

Year 9 Interactive Media Curriculum Map

Term	Autumn 1 (Approx 21 Lessons)	Autumn 2 (Approx 23 Lessons)	Spring 1 (Approx 18 Lessons)	Spring 2 (Approx 18 Lessons)	Summer 1/2 (Approx 21 Lessons)
Unit	Digital Graphics	Digital Video	Digital Sound	Game Development	Website Development
Key Knowledge	- Why and How digital graphics are used - Bitmap and Vector graphics - File formats. - Properties of digital graphics. - Audience and Purpose - Interpret client requirements for a digital graphic based on a specific brief - Identify the assets and resources needed to create a digital graphic - Copyright law - Create a digital graphic using a range of tools and techniques - Export the digital graphic using appropriate formats and properties for - o print use - o web use - o multimedia use. - Version control - Review a digital graphic - Identify areas in a digital graphic for improvement	- The sectors and uses of digital video products - Video file formats - The properties of digital video - Interpret client requirements for a digital video sequence - Target audience - Produce a storyboard - Produce a shooting script - Identify appropriate equipment and software - How legislation applies to the use of video footage, whether sourced or recorded. - Use a range of camera techniques to record original digital video footage - Source additional footage and other assets for use in a digital video sequence - Identify and import appropriate original recorded footage for use in a digital video sequence - Use software features to produce, edit and enhance a video sequence - Save/export a digital video sequence file in a high-quality format appropriate to the software or client requirements - Version control - Considerations when exporting different file formats and file sizes - Review a digital video sequence against a specific brief - Identify areas for improvement and further development of a digital video sequence	- The sectors and uses of digital audio products - Audio file formats - The properties of digital sounds - The environmental considerations and limitations relating to audio recording - Interpret client requirements for a digital sound sequence - Target audience - Identify appropriate equipment and software to be used - Plan the content and sequence for a digital sound - Create and maintain a test plan - How legislation applies to the use of sounds, whether sourced or recorded. - Record and source sounds to store as assets for use in a digital sound sequence - Import assets into sound editing software - Use features of the sound editing software to edit assets - Use the features of sound editing software to enhance assets - Use a range of tools and techniques to mix assets within audio software - Save/export a digital sound sequence in a format appropriate or to meet client requirements - Version control - Considerations when exporting file formats/sizes - Review a digital sound sequence - Identify areas for improvement of a digital sound sequence	- The capabilities and limitations of a range of software used for 2D/3D game creation - The range of hardware and peripherals required to create/test digital games - Interpret client requirements for a digital game - Target audience - Identify key aspects of game creation - Create and maintain a test plan - Plan the structure of a game - Source and store assets for inclusion in the game - How legislation applies to the use of assets in a digital game whether sourced or created. - Identify software features needed for the creation of a game - Use geometric parameters to manipulate objects and environments - Edit properties to set parameters of objects and environments - Import assets - Set up interaction - Create game-play controls - Use algorithms - Save/export a digital game in a format appropriate to the software or client requirements - Version control - Review a digital game - Test a digital game with a client or focus group - Identify areas for improvement	- The features of multi page websites - The devices used to access web pages - The methods of internet connection - Interpret client requirements for a multipage website - Target Audience - Create a site map - Identify and prepare the assets and resources needed to create a multipage website - Create and keep a test plan - Copyright law - Create suitable folder structures - Source and import assets - Create a suitable template - Use a range of tools and techniques in web authoring software - Insert assets into web pages - Create a navigation system - Version control - Review a multipage website against a specific brief - Identify areas for improvement and further development of a multipage website
Software	Adobe Photoshop/Fireworks	Movie Maker, Adobe Premiere/After Effects, iMovie	Audacity/Adobe Audition/Sound Booth	Clickteam Fusion 2.5	Adobe Dreamweaver
Assessment	DVD Cover - Energy Matters	Movie Trailer - Port 4wd	Grass and Glass Radio Sound	Mowve Game	Eco Fest Music Festival Site

