

Computing, IT, Business and Economics Faculty
Curriculum Map for Creative iMedia

Year 11

Statement of Intent	<i>The objectives for this year are to build on previous knowledge learnt in Y10. Students will once again develop skills to plan create and evaluate fit for purpose media products. The skills they develop during this time will become transferable to other part of the curriculum as students are encouraged to work independently. Students will continue to develop a practical understanding of both Microsoft Excel and PowerPoint during this time as well as a clear and considerate approach towards legislation surrounding digital media.</i>
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Term 1	<p>Topic: R082 Creating a digital graphic LO1 Understanding the purpose and properties of digital graphics LO2 Be able to plan the creation of a digital graphic</p> <p>The aim of this unit is for learners to understand the basics of digital graphics editing for the creative and digital media sector. Students will identify and understand how the digital media sector relies heavily on visual stimulants within their products they produce, to communicate messages effectively. Once research is complete, students begin to design and plan the required steps to make their own IMP. Students are to complete planning stages with a focus on consistency and clear identification of the steps that must be taken to create the IMP.</p> <p>Homework: Develop understanding of how to use features of Serif PhotoPlus that will be relevant for the creation of the student's IMP.</p>
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Term 2	<p>Topic: R082 creating a digital graphic LO3 Create and save a digital graphic LO4 Evaluation of the digital graphic</p> <p>Students will create, source and edit assets relevant for their IMP. To showcase the developmental stages of the product, students will produce a step by step guide which, highlights their knowledge and skills learnt over the previous terms. The final stage of this coursework, is to review the product created and identify strengths and weaknesses throughout the project as a whole.</p> <p>Homework: Develop understanding of how to use features of Serif PhotoPlus that will be relevant for the creation of the student's IMP.</p>
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<p>Term 3</p>	<p>Topic: R084 Storytelling with a comic strip LO1 Understand comic strips and their creation LO2 Planning a multipage comic</p> <p>Students will develop an understanding of the history and origins of comic strips. Students will begin to appreciate how characters are portrayed comics and identify how software is used to create stories that flow and maintain correct structure. Planning will consist of multiple rough sketch ideas alongside the development of a script, characters and a storyline. Students will also be able to prepare the assets and resources they need to make the project successful.</p> <p>Homework: Develop understanding of how to use features of Comic Life 3 and Serif PhotoPlus that will be relevant for the creation of the student’s comic strip.</p>
<p>Term 4</p>	<p>Topic: R084 Storytelling with a comic strip LO3 Producing a multipage comic strip LO4 Evaluating a multipage comic strip</p> <p>Students will develop a storyline which integrates a script together with chosen characters. The comic strip will follow a predetermined plan which enables consistency and the ability to highlight key focal points of the comic. Throughout the term it is vital students are taught how to save, organise and export their work using the correct formats. The final stage of this coursework, is to review the product created and identify strengths and weaknesses throughout the project as a whole. Where weaknesses are apparent students should identify how these can be improved.</p> <p>Homework: Develop understanding of how to use features of Comic Life 3 and Serif PhotoPlus that will be relevant for the creation of the student’s comic strip.</p>
<p>Term 5</p>	<p>This time can be used to complete any outstanding coursework individuals may have.</p>
<p>Term 6</p>	