



	Autumn 1			Autumn 2			Spring 1			Spring 2		Summer 1			Summer 2				
Reporting Y10		CfCs			BfL & Grades			CfCs			BfL & Grades			BfL & Report					
Year 10	R093 - Creative iMedia in the Media Industry. 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. 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			Assessment on Learning Outcomes	R093 - Creative iMedia in the Media Industry. Learning Outcome 6: Media codes used to convey meaning, create impact and/or engage audiences. Learning Outcome 7: Work planning and documents used to support idea generation Learning Outcome 8: Documents used to design/plan media products R094: Visual Identity and Digital Graphics Learning Outcome 1: Purpose, features, elements and design of visual identity Learning Outcome 2: Graphic design concepts and conventions Learning Outcome 3: Properties of digital graphics and the use of assets		R094: Visual Identity and Digital Graphics Learning Outcome 4: Techniques to plan visual identity and digital graphics Learning Outcome 5: Tools and techniques to create visual identity and digital graphics Learning Outcome 6: Technical skills to source, create and prepare assets for use within digital graphics	R094 - Visual Identify and Digital Graphics. Learning Outcome 7: Techniques to save and export visual identity and digital graphics NON-EXAMINED ASSESSMENT (NEA) R094 CONTROLLED ASSESSMENT			NON-EXAMINED ASSESSMENT (NEA) R094 CONTROLLED ASSESSMENT		R094 submission and external moderation	R099 - Digital Games Outcome 1: Tech Introduction to the games industry	Assessment on Learning Outcomes	R099 - Digital Games Outcome 2: Types, characteristics and conventions of digital games Outcome 3: Game objectives and creativity in digital games Outcome 4: Resources required to create digital games			Work Experience Week
Reporting Y11		CfCs & Grades				Rep & Grades			CfCs & Grades			BfL & Grades							
Year 11	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		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			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		Assessment on Learning Outcomes	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			Revision of R081 in readiness for first examination attempt (2 allowed)		R092 submission and external moderation	Revision of R081 in readiness for first examination attempt (2 allowed)		Public Examination		