



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	

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