

Year 10 & 11 Creative Media – Outline Programme of Study

	Year 10 Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Big ideas/ topics	R093: Creative iMedia in the media industry (Exam Unit)	R093: Creative iMedia in the media industry (Exam Unit)	R093: Creative iMedia in the media industry (Exam Unit)	R094: Visual identity and digital graphics (Mandatory Unit)	R094: Visual identity and digital graphics (Mandatory Unit)	R094: Visual identity and digital graphics (Mandatory Unit)
Key Knowledge	<ul style="list-style-type: none"> - Media industry sectors and products. - How style, content and layout are linked to the purpose. Client requirements and how they are defined. - Audience demographics and segmentation. 	<ul style="list-style-type: none"> - Media codes used to convey meaning, create impact and/or engage audiences. - Work planning and documents used to support ideas generation. - Documents used to design/plan media products - Distribution platforms and media to reach audiences. 	<ul style="list-style-type: none"> - Properties and formats of media files - Sources of research and types of research data - The legal issues that affect Media. - Job roles in the media industry. 	<ul style="list-style-type: none"> - Purpose, features, elements and design of visual Identity. - Graphic design concepts and conventions. - Properties of digital graphics and use of assets - Techniques to save and export visual identity and digital graphics. 	<ul style="list-style-type: none"> - NEA Assessment practice. 	<ul style="list-style-type: none"> - NEA Assessment (Working on and submit for moderation)
	Year 11 Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Big ideas/ topics	R096: Animation and audio (Optional Unit)	R096: Animation and audio (Optional Unit)	R096: Animation and audio (Optional Unit)	R096: Animation and audio (Optional Unit)	R093: Creative iMedia in the media industry (Exam Unit)	R093: Creative iMedia in the media industry (Exam Unit)
Key Knowledge	<ul style="list-style-type: none"> - Features and conventions of animation and audio. - Creativity in animation and audio. - Resources required to create animation with audio. 	<ul style="list-style-type: none"> - Pre-production and planning documentation and techniques for animation with audio. - Techniques to obtain, create and manage assets. - Techniques used to create animation with audio. 	<ul style="list-style-type: none"> - Techniques to save and export animation with audio. - Techniques to test/check and review animation with audio. - Improvements and further developments. 	<ul style="list-style-type: none"> - NEA Assessment practice. - NEA Assessment (Working on) 	<ul style="list-style-type: none"> - NEA Assessment (submit for moderation) - R093 Revision 	<ul style="list-style-type: none"> - R093 Revision - Examination (Terminal unit)

Further information and reading list

Exam board:

- OCR Creative iMedia Level 1/Level 2 – J834: <https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/>

Recommended revision guide:

- ClearRevise OCR iMedia J834: <https://www.pgonline.co.uk/resources/computer-science/creative-imedia/clearrevise-j834/>

Useful websites:

- BBC Bitesize Media Industries: <https://www.bbc.co.uk/bitesize/guides/zqrdxsg/revision/1>

Ways to support and extend student learning in this subject

Support guidance:

- All lessons and resources are posted to the students Google Classroom for Creative iMedia. The assignments should be revisited to consolidate knowledge and to revise.

High-achieving guidance:

- Sample assessment materials are available for students to work through independently on the OCR website, as well as exemplar answers to exam questions: <https://ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/assessment/>