Computing Year 10 Curriculum Map – Creative iMedia

Notre Dame Catholic College

YEAR 10	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Curriculum Content	**R081 Pre-Production Skills link to KS4 Programme of Study.** **Composite = Understand the purpose, content and use of pre-production documents:** This topic will focus on developing the knowledge and understanding of planning the production of a media product. In this topic pupils will gain knowledge and understanding of how pre-production documents including, visualisation diagrams, mind maps, storyboards and scripts are used and created. **Component 1.1.1** The purpose, content and use of mind maps **Component 1.1.2** The purpose, content and use of mood boards **Component 1.1.3** The purpose, content and use of visualisation diagrams **Component 1.1.4** The purpose, content and use of storyboards **Component 1.1.5** The purpose, content and use of scripts. **R082 Creating Digital Graphics link to KS4 Programme of Study.** **Composite = Understand the purpose and properties of digital graphics:** This topic will focus on how different types of digital graphics are used. Pupils will develop an understanding of different characteristics of digital graphics and how they can affect the quality. Pupils will also develop knowledge of the suitability of digital graphics and how they must be fit for purpose. **Component 2.1.1** Why are digital graphics used **Component 2.1.2** How are digital graphics used **Component 2.1.3** Investigate different types of digital graphics	**R081 Pre-Production Skills link to KS4 Programme of Study.** **Composite = Understand how to use planning tools before beginning pre-production:** This topic will focus on client requirements by developing knowledge of how to interpret a client brief. Pupils will also gain a knowledge of work plans and be able to produce one based on their own pre-production planning. Pupils will also develop knowledge of legislation and understand how different types of laws can affect the production of documents in Creative iMedia. Pupils will also develop an understanding of how health and safety is use throughout pre-production and production. **Component 1.2.1** Interpret client requirements **Component 1.2.2** Identify timescales for production based on target audience. **Component 1.2.3** How to conduct and analyse research **Component 1.2.4** Produce a work plan and production schedule **Component 1.2.5** Health and safety considerations **Component 1.2.6** How legislation apples to creative media production **R082 Creating Digital Graphics link to KS4 Programme of Study.** **Composite = Understand the purpose and properties of digital graphics:** Pupils will also develop an understanding of how digital graphics can influence different audiences. **Component 2.1.4** Investigate the properties and suitability of digital graphics **Component 2.1.5** Investigate how different audiences can influence the design of digital graphics.	**R081 Pre-Production Skills link to KS4 Programme of Study.** **Composite = Be able to produce pre-production documents:** This topic will focus on how the five pre-production documents are produced. Pupils will also develop an understanding of file formats and their properties and limitations. Pupils will also develop knowledge of appropriate file formats suitable for pre-production and final products. **Component 1.3.1** Creating pre-production documents **Component 1.3.2** Properties and limitations of file formats for still images **Component 1.3.3** Properties and limitations of file formats for audio **Component 1.3.4** Properties and limitations of file formats for moving images **Component 1.3.5** Identify file formats needed to produce pre-production documents and final products **R082 Creating Digital Graphics link to KS4 Programme of Study.** **Composite = Be able to plan the creation of a digital graphic** This topic will focus on developing an understanding of a client brief. Pupils will also gain knowledge of work plans and be able to create their own which shows completion of a digital graphic. **Component 2.2.1** Produces an interpretation from the client brief **Component 2.2.2** Identification of target audience **Component 2.2.3** Produces a work plan for the creation of a digital graphic	**R081 Pre-Production Skills link to KS4 Programme of Study.** **Composite = Be able to review a pre-production document** This topic will focus on writing a review of the pre-production document. Pupils will also develop an understanding of areas for improvement within a pre-production document. **Component 1.4.1** Review a pre-production document **Component 1.4.2** Identify areas for improvement in a pre-production document **R082 Creating Digital Graphics link to KS4 Programme of Study.** **Composite = Be able to plan the creation of a digital graphic** Pupils will also understand how to produce a visualisation diagram to be able to show how they want their digital graphic to look. Pupils will gain an understanding of assets and resources needed to create a digital graphic. Pupils will also demonstrate an understanding of legislation. **Component 2.2.4** Produces a visualisation diagram **Component 2.2.5** Identifies assets needed to create a digital graphic **Component 2.2.6** Identifies resources needed to create a digital graphic **Component 2.2.7** Demonstrates an understanding of legislation in relation to digital graphics	**R081 Pre-Production Skills link to KS4 Programme of Study.** **Composite = Pupils to revise R081 unit in preparation for the summer exam.** **Component 1.1** Understand the purpose, content and use of pre-production documents **Component 1.2** Understand how to use planning tools before beginning pre-production **Component 1.3** Be able to produce pre-production documents **Component 1.4** Be able to review a pre-production document. **R082 Creating Digital Graphics link to KS4 Programme of Study.** **Composite = Be able to create and save a digital graphic** Pupils will understand how to create and source assets. Pupils will also demonstrate an understanding of how to create a digital album cover using a range of techniques and skills. Pupils will also gain knowledge of how to export a digital graphic using the appropriate format. **Component 2.3.1** Sources and creates assets **Component 2.3.2** Prepares assets for use in digital graphic **Component 2.3.3** Uses tools and techniques to create the digital graphic **Component 2.3.4** Saves and exports the digital graphic an appropriate format. **Component 2.3.5** Saves electronic files using appropriate file and folder names.	**R082 Creating Digital Graphics link to KS4 Programme of Study.** **Composite = Be able to review the digital graphic** Pupils will understand how to review their digital graphic, referencing what went well, what did not work well. Pupils will also gain knowledge of how to develop ideas to further improve their work. **Component 2.4.1** Produce a review of the finished graphic **Component 2.4.2** Identify areas for improvement and development of the final digital graphic **R087 Creating Interactive Multimedia Products link to KS4 Programme of Study.** **Composite = Understand the uses and properties of interactive multimedia products** Pupils will gain an understanding of interactive multimedia products and how and where they are used. **Component 3.1.1** Identify a range of products and there they are used. **Component 3.1.2** Identify the design principles of interactive multimedia products
Prior knowledge and skills (from previous year / key stage)	Pupils will have some knowledge of pre-production documents. Pupil will have little knowledge of the content that is included in pre-production documents. Pupils may have little to no knowledge of the purpose and use of pre-production documents.	Pupils will have some knowledge of client requirements and how to interpret them. Pupils will have knowledge of gathering assets. Pupils will have some knowledge of digital graphics. Pupils will have knowledge of legislation. Pupils will have little knowledge of audience influence	Pupils will have some knowledge of creating pre-production documents. Pupils will have little knowledge of file formats. Pupils will have some knowledge of client requirements. Pupils will have some knowledge of creating work plans.	Pupils will have little knowledge of writing a review. Pupils will have little knowledge of how to create a visualisation diagram. Pupils will have some knowledge of resources needs to create a digital graphic. Pupils will be aware of some legislation required to create a digital graphic.	Pupils will have little knowledge of collecting assets. Pupils will have little knowledge of tools required to create a digital graphic. Pupils will have some knowledge of suitable file formats.	Pupils will have some knowledge of writing a review of a document. Pupils will know how to include improvements and areas for development. Pupils will have little knowledge of interactive multimedia products.

Vocabulary / Key Subject Terminology	Pre-production, Documents, Mind Map, Storyboard, Visualisation Diagram, Mood Board, Script, Content, Use, Dialogue, Features, Design, Digital, Images, Text, Fonts, Style, Techniques, Concepts, Sound, Video, Creativity, Colour, Central Node, Scenes, Camera Angles, Camera Shot, Camera Movement, Set, Locations.	Work Plans, Client Requirements, Legislation, Health and Safety, Timescales, Client Brief, Target Audience, Sources, Schedules, Production, Tasks, Activities, Milestones, Durations, Deadlines, Contingencies, Recces, Risk Assessment, Safe Working, Copyright, Trademarks, Intellectual Property, Royalty Free, Creative Commons, Data Protection, GDPR.	Digital Graphics, Purpose, Properties, Entertain, Advertise, Promote, Inform, Educate, Bitmap, Vector, File Formats, JPG, PDF, PNG, GIF, MP3, MP4, BMP, Compression Settings, Lossy, Lossless, DPI, Pixel Dimensions, Resolution, Audience, Influence, Design, Layout, Colour, Composition, Style, Printing, Video Games, Websites, Publishing, Presentations.	Pre-Production, Creation, Properties, Limitations, File Formats, Audio, Still Images, Video, Animation, Final, Analyse, Conventions, Version Control	Review, Format, Style, Suitability, Content, Client, Target Audience, Improvement, Strengths, Weaknesses, Colour Schemes	Client Requirements, Timescales, Work Plans, Target Audience, Creation, Digital Graphic, Tasks, Activities, Milestones, Resources, Assets, Legislation, Copyright Free, Trademarks, Creative Commons, Intellectual Property, Visualisation Diagram, Annotations
Assessment 1	LO1 – End of topic test	LO2 – End of topic test	LO3 – End of topic test	LO4 – End of topic test		
Assessment 2		AP1 Creative iMedia Assessment focusing on AUT1/AUT2 theory		AP2 Creative iMedia Assessment focusing on and AUT1/AUT2/SPR1 theory		AP3 Creative iMedia Past Paper (60 Marks) Exam
Extra-Curricular Offer	Twilight sessions	Twilight Revision Sessions.	Twilight Revision Sessions.	Twilight Revision Sessions.	Twilight Revision Sessions.	Twilight Revision Sessions.
Time Allocation	Autumn 1, 8 weeks, 2.5 lesson per week	Autumn 2, 7 weeks, 2.5 lesson per week	Spring 1, 6 weeks, 2.5 lesson per week	Spring 2, 6 weeks, 2.5 lesson per week	Summer 1, 6 weeks, 2.5 lesson per week	Summer 2, 6 weeks, 2.5 lesson per week