study. Composite = Be able to review the digital graphic Pupils will understand how to review their digital graphic, referencing what went well, what did not work well. Pupils will also gain knowledge of how to develop ideas to further improve their work.</p> <p>Component 2.4.1 Produce a review of the finished graphic Component 2.4.2 Identify areas for improvement and development of the final digital graphic</p> <p>R084 Story Telling with a Comic Strip link to KS4 Programme of Study. Composite = Understand comic strips and their creation This topic will focus on the software that is required for pupils to create their comic strip.</p> <p>Component 4.2.1 Identifies software that can be used to create a comic strip</p>	<p>R084 Story Telling with a Comic Strip link to KS4 Programme of Study. Composite = Be able to plan a multipage comic strip. This topic will focus on planning a comic strip. Pupils will gain an understanding of what is required for the comic strip from the client requirements. Pupils will gain an understanding of how to create a storyboard and script that suits the requirements. Pupils will gain an understanding of assets and resources needed to create a comic strip. Pupils will also demonstrate an understanding of legislation.</p> <p>Component 4.2.2 Interpret client requirements Component 4.2.3 Create a storyboard and script Component 4.2.4 Identify assets needed for a comic strip Component 4.2.5 Identify resources needed for a comic strip Component 4.2.6 Demonstrates an understanding of legislation in relation to comic strips</p> <p>R084 Story Telling with a Comic Strip link to KS4 Programme of Study. Composite = Be able to produce a multipage comic strip. This topic will focus on the creation of a multipage comic strip. Pupils will source a range of assets to use. Pupils will gain an understanding of how the page layout should look for the comic strip. Pupils will also gain knowledge of how to create their comic strip. Pupils will also include the scrip that they have create with their comic strip. Pupils will gain an understanding of how to save and export the file.</p> <p>Component 4.3.1 Sources and stores assets for use. Component 4.3.2 Prepares the page layout for the comic strip Component 4.3.3 Places assets into the prepared panels to produce an illustrated story</p>	<p>R084 Story Telling with a Comic Strip link to KS4 Programme of Study. Composite = Be able to review a multipage comic strip. This topic will focus on reviewing a comic strip. Pupils will gain an understanding of what went well and what did not. Pupils will also gain an understanding of how to make improvements and develop existing ideas.</p> <p>Component 4.4.1 Produces a review of the finished comic strip Component 4.4.2 Review identifies areas for improvement and further development.</p> <p>R087 Creating Interactive Multimedia Products link to KS4 Programme of Study. Composite = Understand the uses and properties of interactive multimedia products. This topic will focus on the types of hardware, software and peripherals that are required to create and view and interactive multimedia product. Pupils will also gain an understanding of limitation of connections and bandwidth. Pupils will also demonstrate an understanding of file formats and their suitability for platforms. Pupils will gain an understanding of interactive multimedia products and how and where they are used.</p> <p>Component 3.1.1 Identify a range of interactive products and how they are used. Component 3.1.2 Identify the design principles of interactive multimedia products Component 3.1.3 Identifies a range of hardware, software and peripherals required to create and view interactive multimedia products. Component 3.1.4 Demonstrate an understanding of the limitations caused by connections, bandwidth and data transfer speeds. Component 3.1.5 Identify file formats and their suitability for use with different platforms.</p>	<p>R087 Create an Interactive Multimedia Product link to KS4 Programme of Study. Composite = Be able to plan the interactive multimedia product: This topic will focus on client requirements by developing knowledge of how to interpret a client brief. Pupils will also gain a knowledge of work plans and be able to produce one based on their own pre-production planning. Pupils will also develop knowledge of legislation and understand how different types of laws can affect the production of documents in Creative iMedia. Pupils will also develop an understanding of the importance of test plans and produce their own for their product.</p> <p>Component 3.2.1 Interpret client requirements Component 3.2.2 Produces a clear identification of target audience. Component 3.2.3 Produce a work plan for the creation of the interactive multimedia product Component 3.2.4 Use planning techniques to show that the product will look like. Component 3.2.5 Identify a range of assets and resources to be part of this. Component 3.2.6 Produce a visualisation diagram Component 3.2.7 How legislation applies to creative media production Component 3.2.8 Create a test plan</p>	<p>R087 Creating Interactive Multimedia Products link to KS4 Programme of Study. Composite = Be able to create interactive multimedia products: This topic will focus on the different types of assets that can be sources and created. Pupils will also demonstrate an understanding of how the structure for their interactive multimedia product will look.</p> <p>Component 3.3.1 Source and create assets to be used in the interactive multimedia product. Component 3.3.2 Prepare the structure for the interactive multimedia product. Component 3.3.3 Combines different types of asset types with a navigation system to create a working interactive multimedia product Component 3.3.4 Saves and exports the multimedia product in a file format that retain interactivity Component 3.3.5 Saves electronic files using file and folder names and structures</p> <p>R087 Creating an Interactive Multimedia Product link to KS4 Programme of Study. Composite = Be able to review interactive multimedia products This topic will focus on writing a review based on the product they have produced. Pupils will gain an understanding of what worked well, what needs to be improved and what could be improved.</p> <p>Component 3.4.1 Produces a review of the interactive multimedia product which demonstrates what worked and what did not work. Component 3.4.2 Review identifies areas for improvement and further development of the interactive multimedia product</p>	<p>Qualification Completed.</p>

		<p>Component 4.3.4 Integrates the script with the visual storyline</p> <p>Component 4.3.5 Saves and exports the comic strip</p> <p>Component 4.3.6 Saves electronic files using file and folder names and structures.</p>				
Prior knowledge and skills (from previous year / key stage)	Pupils will have some knowledge of pre-production documents. Pupil will have some knowledge of writing a review from their R081 exam unit. Pupils will have little knowledge of how to create an album cover. Pupils will have little knowledge of software that can be used to create a comic strip.	Pupils will have some knowledge of client requirements and how to interpret them. Pupils will have knowledge of gathering assets. Pupils will have some knowledge of how to create a storyboard and script. Pupils will have knowledge of legislation. Pupils will have little knowledge of a comic strip layout.	Pupils will have some knowledge of to write a review. Pupils will have little knowledge of interactive multimedia products. Pupils will have some knowledge of hardware and software. Pupils will have little knowledge of peripherals. Pupils will have little knowledge of connections, bandwidth and data transfer speeds. Pupils will have knowledge of file formats.	Pupils will have knowledge of client requirements. Pupils will have some knowledge of creating a suitable work plan. Pupils will have knowledge of assets and resources. Pupils will have knowledge of legislation. Pupils will have little knowledge of a test plan.	Pupils will have little knowledge of how to create a suitable structure for an interactive multimedia product. Pupils will have knowledge of gathering asset. Pupils will have little knowledge of creating a navigation system. Pupils will have knowledge of how to save files and export them. Pupils will have knowledge of how to write a review and include improvements and developments.	
Vocabulary / Key Subject Terminology	Pre-Production, Documents, Software, Assets, Improvement, Review, Critique, Folder, Structure, Techniques, Source	Storyboards, Scripts, Client Requirements, Assets, Resources, Layout, Comic Strip, Illustrated, Visual, Exports, Electronic, Structure, Folders, Files, Sources, Legislation.	Review, Comic Strip, Hardware, Peripherals, Software, Limitations, Connections, Bandwidth, Data, Transfer, Speeds, File, Formats, Platforms, Interactive Multimedia Product	Client Requirements, Target Audience, Work Plan, Planning, Techniques, Assets, Resources, Visualisation Diagram, Legislation	Assets, Structure, Navigation, Combine, Export, Files, Electronic, Retain, Interactivity, Review, Improvement, Development	
Assessment 1						
Assessment 2		AP1 Creative iMedia Past Paper (60 Marks) Exam		AP2 Creative iMedia Past Paper (60 Marks) Exam		
Extra-Curricular Offer	Twilight sessions	Twilight Revision Sessions.	Twilight Revision Sessions.	Twilight Revision Sessions.	Twilight Revision Sessions.	
Time Allocation	Autumn 1, 8 weeks, 2.5 lesson per week	Autumn 2, 7 weeks, 2.5 lesson per week	Spring 1, 6 weeks, 2.5 lesson per week	Spring 2, 6 weeks, 2.5 lesson per week	Summer 1, 4 weeks, 2.5 lesson per week	