



Reporting Y10		Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
		CfCs			BfL & Grades			CfCs			BfL & Grades		
Year 10	<p>R093 - Creative iMedia in the Media Industry.</p> <p>Learning Outcome 1: Understanding the sectors of the Media Industry. Learning Outcome 2: Products within the Media Industry and understanding the purpose and content of the four production stages; Pre-production, Production, Post-production and Distribution.</p> <p>Learning Outcome 3: Factors influencing production design and how style, content and layout are link to purpose. Learning Outcome 4: Understanding a client requirements and how they are defined. Learning Outcome 5: Audience Demographic and Segmentation</p>	Assessment on Learning Outcomes	<p>R093 - Creative iMedia in the Media Industry.</p> <p>Learning Outcome 6: Media codes used to convey meaning, create impact and/or engage audiences.</p> <p>Learning Outcome 7: Work planning and documents used to support idea generation</p> <p>Learning Outcome 8: Documents used to design/plan media products</p> <p>R094: Visual Identity and Digital Graphics</p> <p>Learning Outcome 1: Purpose, features, elements and design of visual identity</p> <p>Learning Outcome 2: Graphic design concepts and conventions</p> <p>Learning Outcome 3: Properties of digital graphics and the use of assets</p>	<p>R094: Visual Identity and Digital Graphics</p> <p>Learning Outcome 4: Techniques to plan visual identity and digital graphics</p> <p>Learning Outcome 5: Tools and techniques to create visual identity and digital graphics</p> <p>Learning Outcome 6: Technical skills to source, create and prepare assets for use within digital graphics</p>	<p>R094 - Visual Identify and Digital Graphics.</p> <p>Learning Outcome 7: Techniques to save and export visual identity and digital graphics</p> <p>NON-EXAMINED ASSESSMENT (NEA)</p> <p>R094 CONTROLLED ASSESSMENT</p>	<p>NON-EXAMINED ASSESSMENT (NEA)</p> <p>R094 CONTROLLED ASSESSMENT</p>	R094 submission and external moderation	<p>R099 - Digital Games Outcome 1: Tech</p> <p>Introduction to the games industry</p>	Assessment on Learning Outcomes	<p>R099 - Digital Games Outcome 2: Types, characteristics and conventions of digital games</p> <p>Outcome 3: Game objectives and creativity in digital games</p> <p>Outcome 4: Resources required to create digital games</p>	Work Experience Week		
Reporting Y11		CfCs & Grades			Rep & Grades			CfCs & Grades			BfL & Grades		

Year 11	<p>R082: Creating Digital Graphics (10 hour project). Learning Outcome 1: Purpose and properties of digital graphics including file types, software, hardware. Learning Outcome 2: planning - work plan, brief analysis, pre-production documents; legal considerations. Learning Outcome 3: creating digital graphics using appropriate hardware and software (Adobe Photoshop) Learning Outcome 4: Reviewing a digital graphic, identifying how created graphic meets client brief and identifying areas of improvement and further development</p>	<p>R092: Developing Digital Games. Learning outcome 1: Understand game creation hardware, software and peripherals. 2D and 3D game creation, hardware and software used to create and test digital games</p>	<p>R092: Developing Digital Games. Learning the use of Construct 2 to create digital games including - game algorithms, assets (sprites), layers, sounds, event sheets, games physics</p>	Assessment on Learning Outcomes	<p>R092: Creating Digital Graphics (10 hour project). Learning Outcome 1: Purpose and properties of multipage websites Learning Outcome 2: planning - work plan, brief analysis, pre-production documents; legal considerations. Learning Outcome 3: creating multipage website using appropriate hardware and software (Adobe Dreamweaver) Learning Outcome 4: Reviewing multipage website, identifying how created graphic meets client brief and identifying areas of improvement and further development</p>	<p>Revision of R081 in readiness for first examination attempt (2 allowed)</p>	R092 submission and external moderation	<p>Revision of R081 in readiness for first examination attempt (2 allowed)</p>	Public Examination	
---------	--	---	--	--	--	--	--	--	---------------------------	--