

Creative iMedia: Year 10

Brief Overview

Students will have some prior knowledge from media focussed units, however, everything will be covered assuming no prior knowledge. Year 10 will focus on building a strong foundation of theory knowledge from the exam unit, focussing especially on the transferable aspects for the coursework units in the Autumn term. In the spring term students will start their mandatory coursework unit R094.

As part of the R093 unit students will look at many different forms of traditional and new media. They will gain an understanding of how codes are used to influence the audience and the role different jobs play in creating a media product. They will look at how to write and investigate a client brief along with how to pick out target audience requirements. They will use this to understand how the target audience affects the design of a media product. Practically in this unit they will create a number of different pre-production documents such as mind maps, mood boards, visualisation diagrams and storyboards.

In the R094 unit students will be creating a visual identity and digital graphics based on a scenario. This years scenario is to create a game cover for a historical game. Students are able to choose the period of history for a set of 3 that they will design their cover for. As part of this unit students will research other media products in the genre to understand the conventions that they need to include in their own design. They will create all the necessary pre production documents pulling on knowledge from the previous unit and then use Adobe Illustrator and Adobe Photoshop to create their digital graphics.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
10	<p>R093 Creative iMedia in the media industry</p> <p>Topic Area 1: The media industry Topic Area 2: Factors influencing product design</p>	<p>R093 Creative iMedia in the media industry</p> <p>Topic Area 3: Pre-Production planning Topic Area 4: Distribution Considerations</p>	<p>R094 Visual Identity and Digital Graphics.</p> <p>Topic Area 1: Develop visual identity</p>	<p>R094 Visual Identity and Digital Graphics.</p> <p>Moderation for TA1</p> <p>Topic Area 2: Plan digital graphics for products</p>	<p>Moderation for R094 TA2 Submission to OCR WB 29 Apr</p> <p>R093 Creative iMedia in the media industry (mock prep)</p> <p>Topic Area 1: The media industry Topic Area 2: Factors influencing product design</p>	<p>R093 Creative iMedia in the media industry (mock reflection)</p> <p>Topic Area 3: Pre-Production planning Topic Area 4: Distribution Considerations</p>

Creative iMedia: Year 11

Brief Overview

Students will start year 11 by finishing up their R094 coursework which had its deadline extended to 1 October. This is a change for this year only. From Autumn 2 students will start their optional coursework unit. Students have selected to complete the R099 Digital Games unit this year. This unit will be submitted in Spring 2 ahead of the deadline to give time for moderation. After coursework submission students will be completing revision and exam preparation for R093 unit.

Once the R094 coursework has been submitted students will immediately move onto the R099 unit to create a digital game. This is the optional coursework unit and was selected by the current year 11 class from the available units. Over 80% of the class either preferred this unit or had no preference, with 60% of the class specifically voting for this unit. This unit looks at the digital games industry and the conventions of digital games. This is a very young industry that has gone through a number of iterations in a short time, however, there are a number of conventions that have remained consistent that students will need to include in their project. The scenario for this year is to create a 2D Arcade style game. Students will need to create all of the relevant pre production documents pulling on knowledge from their previous units and then create a demo of the game in Game Make Studio.

For the final part of the year students will return to R093 targeting their personal weak areas and exam skills for the final exam in May/June.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
11	<p>R094 Visual Identity and Digital Graphics.</p> <p>Final wrap up and moderation 2023 entry only due submission extension</p>	<p>R099 Digital Games</p> <p>Topic area 1: Plan digital games</p>	<p>R099 Digital Games</p> <p>Moderation for TA1</p> <p>Topic area 2: Create digital games</p>	<p>R099 Digital Games</p> <p>Moderation for TA2 and TA3</p> <p>Topic Area 3: Review digital games</p>	<p>Submission of R099 to OCR WB 29 Apr</p> <p>Exam prep R093</p>	