## **KS4 – Year 10**



## OCR J834 Creative iMedia Curriculum Overview Goals

NOTE: The curriculum overview is thoughtfully crafted to offer flexibility, enabling smooth transitions between terms. This adaptability is designed to seamlessly accommodate any surplus content from one term's Scheme of Work (SOW) to another, ensuring a comprehensive and uninterrupted learning experience for students. Moreover, this approach considers the possibility of missed lessons due to whole-school events, contributing to a dynamic and responsive educational framework. By embracing this flexible structure, we aim to foster a resilient and agile learning environment that can readily adapt to unforeseen circumstances, providing students with a robust and holistic educational journey.

Autumn Half Term 1	Autumn Half Term 2	Spring Half Term 1	Spring Half Term 2	Summer Half Term 1	Summer Half Term 2
R094 - Visual Identity and Assets	R094 - Visual Identity and Assets	R094 - Creating Visual Identity and Digital Graphics	R094 - Creating Visual Identity and Digital Graphics	R094 - Media Industry & Product Design	R094 - Media Industry & Product Design
Topic 1: Purpose of visual identity	Topic 4: File types and formats				
Topic 2: Visual identity components	Topic 5: Licences and permissions	Topic 1: Asset Sourcing and Creating	Topic 5: Advanced Tools	Topic 1: Media Sectors and Products	Topic 5: Research
and elements	Topic 6: Planning visual identity and	Topic 2: Creating a Visual Identity	Topic 6: Retouching Tools	Topic 2: Job Roles in Media Industry	Topic 6: Media Codes and
Topic 3: Design and layout	digital graphics	Topic 3: Compiling an Image	Topic 7: Saving and Exporting	Topic 3: Purpose, Style, and Layout	Engagement
		Topic 4: Basic Tools		Topic 4: Client Requirements and	Topic 7: Camera Techniques and
				Audience	Lighting
R093 – Exam Media Industry and	R093 – Exam Media Industry and	R093 – Exam Media Industry and	R093 – Exam Pre-Production Planning	R093 – Exam Pre-Production Planning	R093 – Exam Pre-Production
Product design	Product design	Product design	Topic 1: Workplans	Topic 4: Scripts	Planning
Горіс 1: Mood boards	Topic 4: Client requirements and	Topic 6: Media codes	Topic 2: Mind maps	Topic 5: Storyboards	Topic 7: Wireframes and flow chart
Topic 2: Job roles in the media	audience	Topic 7: Cameras and lighting	Topic 3: Mood boards	Topic 6: Visualisation diagrams and	Topic 8: Hardware and software
Topic 3: Purpose, style, content and	Topic 5: Research	Assessment		asset logs	Assessment
layout					
Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas
Vocabulary Tier 2: Brand, visual,	Vocabulary Tier 2: logo, consumers,	Vocabulary Tier 2: levels, image, size,	Vocabulary Tier 2: font size, shapes,	Vocabulary Tier 2: film, television,	Vocabulary Tier 2: advertise,
mind map, diagram, graphics,	packaging, copy, fonts, layout,	folder, tools, techniques, graphics	brightness,	radio, print publishing, new media,	promote, educate, entertain, inform
colour, photographs, audiences,	headlines, symbol, typography,	software, tables, referencing		computer games, job roles,	influence, style, content, layout,
ights, titles,	advertisements, colours, packaging				
		Vocabulary Tier 3: Image size, canvas	Vocabulary Tier 3: font effects,	Vocabulary Tier 3: Sectors, media	Vocabulary Tier 3: colour,
Vocabulary Tier 3: Brand	Vocabulary Tier 3: mastheads, font	size, layout tools, drawing tools,	tracking, leading, vignette, source	industry, traditional media, , interactive	conventions of genre, formal
recognition, brand familiarity, brand	sizes, Pantone, NCS,	adjustment layer, contrast, selections,	assets, stock libraries, client library,	media, internet, digital publishing,	language, informal language,
oyalty, visual communication, visual	advertisements, CD, DVD, Blu-ray,	layers, layer styles, retouching,	asset folder, editing assets, derivative	media products, video, audio, music,	positioning of elements, style, tone
dentity, slogan, strap line, symbol,	bitmap, raster, colour depth, colour	typography, filters, effects, colour fill,	asset, drawing tools, bitmap file,	animation, special effects, SFX, special	client requirements, audience, clie
ypography, colour palette, colour	mode, compression, transparency,	gradients, levels, colour balance, hue,	vector file, resize, resample, image	effects, VFX, visual effects, digital	ethos, genre, theme, timescales,
meaning, brand values, brand	vector, compatibility, file size,	saturation, opacity, merge layers,	properties, pixel dimensions, DPI,	imaging, graphics, social media	client brief, commission, formal,
oositioning, economy, mid-range,	scalability, licence, stock libraries,	rename layers, drop shadows, effects,	resolution, original assets folder,	platforms, apps, digital games, comics,	informal, negotiate, audience
nigh-end, alignment, justified,	terms and conditions, permissions,	textures, cloning, healing, blur,	edited assets folder, proprietary file	graphic novels, websites, multimedia,	segmentation, primary research,
ypography, colour systems, white	asset table, mood board, concept	colour, swatches, colour picker,	format	eBooks, AR, augmented reality, VR,	focus group, interview, online surv
space, negative space, conventions, additional information,	sketch, visualisation diagram	pencil, brush, typography, font style,		virtual reality, creative, animator, content creator, copy writer, graphic	questionnaire, secondary research journals, qualitative information,
idditional IIIIOIIIIation,				designer, illustrator, graphic artist	qualitative information, media code
				designer, illustrator, graphic artist	quantative information, media cou

## **KS4 – Year 11**



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Autumn Half Term 1	Autumn Half Term 2	Spring Half Term 1	Spring Half Term 2	Summer Half Term 1	Summer Half Term 2
R097 - Planning Interactive Digital Media	R097 - Planning Interactive Digital Media	R097 - Technical Skills for Creating Interactive Digital Media	R097 – Create, publishing and Review Interactive Digital Media	R093 – Creative iMedia in Media Industry and Recap and Revision	External Exams
Topic 1: Interactive formats and hardware Topic 2: Interactive digital media content Topic 3: Features of interactive digital media design Topic 4: Conventions and creativity  R093 - Legal Issues and Distribution Topic 1: Legal issues and regulation Topic 2: Intellectual Property	Topic 5: Hardware and software Topic 6: Wireframes, master pages and templates Topic 7: Storyboards Topic 8: Further pre-production planning  R093 - Legal Issues and Distribution Topic 3: Health and Safety Topic 4: Distribution platforms and media	Topic 1: Sourcing assets, vectors and bitmaps Topic 2: Image assets Topic 3: Audio assets Topic 4: Video assets Topic 5: Interactive assets  R093 - Legal Issues and Distribution Topic 5: File formats Assessment	Topic 1: Folder structure & file naming Topic 2: Master pages and templates Topic 3: Content and controls Topic 4: Triggers and behaviours in PowerPoint Topic 5: Testing and performance Topic 6: Review  R093 – Creative iMedia in Media Industry and Recap and Revision Final Review and Exam Prep	Final Review and Exam Prep Practice past papers or sample questions to get familiar with the exam format.  Revise weaker areas and ensure all topics are covered. Pupils to RAG (Red, Amber, Green) each area against PLCs (Personalised Learning Checklist)	
Key Vocabulary/Concepts/Ideas Vocabulary Tier 2: Brand, visual, mind map, diagram, graphics, colour, photographs, audiences, rights, titles  Vocabulary Tier 3: Brand recognition, brand familiarity, brand loyalty, visual communication, visual identity, slogan, strap line, symbol, typography, colour palette, colour meaning, brand values, brand positioning, economy, mid-range, high-end, alignment, justified, typography, colour systems, white space, negative space, conventions, additional information,	Key Vocabulary/Concepts/Ideas Vocabulary Tier 2: logo, consumers, packaging, copy, fonts, layout, headlines, symbol, typography, advertisements, colours, packaging Vocabulary Tier 3: mastheads, font sizes, Pantone, NCS, advertisements, CD, DVD, Blu-ray, bitmap, raster, colour depth, colour mode, compression, transparency, vector, compatibility, file size, scalability, licence, stock libraries, terms and conditions, permissions, asset table, mood board, concept sketch, visualisation diagram	Key Vocabulary/Concepts/Ideas Vocabulary Tier 2: diagrams, maps, buttons, roll over buttons, banners, images, images types, URLs, website refencing Vocabulary Tier 3: Sourcing assets, licence, library, saving, exporting, vector image, bitmap contrast, canvas, canvas size, filters, transformations, retouching, stock media, levels, colour balance, hue, saturation, image size, stylise, monochrome, colour toning, vignette	Key Vocabulary/Concepts/Ideas  Vocabulary Tier 2: Folder management, folder structure, navigation, text, images, tables, lists, sound, video, audio, maps, forms  Vocabulary Tier 3: root folder, images folder, styles, file naming conventions, master page/master slide, template elements, house style, navigation system, fixed content, editable content, playback controls, triggers, behaviours, navigation bar, buttons, rollovers, hyperlinks, hotspots, , navigation buttons, pop- up, drag and drop, input, scoring, reporting, closure, feedback	Key Vocabulary/Concepts/Ideas  Vocabulary Tier 2: brief, target audience, client requirements, purpose, discuss, state, explain, describe, show, list  Vocabulary Tier 3: primary research, secondary research, copyright, intellectual property, data protection, visualisation diagram, storyboard, script, mood board, work plan, asset, file format, compression, review, feedback, iterative process, timeline, deadline, risk assessment, prototype, export, compression, revision.	Key Vocabulary/Concepts/Ideas External Exams