

Year 10 Interactive Media Curriculum Map

Term	Autumn	Spring	Summer
Unit	R082: Digital Graphics (Coursework: 25% of Final Grade)	R081: Pre-Production Documents (Exam Based: 25% of Final Grade)	R081: Pre-Production Documents (Exam Based: 25% of Final Grade) R085: Website Development (Coursework: 25% of Final Grade)
Key Knowledge	Learning Outcome 1: Understand the purpose and properties of digital graphics Learners must be taught: • why digital graphics are used • how digital graphics are used • types of digital graphics • file formats • the properties of digital graphics and their suitability for use in creating images • how different purposes and audiences influence the design and layout of digital graphics Learning Outcome 2: Be able to plan the creation of a digital graphic Learners must be taught how to: • interpret client requirements for a digital graphic based on a specific brief • understand target audience requirements for a digital graphic • produce a work plan for an original graphics creation • produce a visualisation diagram for a digital graphic • identify the assets needed to create a digital graphic • identify the resources needed to create a digital graphic Learners must be taught: • how legislation applies to images used in digital graphics, whether sourced or created. Learning Outcome 3: Be able to create a digital graphic Learners must be taught how to: • source assets identified for use in a digital graphic • create assets identified for use in a digital graphic,; • ensure the technical compatibility of assets with the final graphic • create a digital graphic using a range of tools and techniques within the image editing software application • save a digital graphic in a format appropriate to the software being used • export the digital graphic using appropriate formats and properties Learners must be taught: • how to use version control when creating a digital graphic. Learning Outcome 4: Be able to review a digital graphic Learners must be taught how to: • review a digital graphic against a specific brief • identify areas in a digital graphic for improvement and further development	Learning Outcome 1: Understand the purpose and content of pre-production Learners must be taught: • the purpose, content and uses for: • mood boards • mind maps/spider diagrams • visualisation diagrams • storyboards • scripts Learning Outcome 2: Be able to plan pre-production Learners must be taught how to: • interpret client requirements for pre-production based on a specific brief • identify timescales for production based on target audience and end user requirements • how to conduct and analyse research for a creative digital media product • produce a work plan and production schedule • the importance of identifying the target audience and how they can be categorised • the hardware, techniques and software used in pre-production • the health and safety considerations when creating digital media products • legislation regarding any assets to be sourced, Learning Outcome 3: Be able to produce pre-production documents Learners must be taught how to: • create a: • mood board • mind map/spider diagram • visualisation diagram or sketch • Storyboard Learners must be taught: • the properties and limitations of file formats for still images, audio and video • identify appropriate file formats needed in pre-production Learning Outcome 4: Be able to review pre-production documents Learners must be taught how to: • review a pre-production document • identify areas for improvement in a pre-production document	Complete any outstanding lessons from R081 until the exam has been completed and then start on R085: Website Development. See Year 11 Curriculum map on the next page for R085: Website Development Content
Software	Adobe Photoshop/Fireworks	Office Based Software	Adobe Dreamweaver/Office Based Software
Assessment	10 hour Controlled Assessment Coursework	85 Minutes, 60 marks, written exam	R081: 85 Minutes, 60 marks, written exam R085: 10 hour Controlled Assessment Coursework

Year 11 Interactive Media Curriculum Map

Term	Autumn	Spring and Summer
Unit	R085: Website Development (Coursework: 25% of Final Grade)	R084: Storytelling with a Comic Strip (Coursework: 25% of Final Grade)
Key Knowledge	Learning Outcome 1: Understand the properties and features of multipage websites Learners must be taught: - the purpose and component features of multipage websites in the public domain - the devices used to access web pages - the methods of internet connection: Learning Outcome 2: Be able to plan a multipage website Learners must be taught how to: - interpret client requirements for a multipage website based on a specific brief - understand target audience requirements for a multipage website - produce a work plan for the creation of a multipage website: - create a site map with navigation links - produce a visualisation diagram for a web page identifying the house style - identify the assets needed to create a multipage website - identify the resources needed to create and publish a multipage website - prepare assets for use in web pages - create and maintain a test plan to test a multipage website during production. Learners must be taught: - how legislation applies to assets used in multipage websites whether sourced or created Learning Outcome 3: Be able to create multipage websites using multimedia components Learners must be taught how to: - create suitable folder structures to organise and save web pages and asset files using appropriate naming conventions - source and import assets - create a suitable master page as a template for a multipage website - use a range of tools and techniques in web authoring software to create a multipage website - insert assets into web pages to create planned layouts - create a navigation system - save a multipage website in a format appropriate to the software being used - publish a multipage website to a location appropriate to client requirements. Learners must be taught: - how to use version control when creating multipage websites. Learning Outcome 4: Be able to review a multipage website Learners must be taught how to: - review a multipage website against a specific brief - identify areas for improvement and further development of a multipage website	Learning Outcome 1: Understand comic strips and their creation Learners must be taught: - origins and history of multipage comic strips - a range of multipage comic strip characters, including their physical and non-physical characteristics - the software and tools that can be used to create multipage comic strips (e.g. specialist comic strip creation software, DTP software) - how panel placement and layout creates the flow of a story. Learning Outcome 2: Be able to plan a multipage comic strip Learners must be taught how to: - interpret client requirements for a multipage comic strip based on a specific brief - understand target audience requirements for multipage comic strips - construct an original script and storyline - construct a storyboard: - identify assets needed to create a multipage comic strip - identify the resources needed to create a multipage comic strip. Learners must be taught: - how legislation applies to assets used in multipage comic strip scripts and storylines, whether sourced or created. Learning Outcome 3: Be able to produce a multipage comic strip Learners must be taught how to: - source and store assets to be used in a multipage comic strip - lay out panels - insert assets into panels - establish focal points in panels - integrate a script into a visual storyline - save a multipage comic strip in formats and properties appropriate to the software being used - export multipage comic strips in a file format appropriate to client requirements. Learners must be taught: - how to use version control when producing multipage comic strips. Learning Outcome 4: Be able to review a multipage comic strip Learners must be taught how to: - review a multipage comic strip against a specific brief - identify areas for improvement and further development of a multipage comic strip
Software	Adobe Dreamweaver	Comic Life
Assessment	10 hour Controlled Assessment Coursework	10 hour Controlled Assessment Coursework