Key Learning Constructs to be developed over the academic year. – Core Knowledge	Scheme of Learning Autumn Term	Scheme of Learning Spring Term	Scheme of Learning Summer Term
To develop your media skills and knowledge as potential future media developers To provide you with a key understanding of media terminology, concepts, objectives To allow you to explore real life media projects and scenarios (through assignments from the exam boards) To provide you with an insight future career paths. to compliment your employability skills To prepare you for the everyday life of working with or developing your own media products.	**Part 1** Unit R081: Pre-production skills – Externally assessment – exam 1hr 30 minutes LO1: Understand the purpose and content of preproduction • Mood boards • Mind maps • Visualisation diagrams • Storyboard • Scripts • Assessment **Part 2** R082 – Creating digital graphics LO1: Understand the purpose and properties of digital graphics LO2: Be able to plan the creation of a digital graphics	**Part 3** R082 – Creating digital graphics LO3: Be able to create a digital graphic • Creating assets • Using imaging editing software • Ensuring that the technical compatibility of assets • Using tools and techniques to create assets and graphics • Saving and exporting LO4: Be able to review a digital graphic **Part 4** Unit R087: Creating interactive multimedia products – internally assessed – 10 hours coursework. LO1: Understand the purpose and properties of interactive multimedia products LO2: Be able to plan the creation of a interactive multimedia products	**Part 5** R087 - interactive multimedia products LO3: Be able to create an interactive multimedia products • Creating assets • Using presentation software • Ensuring that the technical compatibility of assets • Using tools and techniques to create assets and graphics • Saving and exporting LO4: Be able to review a interactive multimedia products **Part 6** R081 – Pre-production skills LO2: Be able to plan pre-production • Contents of the client brief • Primary and Secondary research • Work plans and production schedules • Target audience • Hardware, software and techniques for preproduction • Hardware devices and equipment • Software applications • Health and Safety considerations: Recces, risk assessments, safe working practices • Legislation: Copyright, certification and classification, data protection, GDPR and other legal issues.
Hinterland Knowledge	Can we always believe what we see on the front of magazines? How is a film put together? Who is involved?	Interactive multimedia products are used widely in everyday life and the creative and digital media sector?	How can I order items online? What is meant by interface?

Assessment: -Formative Techniques -Summative Pieces	Assessments are completed at the end of the delivery of each theory section where students key knowledge and skills that have been developed through the topics area are assessed through the completion of an end of section assessment. All of the assessment data is collected on a departmental mark book and individualised teachers' data tracking system and will inform future teaching and learning. As well as these end of topic assessments, we also have feedback and mini assessments where students are given feedback on how to develop specific knowledge or skills and required to then respond by working on the question again or an extended stretch and challenge question. At key points throughout the academic year (determined by the school) mock examinations will take place. These examinations will test knowledge and skills across modules and assessed using examination mark schemes and grade boundaries (KS4). This data is recorded on the central school system (SIMS).	
Key Vocabulary	Theme Genre Target Audience Visualisation Concept Layout Design Script Storyboard	Demographics Marketing Advertising Survey Questionnaire Resources Work Plan Schedule	Software Application Hardware File Format Documentation Risk Assessment Recce Legislation Copyright Trademark Intellectual Property
Key Skills	Creative iMedia will equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, and review, working with others and communicating creative concepts effectively. Through the use of these skills, learners will ultimately be creating fit-for-purpose creative media products. Creative iMedia will also challenge all learners, including high attaining learners, by introducing them to demanding material and techniques; encouraging independence and creativity and providing tasks that engage with the most taxing aspects of the National Curriculum.	
Opportunities Outside the taught Curriculum.	The curriculum is enriched predominately through the application of real life links to Media. Students are encouraged to keep up with the news and teachers are expected to bring real life media examples into their lesson delivery.	Pupils can use the IT facilities in the department or the library at both lunchtime and after school, as well as attend after school homework/support clubs.