Long Term Plan Subject: iMedia Year 10

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| **Term** | **Topic (s)** | **Assessed Work** | **Additional details** |
| Term 1a  (7 weeks) | **R081: Pre-production skills**  LO1: Understand the purpose and content of pre-production  LO2: Be able to plan pre-production | To understand the purpose and uses for:   * mood boards * mind maps/spider diagrams * visualisation diagrams * storyboards * scripts   **LO1 – End of topic quiz/test**  Learners will be taught how to:     * interpret client requirements for pre-production * identify timescales for production based on target audience and end user requirements * how to conduct and analyse research for a creative digital media product using secondary sources * produce a work plan and production schedule * Understand legislations   **LO2 – End of topic quiz/test** | Students should be completing activities and making revisions notes. |
| Term 1b  (7 weeks) | **R081: Pre-production skills**  LO3: Be able to produce pre-production documents  LO4: Be able to review pre-production documents | Learners will create:   * mood board * mind map/spider diagram   visualisation diagram or sketch   * storyboard’s   **LO3 – End of topic quiz/test**  Learners will:   * review a pre-production document * identify areas for improvement in a pre-production document   **LO4 – End of topic quiz/test & 12 mark practise questions** | Students should be completing activities and making revisions notes.  Students to be practising answering 12 mark questions. |
| Term 2a  (5 weeks) | **R082: Creating digital graphics**  LO1: Understand the purpose and properties of digital graphics | Learners will learn   * why digital graphics are used * how digital graphics are used * types of digital graphics * the properties of digital graphics and their suitability |  |
| Term 2b  (6 weeks) | LO2: Be able to plan the creation of a digital graphic  LO3: Be able to create a digital graphics  LO4: Be able to review a digital graphic | Learners will learn how to:   * interpret client requirements for interactive multimedia products based on a specific brief * understand target audience requirements for interactive multimedia products * produce a work plan for an original interactive multimedia product * plan the structure and features of an interactive multimedia product * produce a series of visualisation diagrams   Learners will learn:   * source assets identified for use in a digital graphic * create assets * compatibility of assets with the final graphic * create a digital graphic using a range of tools and techniques within the image editing software application * save a digital graphic in a format appropriate to the software being used * export the digital graphic using   Learners will be taught how to:   * review a digital graphic product against a specific brief * identify areas for improvement and further development | Students to plan their digital graphic product and begin creating this.  Students to create their digital graphics product.  Students to review their multimedia products. |
| Term 3a  (6 weeks) | **Revision for R081**  **Final Exam R081**  **R083: Creating 2D and 3D digital characters**  LO1: Understand the properties and uses of 2D and 3D digital characters | Students to revise for the final R081 exam set by OCR. They should be making revision notes and looking through past exam papers.  Students to sit final written exam - 1hr 15mins.  Learners will be taught:   * scenarios in which 2D and 3D digital characters are used (e.g. advertising, entertainment, education) * 2D and 3D digital character target audiences * the software that can be used to create 2D and 3D digital characters * 2D and 3D digital characters’ physical characteristics * 2D and 3D digital characters’ facial characteristics. | Students to revise for R081 final exam – this is 25% of the overall grade.  Students to learn skills required for creating 2D or 3D characters. |
| Term 3b  (3 WEEKS OF TEACHING) | LO2: Be able to plan original 2D and 3D digital characters  LO3: Be able to create 2D and 3D digital characters | Learners will be taught how to:   * interpret client requirements for 2D and 3D digital characters * understand target audience requirements * identify the assets needed to create 2D and 3D digital characters * identify the resources needed to create 2D and 3D digital characters * produce a work plan   Learners will be taught how to:   * source and store assets * create 2D and 3D digital characters * use a range of functions within digital character   creation software to enhance digital characters   * save 2D and 3D digital characters in a format appropriate to the software being used * export digital characters in a file format appropriate to   client requirements. | Students to plan their digital characters and begin creating this.  Students to create their digital characters using an appropriate software. |

Long Term Plan Subject: iMedia Year 11

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| **Term** | **Topic (s)** | **Assessed Work** | **Additional details** |
| Term 1a  (7 weeks) | **R083: Creating 2D and 3D digital characters**  LO1: Understand the properties and uses of 2D and 3D digital characters  LO2: Be able to plan original 2D and 3D digital characters | Learners will be taught:   * scenarios in which 2D and 3D digital characters are used (e.g. advertising, entertainment, education) * 2D and 3D digital character target audiences * the software that can be used to create 2D and 3D digital characters * 2D and 3D digital characters’ physical characteristics * 2D and 3D digital characters’ facial characteristics   Learners will be taught how to:   * interpret client requirements for 2D and 3D digital characters * understand target audience requirements * identify the assets needed to create 2D and 3D digital characters * identify the resources needed to create 2D and 3D digital characters * produce a work plan | Students to learn skills required for creating 2D or 3D characters.  Students to plan their digital characters and begin creating this. |
| Term 1b  (7 weeks/ 5 weeks of teaching) | LO3: Be able to create 2D and 3D digital characters  **Revision for R081**  **Final Exam R081**  **Unit R087: Creating Interactive Multimedia Products**  LO1: Understand the uses and properties of interactive multimedia products | Learners will be taught how to:   * source and store assets * create 2D and 3D digital characters * use a range of functions within digital character creation software to enhance digital characters * save 2D and 3D digital characters in a format appropriate to the software being used * export digital characters in a file format appropriate to client requirements.   Students to revise for the final R081 exam set by OCR. They should be making revision notes and looking through past exam papers.  Students to sit final written exam - 1hr 15mins. In January 2021.  Learners will be taught:   * where different interactive multimedia products are used and their purpose * key elements to consider when designing interactive multimedia products * the required hardware, software and peripherals to create and view interactive multimedia products * the type of limitations caused by connections, bandwidth and data transfer when accessing interactive multimedia products * file formats supported by different platforms (e.g. computer, smartphone). | Students to create their digital characters using an appropriate software.  Students to revise for R081 final exam – this is 25% of the overall grade.  Students learn skills and understand uses and properties of interactive products. |
| Term 2a  (5 weeks) | LO2: Be able to plan interactive multimedia products | Learners will be taught:   * interpret client requirements for interactive multimedia products * understand target audience requirements for interactive multimedia products * produce a work plan for an original interactive multimedia product * plan the structure and features of an interactive multimedia product * produce a series of visualisation diagrams * identify the assets and resources needed to create * an interactive multimedia product * create and maintain a test plan to test an interactive multimedia product during production * how legislation applies to assets (e.g. sound, video) | Students will begin to plan their interactive multimedia product, tailored to the assessment brief. |
| Term 2b  (6 weeks) | LO3: Be able to create interactive multimedia products | Learners will be taught how to:   * source assets to be used in an interactive multimedia * create and re-purpose assets * store assets to be used in an interactive multimedia product * create an interactive multimedia product structure * set up interaction and playback controls * save an interactive multimedia product in a format appropriate to the software being used * export the interactive multimedia product in a file format appropriate to client requirements * how to use version control when creating interactive multimedia products | Students to create their interactive multimedia product using an appropriate software (Powerpoint). |
| Term 3 a  (6 weeks/ 4 weeks of teaching before written exams) | LO4: Be able to review the creation of a digital game | Learners will be taught how to:   * review an interactive multimedia product against a specific brief * identify areas for improvement and further development of an interactive multimedia product | Students to review their multimedia product. |
|  | **Re-take students to revise for R081** | Prepare and revise for R081 |  |