

## KS4 Curriculum overview: CREATIVE iMEDIA

### Year 10 Curriculum Map

Autumn Term	Spring Term	Summer Term
<p><b><u>AUTUMN 1</u></b></p> <p><b>R093:</b> Media industry sectors and products (TA1)</p> <p><b>R093:</b> How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2)</p> <p><b>R093:</b> Audience demographics and segmentation (TA2)</p> <p><b>R093:</b> Media codes used to convey meaning, create impact and/or engage audiences (TA2)</p>	<p><b><u>SPRING 1</u></b></p> <p><b>R094:</b> Techniques to plan visual identity and digital graphics</p> <p><b>R094:</b> Tools and techniques to create visual identity and digital graphics</p> <p><b>R094:</b> Technical skills to source, create and prepare assets for use within digital graphics</p>	<p><b><u>SUMMER 1</u></b></p> <p><b>R094: NEA Assessment</b></p> <p><b>(Working on and submit<sup>1</sup> for moderation)</b></p> <p><b>R097:</b> TA1 Introduction (with R093 key content embedded)</p>
<p><b><u>AUTUMN 2</u></b></p> <p><b>R093:</b> Work planning and documents used to support ideas generation (TA3)</p> <p><b>R093:</b> Documents used to design/plan media products (TA3)</p> <p><b>R094:</b> Purpose, features, elements and design of visual identity</p> <p><b>R094:</b> Graphic design concepts and conventions</p> <p><b>R094:</b> Properties of digital graphics and use of assets</p>	<p><b><u>SPRING 2</u></b></p> <p><b>R094:</b> Techniques to save and export visual identity and digital graphics (with integrated <b>R093</b> TA4 distribution considerations and file formats)</p> <p><b>R094:</b> NEA Assessment (working on)</p>	<p><b><u>SUMMER 2</u></b></p> <p><b>R097:</b> Features and conventions of animation and audio</p> <p><b>R097:</b> Creativity in animation and audio</p> <p><b>R097:</b> Resources required to create animation with audio</p>



## Year 11 Curriculum Map

Autumn Term	Spring Term	Summer Term
<b><u>AUTUMN 1</u></b>  <b>R097:</b> Pre-production and planning documentation and techniques for animation with audio	<b><u>SPRING 1</u></b>  <b>R097:</b> Techniques to save and export animation with audio  <b>R097:</b> Techniques to test/check and review animation with audio  <b>R097:</b> Improvements and further developments	<b><u>SUMMER 1</u></b>  <b>R097: (submit for moderation)</b>  <b>R093:</b> Sources of research and types of research data (TA2)  <b>R093:</b> The legal issues that affect media (TA3)  <b>R093:</b> Job roles in the media industry (TA1)
<b><u>AUTUMN 2</u></b>  <b>R097:</b> Techniques to obtain, create and manage assets  <b>R097:</b> Techniques used to create animation with audio	<b><u>SPRING 2</u></b>  <b>R097:</b> NEA Assessment (Working on)    <b>R093:</b> Distribution platforms and media to reach audiences (TA4)  <b>R093:</b> Properties and formats of media files (TA4)	<b><u>SUMMER 2</u></b>  <b>R093:</b> Revision and mock papers/tests  <b>R093: Examination (Terminal unit)</b>