The Weald School - OCR Creative iMedia

AQA Computer Science

Cambridge Technical in Information Technologies

Other post 16 options – Apprenticeships, other A level subjects, other BTEC subjects, other training, College?

R093 EXAM - MAY/JUNE

Revision and mock papers/test

Job roles in the media industry

The legal issues that affect media

Sources of research and types of research data

Properties and formats of media files

Unit R093 - Creative iMedia in the Media Industry & Digital Skills

T4 - Distribution platforms and media to reach audiences

R097 - Actual Coursework which includes skills from R093 (worth 35%) of overall grade

End of Oct Half term R094 - Submit Coursework (which includes skills from R093)

YEAR 11

Review and Revise Techniques and Process

Improvements and further development

Techniques to test/check and review interactive digital media

T3 - Review Interactive Digital Media

Techniques to save and export / publish interactive digital media

Technical skills to create interactive digital media products

T2 - Create interactive digital media

Resources required to create interactive digital media products

Technical skills to create and/or edit and manage assets for use within interactive digital media products

Pre-Production and planning documentation and techniques for interactive digital media

Features and conventions of interactive digital media

Types of interactive digital media, content and associated hardware

R097 - Interactive Digital Media

R094 - Actual Coursework which includes skills from R093 (worth 25%) of overall grade

T1 - Plan Interactive Digital Media

Dreamweaver/ Web Development Skills

End of Oct Half term R094 - Submit Coursework (which includes skills from R093)

YEAR 10

R094 - Coursework Assessment Practice

Review

Techniques to save and export visual identity and digital graphics

Tools and techniques of imaging editing software used to create digital graphics

Properties of digital graphics and use of assets

T3 - Create a visual identity and digital graphics

Graphic design and conventions

T2 - Plan digital graphics for products

T1 - Develop Visual Identity

Unit R094 - R094 - Purpose, features, elements and design of visual identity

Purpose, Element and design of Visual Identity

Techniques to plan visual identity and digital graphics

Technical skills to source, create and prepare assets for use within digital graphics

Unit R093 - Creative iMedia in the Media Industry & Digital Skills

T1 - The Media Industry

Photoshop Skills

How style, content and layout are linked to the purpose

Audience demographics and Segmentation

T3 - Pre-Production Planning

Documents used to support ideas generation

Documents used to design and plan media products

YEAR 9

Media Industry sectors and products

T2 - Factors influencing product design

Client Requirements and how they are defined

Media codes used to convey meaning, create impact and / or engage audience

Work Planning

T - Topic Area