Curriculum Assessment Map: Year 10 - iMedia

	Autumn Term One	Autumn Term Two	Spring Term One	Spring Term Two	Summer Term One	Summer Term Two
Topic	Media industry sectors and products	Media industry sectors and products & Creating Digital Images.	Creating Digital Images.	Media industry sectors and products & Creating Digital Images.	Creating Digital Images & Interactive Digital Media.	Interactive Digital Media.
Key Learning	**R093**: Media industry sectors and products (TA1) **R093**: How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2) **R093**: Audience demographics and segmentation (TA2) **R093**: Media codes used to convey meaning, create impact and/or engage audiences (TA2)	**R093**: Work planning and documents used to support ideas generation (TA3) **R093**: Documents used to design/plan media products (TA3) **R094**: Purpose, features, elements and design of visual identity **R094**: Graphic design concepts and conventions **R094**: Properties of digital graphics and use of assets	**R094**: Techniques to plan visual identity and digital graphics **R094**: Tools and techniques to create visual identity and digital graphics **R094**: Technical skills to source, create and prepare assets for use within digital graphics	**R094**: Techniques to save and export visual identity and digital graphics (with integrated **R093** TA4 distribution considerations and file formats) **R094**: NEA Assessment (working on)	**R094**: NEA Assessment (Working on and submit for moderation) **R097**: TA1 Introduction (with R093 key content embedded)	**R097**: Features and conventions of Interactive Digital Media Product. **R097**: Creativity in Interactive Digital Media Product. **R097**: Resources required to create Interactive Digital Media Product.
Skills	Students **learn about** media industry sectors and products alongside job roles in the media industry. Students **learn about** purpose, client requirements, audience demographics, sources and types of data. Students also investigate media codes used to engage audiences.	Students **learn about** work planning, documents that support planning and legal issues that affect media. Students **learn about** distribution platforms, and the properties and file formats of media files.	Students **learn about** purpose, elements and design of visual identity. Students **learn about** graphic design and conventions, properties of digital graphics and use of assets, and techniques to plan visual identity and digital graphics. Students learn about tools and techniques of imaging editing software used to create digital graphics.	Students **investigate** technical skills to source, create and prepare assets for use within digital graphics, and techniques to save and export visual identity and digital graphics.	Students **complete the NEA** formal assessment for submission in the June exam window.	Students **complete the NEA** formal assessment for submission in the June exam window. Students **learn about** Types of interactive digital media, content and associated hardware. Students **learn about** features & conventions of interactive digital media

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End points	Online Assessment (R093)	Online Assessment (R093)		Online Assessment (R093)		
Informal (*formative*) Assessment	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A
Formal (*summative*) Assessment				• Marking NEA • NEA Moderation	• Submission of NEA R094 to OCR by 15/05/2024 End of Term multiple choice	

Key skills/content requirements Creative iMedia

https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/

Students may be interested in this if they want an engaging qualification where they will use their learning in practical, real-life situations, such as: • Developing visual identities for clients • Planning and creating original digital graphics • Planning, creating and reviewing original digital media products.	This will help students to develop independence and confidence in using skills that would be relevant to the media industry. The qualification will also help them to develop learning and skills that can be used in other life and work situations, such as: • Thinking about situations and deciding what is required to be successful • Exploring different options and choosing the best way forward to a solve problem • Exploring and generating original ideas to find imaginative solutions to problems • Selecting the best tools and techniques to use to solve a problem • Appropriate use of media to convey meaning • Use of planning techniques to complete tasks in an organised way which meet deadlines.

Curriculum Assessment Map: Year 10 - iMedia

Curriculum encompassing literacy, careers and enrichment as well as interconnectivity with other subjects

Careers:

Creative iMedia provides exciting opportunities to showcase and explore skills in interactive digital media. This includes web/app development, UX design, game design, and digital marketing, which offer diverse career prospects. Jobs like web/UI/UX developer, app developer, and game designer require specific skills. These skills are in high demand due to our reliance on digital technology and the need for engaging user experiences. Real-life examples show the impact of interactive digital media careers. Students can improve their skills through additional resources, courses, and certifications available online or through educational institutions. By discussing careers in class, students gain practical insights and motivation to pursue related paths.

Enrichment:

Enrichment activities for R093, R094, and R097 provide valuable experiences beyond the classroom. These activities encourage engagement, creativity, collaboration, and connections across different subjects. Guest speakers and industry visits expose students to professionals and relevant fields. Creative projects allow students to apply their skills in real-world situations, while collaborative projects promote teamwork and project management. Competitions and showcases offer opportunities for students to present their work and gain recognition. Cross-curricular projects integrate elements from other subjects, fostering connections between different areas of study. These activities enhance learning, inspire career exploration, and develop practical skills within R093, R094, and R097.

Literacy:

In units R093, R094, and R097, practicing important keywords helps improve language skills. By focusing on specific vocabulary and terminology, educators can enhance students' understanding and communication abilities. Encouraging students to use these keywords in their work helps expand their vocabulary and deepen their comprehension. Mastering key terms empowers students to express their ideas effectively and analyse academic resources in their fields. Practicing keywords helps students excel in these units and develop proficiency in interactive digital media.

Interconnectivity with other subjects:

R093 focuses on understanding media products and audiences, which relates to subjects like Media Studies and English Language. It involves analysing media texts, considering audience demographics, and exploring the impact of media on society.

R094 covers digital graphics and connects with subjects such as Art and Design, Graphic Design, and IT. It involves creating and manipulating digital images, understanding design principles, and using software tools.

R097, the unit on interactive digital media, has connections with subjects like Computer Science, IT, and Design and Technology. It involves creating websites, mobile apps, games, and other interactive media products, which require technical skills, programming knowledge, and design principles aligned with these subjects.

Curriculum Assessment Map: Year 11 - iMedia

	Autumn Term One	Autumn Term Two	Spring Term One	Spring Term Two	Summer Term One	Summer Term Two
Topic	Interactive Digital Media.	Interactive Digital Media.	Interactive Digital Media.	Interactive Digital Media & Media industry sectors and products	Interactive Digital Media & Media industry sectors and products	Media industry sectors and products
Key Learning	R097: Pre-production and planning documentation and techniques for Interactive Digital Media Product.	R097: Techniques to obtain, create and manage assets R097: Techniques used to create an Interactive Digital Media Product.	R097: Techniques to save and export Interactive Digital Media Product. R097: Techniques to test/check and review Interactive Digital Media Product. R097: Improvements and further developments	R097: NEA Assessment (Working on) R093: Distribution platforms and media to reach audiences (TA4) R093: Properties and formats of media files (TA4)	R097 Submit NEA for moderation. R093: Sources of research and types of research data (TA2) R093: The legal issues that affect media (TA3) R093: Job roles in the media industry (TA1)	R093: Revision and mock papers/tests R093: Examination (Terminal unit)
Skills	Students **learn about** Resources required to create interactive digital media products. Students also learn about pre-production and planning documentation and techniques for interactive digital media. .	Students **learn about** technical skills to create and/or edit and manage assets, create interactive digital media, and techniques to save and export digital interactive media. Students complete their first set of mock exams in Year 11 with redrafting sessions	Students **learn about** techniques to test/check and review interactive digital media. Students also examine how to make improvements and further developments.	Students start the NEA formal assessment for submission in the June exam window.	Students **complete the NEA** formal assessment for submission in the June exam window.	Individual questions will be personalised for students to target their own areas of development using the OCR Exam Builder tool. Mark schemes will be examined to ensure students are fully aware of what is required to achieve the highest mark bands within questions.
End points				Online Assessment (R093	Online Assessment (R093	Online Assessment (R093

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Informal (*formative*) Assessment	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A	• Class/GRIT Tasks • Quizzes • Do Now Activities • Q&A
Formal (*summative*) Assessment	• NEA Standardisation of Marking	• Mock Test	• Marking NEA • NEA Moderation			• R093: Examination (Terminal unit)

Key skills/content requirements Creative iMedia
https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/

Students may be interested in this if they want an engaging qualification where they will use their learning in practical, real-life situations, such as: • Developing visual identities for clients • Planning and creating original digital graphics • Planning, creating and reviewing original digital media products.	This will help students to develop independence and confidence in using skills that would be relevant to the media industry. The qualification will also help them to develop learning and skills that can be used in other life and work situations, such as: • Thinking about situations and deciding what is required to be successful • Exploring different options and choosing the best way forward to a solve problem • Exploring and generating original ideas to find imaginative solutions to problems • Selecting the best tools and techniques to use to solve a problem • Appropriate use of media to convey meaning • Use of planning techniques to complete tasks in an organised way which meet deadlines.

Curriculum Assessment Map: Year 11 - iMedia

Curriculum encompassing literacy, careers and enrichment as well as interconnectivity with other subjects

Careers

Creative iMedia offers opportunities to highlight interactive digital media skills, showcasing their versatility and diverse career prospects in web/app development, UX design, game design, and digital marketing. Various career paths align with specific products like websites, apps, e-learning, and games, with roles such as web/UI/UX developer, app developer, and game designer, each requiring distinct skills. Demand for these skills is rising due to digital reliance and the need for engaging user experiences, providing rewarding career options. Real-world examples demonstrate the impact of interactive digital media careers. Students can enhance their skills through additional resources, courses, and certifications from online platforms, coding bootcamps, and educational institutions. By integrating career discussions into teaching, students gain practical insights and motivation to pursue related paths.

Enrichment

Enrichment activities for R093 and R097 aim to provide students with valuable experiences beyond the classroom, fostering engagement, creativity, collaboration, and interdisciplinary connections. Guest speakers and industry visits invite professionals to share insights and provide first-hand exposure to relevant fields. Creative projects allow students to apply their skills in real-world scenarios, while collaborative projects promote teamwork and project management. Competitions and showcases offer opportunities for students to present their work and receive recognition. Cross-curricular projects integrate elements from other subjects, fostering interdisciplinary connections. These activities enhance learning, inspire career exploration, and develop practical skills within R093 and R097.

Literacy

In the NEA units R093 and R097, deliberate practice of keywords proves invaluable in enhancing literacy skills. By highlighting specific vocabulary and terminology, educators can enrich students' understanding and communication abilities. Actively encouraging students to engage with and employ these keywords in their work facilitates vocabulary expansion and cultivates a deeper comprehension of the subject matter. Mastery of key terms empowers students to express their ideas effectively and analyse academic resources within their respective fields. Ultimately, deliberate practice of keywords propels students towards excellence in the NEA units and fosters proficiency in interactive digital media.

Interconnectivity with other subjects

R093, which focuses on understanding media products and audiences, aligns with subjects such as Media Studies and English Language. It involves analysing media texts, considering audience demographics, and exploring the impact of media on society, which are relevant to these subjects.

R097, the unit on interactive digital media, exhibits interconnectivity with subjects such as Computer Science, IT, and Design and Technology. It involves creating websites, mobile apps, games, and other interactive media products, which require technical skills, programming knowledge, and design principles, aligning with these subjects.