

<b>Creative iMedia Year10</b>	
<b>Half term 1</b>	<p><b>Pre-production skills</b></p> <p>Students will learn about pre-production skills used in the creative and digital media sector. They will develop their understanding of the client brief, time frames, deadlines and preparation techniques that form part of the planning and creation process. Planning is an essential part of working in the creative and digital media sector.</p>
<b>Half term 2</b>	<p><b>Pre-production skills continued</b></p> <p>Students will learn how to different pre-production documents and materials Students will learn about the properties and limitations of different file formats and suitable naming conventions Students will learn how to identify_ appropriate file formats for final products in line with client requirements. Students will learn how to review a digital graphic against a specific brief and identify areas in a digital graphic for improvement and further development</p>
<b>Half term 3</b>	<p><b>Creating digital graphics</b></p> <p>Students will interpret client requirements for a digital graphic based on a specific brief. They will have to understand target audience requirements for a digital graphic and produce a work plan. They will have to identify the assets needed to create a digital graphic and identify the resources needed. Students will discuss legislation (e.g. copyright, trademarks, logos, intellectual property_ use, permissions and implications of use) and how it applies to them.</p>
<b>Half term 4</b>	<p><b>Creating digital graphics continued</b></p> <p>Students will source and create assets identified for use in a digital graphic. They will create a digital graphic using a range of tools and techniques within the image editing software application. They will create a visualisation diagram of their digital graphic. Students will save the digital graphics in a format appropriate to the software being used. They will review the digital graphic against the specific brief to identify areas for improvement and further development.</p>
<b>Half term 5</b>	Theory and revision
<b>Homework expectations</b>	Students are expected to do least one hour each week which will support students in consolidating learning from lessons. It may be learning definitions, practising an exam style answer or reviewing work that should be improved.
<b>By the time you finish key stage 4 you'll be...</b>	You will be able to plan pre-production of a creative digital media product to a client brief. You will know where and how they are used and create new digital graphics using a range of editing techniques. You will understand how to review pre-production documents and completed graphics against a specific brief.

<b>Creative iMedia Year 11</b>	
<b>Half term 1</b>	<p><b>Storytelling with a comic strip</b></p> <p>Students will learn about the basics of comic strip creation. It will enable them to interpret a client brief, use planning and preparation techniques and to create their own comic strip using digital techniques. They will construct an original script and storyline, identify assets and resources needed. They will learn the implications of legislation and how it affects them.</p>
<b>Half term 2</b>	<p>Students will source and store assets to be used in a multipage comic strip, use specialist software to edit and create the comic. Use panels and communication styles. They will save a multipage comic strip in formats and properties appropriate to the software being used and export multipage comic strips in a file format appropriate to client requirements.</p> <p>They will then review their multipage comic strip against the specific brief, identifying areas for improvement and further development.</p>
<b>Half term 3</b>	<p><b>Creating interactive multimedia products</b></p> <p>Students will learn about the basics of interactive multimedia products for the creative and digital media sector. They_ will learn where and why_ interactive multimedia is used and what features are needed for a given purpose. It will enable them to interpret a client brief, and to use time frames, deadlines and preparation techniques as part of the planning and creation process when creating an interactive multimedia product.</p>
<b>Half term 4</b>	<p>Students will create and re-purpose assets. Store assets to be used in an interactive multimedia product. Create an interactive multimedia product structure and set up interaction and playback controls. They will create and edit different multimedia elements such as: animation, video, images and sound.</p> <p>They will save the interactive multimedia product in a format appropriate to the software being used and export the interactive multimedia product in a file format appropriate to client requirements.</p>
<b>Half term 5</b>	<p>Students will create a test plan and test their interactive multimedia product against it, making changes where necessary.</p> <p>They will then review their interactive multimedia product against a specific brief and identify areas for improvement and further development.</p>
<b>Homework expectations</b>	<p>Students are expected to do least one hour each week which will support students in consolidating learning from lessons. It may be learning definitions, practising an exam style answer or reviewing work that should be improved.</p>
<b>By the time you finish key stage 4 you'll be...</b>	<p>On completion of both units, the students will be able to explore different genres of comic strip and how they are created, plan and create a comic strip to specific requirements, and review the final comic against a specific brief. Understand the purpose and properties of interactive multimedia products, be able to plan and create an interactive multimedia product to a client's requirements and review it, identifying areas for improvement.</p>