Creative iMedia Curriculum Map

Key knowledge & skills to be mastered by students				Year 11		
	Learning Period 1:Autumn	**Learning Period 2:Autumn**	**Learning Period 3: Spring**	**Learning Period 4: Spring**	**Learning Period 5: Summer**	**Learning Period 6: Summer**
Topic title	**RO87 Teaching**	**RO87 Coursework & RO81 Exam Preparation**	**RO84 Teaching**	**RO84 Coursework**	**Improvements & Re-Submission**	
Key Questions	What is an interactive multimedia product? What is the purpose of an interactive multimedia product? How do you create a multimedia product for a particular client? Reviewing a multimedia product.	What is an interactive multimedia product? What is the purpose of an interactive multimedia product? How do you create a multimedia product for a particular client? Reviewing a multimedia product.	What is the history of comic books? What is the purpose of a Comic book? How do you create a multimedia product for a particular client? Reviewing a multimedia product.	What is the history of comic books? What is the purpose of a Comic book? How do you create a multimedia product for a particular client? Reviewing a multimedia product.		
Declarative Knowledge (Facts, rules, principles, and the relationships between them)	The principle of an interactive multimedia product Methods used to plan a multimedia product using work plans, mood board and mind maps Rules for reviewing a multimedia product.	**R081** The purpose and uses of mood boards, mind maps, storyboards, and scripts The content of mood boards, mind maps, visualisation diagrams, storyboards, and scripts Interpreting client requirements for pre-production based on a specific brief Produce work plan and production schedule Identifying target audience The hardware, techniques and software used for paper based documents and electronic pre-production documents. The health & safety considertions when creating digital media products The legislation regarding any assets to be sourced and how it applies to creative media production The properties and limitations of file formats for still images, audio and moving images including suitable naming conventions (e.g. version control, organisational requirements).	Understand the purpose and content of pre-production Understand the purpose of a comic book The need for and use of planning documents Understand the importance of and how to adhere to Copywrite law Reviewing a multimedia product. Understand the importance of regular saving and creating versions Understanding appropriate file formats Understanding of what makes an effective comic			
Procedural Knowledge (Knowledge of methods and processes that can be performed)	Advanced PowerPoint skills Image editing Creating video/animations Time planning Evolutions of final product.	Advanced PowerPoint skills Image editing Creating video/animations Time planning Evolutions of final product. Creating a mood board, mind map/spider diagram, visualisation diagram or sketch and storyboard Analyse a script (e.g. scenes/locations, characters, resources and equipment needed). Review a pre-production document and identify areas for improvement in a pre-production document.	Be able to plan pre-production Be able to produce pre-production documents Be able to review pre-production documents Produce the pre- production documents using both a computer and by hand. Evaluating the different pre- production documents Being able to produce the pre- production documents using both a computer and by hand. Evaluating the different pre- production documents Be able to create a storyboard Be able to create planning documents Be able to write a script Be able to design characters Creating backgrounds Reviewing a product Time planning Evolutions of final product.	Be able to plan pre-production Be able to produce pre-production documents Be able to review pre-production documents Produce the pre- production documents using both a computer and by hand. Evaluating the different pre- production documents Being able to produce the pre- production documents using both a computer and by hand. Evaluating the different pre- production documents Be able to create a storyboard Be able to create planning documents Be able to write a script Be able to design characters Creating backgrounds Reviewing a product Time planning Evolutions of final product.		

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Assessment & Educational Visit Opportunities	End of Topic Test	Submission of RO87 Coursework	RO81 Exam (January)	Submission of RO84 Coursework	Final Submission Deadline for all Coursework.	
Intervention Provision	RO82 Coursework Catch Up	RO82 Coursework Catch Up / RO81 Revision	RO81 Revision	Catch up Coursework		
Lesson Sequence	1. Interactive multimedia products 2. Hardware and Software 3. Client Brief 4. Work Plan 5. Laws 6. File types 7. Visualisation 8. House Style 9. London tourism information 10. LO3 Planning 11. Analysing a house style 12. Embedded content 13. Exploring assets 14. Reviewing a Multimedia product 15. Beginning our coursework	Coursework – Revision - 1. Mood boards + Storyboards 2. Mind maps + Scripts 3. Visualisation Diagrams + Client Brief 4. Target Audience + Work plans 5. Laws + Health and Safety 6. Market research + File formats 7. Naming convention + Essay questions	1. Comic books 2. History of comics 3. Target audience 4. Software 5. Storyboards 6. Client requirements 7. Script 8. Assets 9. Laws 10. Page layout 11. Focal points 12. File Formats 13. Reviewing Comic Books 14. Beginning our coursework	Coursework –	Revision	