









Key Stage 4 Curriculum Journey: Creative I Media

Through the study of Creative I Media students will become skilled in the industry approved and used software to design and manufacture and review high quality digital graphics and soundscapes.

YEAR 10 CURRICULUM JOURNEY						
	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Topic	 Visual Identity & Digital Graphics - R094	 Visual Identity & Digital Graphics - R094	 Creative I media in the Media Industry	 Controlled Assessment Practise – R095	 Controlled Assessment – R09	 R095 – Plan Characters & Comics
Key Knowledge, Skills & Understanding	<p><u>Knowledge</u></p> <p>Pre-Production Documents</p> <ul style="list-style-type: none"> Mood Boards Mind Maps Visualisation Diagrams <p>Photoshop Knowledge</p> <ul style="list-style-type: none"> set up and create new image documents use a range of tools and techniques source and resample images <p>Factors influencing product design Style,</p> <ul style="list-style-type: none"> Content & Layout Client Requirements Target audience and demographics <p><u>Skills</u></p> <ul style="list-style-type: none"> Basic Photoshop techniques Microsoft Office 	<p><u>Knowledge</u></p> <ul style="list-style-type: none"> Developing visual identity <ul style="list-style-type: none"> Brands Typography Colour/Layout Research methods Media codes <ul style="list-style-type: none"> Plan digital graphics for Products <ul style="list-style-type: none"> File formats Bitmaps & Vectors <p><u>Skills</u></p> <ul style="list-style-type: none"> Power point – NEA presentation techniques 	<p><u>Knowledge</u></p> <ul style="list-style-type: none"> Photoshop practise <ul style="list-style-type: none"> save and export files for print and web <p>R093 – Media and Industry</p> <ul style="list-style-type: none"> Media sectors Job roles <p><u>Pre-Production Documents</u></p> <ul style="list-style-type: none"> Scripts Story Boards <p><u>Skills</u></p> <ul style="list-style-type: none"> Basic Photoshop techniques Advanced Photoshop techniques Special effects, filters, layer masks 	<p><u>Knowledge</u></p> <ul style="list-style-type: none"> Use knowledge of visual identity to design a concept for the practice brief which is fully suitable for the client. Produces detailed planning documentation for the digital graphic product. Use technical skills to create the visual identity. <p><u>Skills</u></p> <ul style="list-style-type: none"> Creation of visualisation diagram (digitally or by hand) Creation of assets (digital or by hand) 	<p><u>Knowledge</u></p> <p>Use of technical skills to create an effective digital character and comic strip.</p> <p>Use of tools and techniques to create the digital graphic.</p> <p>The properties and format(s) of the final digital graphic products are clearly appropriate.</p>	<p><u>Knowledge</u></p> <ul style="list-style-type: none"> Learn about the facial and physical characteristics of digital characters. Purpose, content and uses of storyboards. <p><u>Exam</u></p> <ul style="list-style-type: none"> Apply their theoretical understanding of the range of theory covered to the written exam. <p><u>Skills</u></p> <ul style="list-style-type: none"> Students will be able to apply effective exam strategies to prepare for written exams and assessments. Advanced Photoshop techniques - Special effects, filters, layer masks
Assessment Objectives	<ul style="list-style-type: none"> Topic Area 1: Develop visual identity 	<ul style="list-style-type: none"> Topic Area 1: Develop visual identity Topic Area 2: Plan digital graphics for products 	<ul style="list-style-type: none"> Topic Area 3: Create visual identity and digital graphics 	<ul style="list-style-type: none"> Topic Area 1: Develop visual identity Topic Area 2: Plan digital graphics for products 	<ul style="list-style-type: none"> Topic Area 1: Plan characters and comics. 	<ul style="list-style-type: none"> Topic Area 1: Plan characters and comics.
MAPs	1 x Map Applying Content to examination questions	1 x Map Applying Content to examination questions	1 x Map Applying Content to examination questions	1 x Map Applying Content to examination questions	1 x Map Applying Content to examination questions	1 x Map Applying Content to examination questions





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YEAR 11 CURRICULUM JOURNEY						
	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Topic	PRE-PRODUCTION	TESTING	THINKING CAP REVISION	THINKING CAP REVISION	THINKING CAP REVISION	
	R095	R095	Exam Preparation for R093	Exam Preparation for R093	Exam Preparation for R093	
Key Knowledge, Skills & Understanding	<ul style="list-style-type: none"> Knowledge How to interpret client requirements for pre-production How to identify the target audience and how they can be categorised. Pupils are able to draw upon relevant skills/ knowledge/ understanding from previously completed units in the specification. Skills Identify and produce the relevant preproduction documents for their chosen product. 	<ul style="list-style-type: none"> Knowledge Identify the resources needed to produce their product. Explain any legislation appropriate to their chosen product. Skills Create or source appropriate assets for use within their product. Demonstrate high level skills and proficiency in their chosen software to create their product. 	<ul style="list-style-type: none"> Knowledge Revision of: New and Traditional Media Job Roles Visual Identity Media Codes Skills Students will be able to apply effective exam strategies to prepare for written exams and assessments. 	<ul style="list-style-type: none"> Knowledge Revision of: Preproduction Documents – Spider diagrams Visualisation Diagrams Mood Boards Scripts Story Boards 	<ul style="list-style-type: none"> Knowledge Revision of: Workplans Health and Safety Filetypes Copyright & Legislation Hardware and Software Skills Students will be able to apply effective exam strategies to prepare for written exams and assessments. 	
Assessment Objectives	<p>This will be specific to the chosen unit covered by the class teacher.</p> <ul style="list-style-type: none"> Learning Outcome 1: Understand the purpose and properties of the chosen digital product. Learning Outcome 2: Be able to plan the creation the chosen digital product. 	<p>This will be specific to the chosen unit covered by the class teacher.</p> <ul style="list-style-type: none"> Learning Outcome 2: Be able to plan the creation the chosen digital product. Learning Outcome 3: Be able to create the chosen digital product. 	<p>This will be specific to the chosen unit covered by the class teacher.</p> <ul style="list-style-type: none"> Learning Outcome 3: Be able to create the chosen digital product. Learning Outcome 4: Be able to review the completed digital product. 	<p>R093</p> <ul style="list-style-type: none"> Learning Outcome 1: Understand the purpose and content of pre-production. Learning Outcome 2: Be able to plan pre-production. Learning Outcome 3: Be able to produce pre-production documents. Learning Outcome 4: Be able to review pre-production documents. 	<p>R093</p> <ul style="list-style-type: none"> Learning Outcome 1: Understand the purpose and content of pre-production. Learning Outcome 2: Be able to plan pre-production. Learning Outcome 3: Be able to produce pre-production documents Learning Outcome 4: Be able to review pre-production documents. 	
MAPs	Health and Safety MAP Methods of Research MAP	Mixed preproduction Documents MAP (Past paper practise questions)	Mixed preproduction Documents MAP (Past paper practise questions)	Mixed preproduction Documents MAP (Past paper practise questions)	Mixed preproduction Documents MAP (Past paper practise questions) Creative I Media Exam 1 hour 15 mins	

