

Key Stage 4 iMedia Curriculum Plan

KS4 Curriculum Intent - Creative iMedia equips students with the wide range of knowledge and skills needed to work in the creative digital media sector. They start at pre-production and develop their skills through practical assignments as they create final multimedia products

Year 10 LTP/MTP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit covered	R093: 1.1 Media industry sectors and products (TA1) R093: 2.1 How style, content and layout are linked to the purpose (TA2) R093: 2.2 Client requirements and how they are defined (TA2) R093: 2.3 Audience demographics and segmentation (TA2) R093: 2.5 Media codes used to convey meaning, create impact and/or engage audiences	R093: 3.1 Work planning (TA3) R093: 3.2 Documents used to support ideas generation (TA3) R093: 3.3 Documents used to design/plan media products (TA3) R094: 1.1 Purpose, features, elements and design of visual identity R094: 2.1 Graphic design concepts and conventions R094: 2.2 Properties of digital graphics and use of assets	R094: 2.3 Techniques to plan visual identity and digital graphics R094: 3.1 Tools and techniques to create visual identity and digital graphics R094: 3.2 Technical skills to source, create and prepare assets for use within digital graphics	R094: 3.3 Techniques to save and export visual identity and digital graphics (with integrated R093 TA4 4.1 distribution considerations and 4.2 file formats) R094: NEA Assessment	R094: NEA Assessment (Working on and submit for moderation) R095: TA1 Introduction (with R093 TA2 and TA3 key content embedded)	R095: 1.1 Character features and conventions R095: 1.2 Conventions of Comics R095: 1.3 Resources required to create characters and comics
Assessment	Exam style questions	Exam style questions			R094 submitted to OCR	
Interleaving	Pre-production documents/Graphics skills	Pre-production documents	Research and planning	Integrate R093 pre- production knowledge into coursework	Link back to R093 knowledge	



Year 11 LTP/MTP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit covered	R095: 1.4 Pre- production and planning documentation and techniques for characters and comics	R095: 2.1 Techniques to obtain and create components for use within comics R095: 2.2 Technical skills to create comics	R095: 2.3 Techniques to save and publish characters and comics R095: 3.1 Techniques to check and review characters and comics R095: 3.2 Improvements and further developments	R095: NEA Assessment (Working on) R093: 4.1 Distribution platforms and media to reach audiences (TA4) R093: 4.2 Properties and formats of media files (TA4)	R095: (submit for moderation) R093: 2.4 Sources of research and types of research data (TA2) R093: 3.4 The legal issues that affect media (TA3) R093: 1.2 Job roles in the media industry (TA1)	R093: Revision and mock papers/tests R093: Examination (Terminal unit)
Assessment			Exam style questions	Exam style questions	R095 submitted to OCR	R093: Examination (Terminal unit)
Interleaving	Link back to R093 knowledge	Link back to R093 knowledge	Link back to R093 knowledge	Link back to R093 knowledge	Link back to R093 knowledge	Link back to R093 knowledge