

ICT and iMedia Curriculum Overview

Term 1/Rotation 1		Term 2/Rotation 2
Year 7	e-Safety & The Online World (Exam Unit) In this introduction topic, students will learn how to safely and efficiently use the Microsoft Office environment including the use of apps such as Microsoft Word, PowerPoint, Excel and Publisher. Students will learn how to use the internet safely for learning, as well when using social media platforms.	Creating Digital Graphics- Visual Identity and Branding (Project Unit) In this project, students will learn how to interpret a scenario and client and customer requirements. Through their planning, students will create pre-production documents including mood boards, mind maps and visualisation diagrams. Their design work will also include sourcing, installing and using font. They will use a range of graphic design tools to create designs before reviewing their effectiveness.
Year 8	Exploring External and Internal Threats to a System- Viruses, Malware, Phishing (Exam Unit) In this topic, students will explore the various types of malware and threats to a system including viruses, worms, trojans and spyware. Students will study a global ransomware attack and look at the implications this had across a number of sectors. Students will learn about phishing and online scams and how to protect devices from internal and external threats.	Creating Digital Graphics 2- Producing Original Content for a TV Show (Project Unit) In this project, students will undertake a series of advanced graphics scenarios, before designing a concept for a new children's cartoon show. They will need to closely analyse and keep to a client brief. Students will create unique content using a wide range of graphic design tools. Students will critically evaluate their own designs as the project progresses.
Year 9	Project 1- Ice Cream Project (Business Focus) This is assessed by completing a set assignment. In this project, students will design and market their own ice cream brand. Using graphic design software, they will create logos, packaging and promotional materials. In the Business Studies element, they will learn about pricing, distribution and target markets. The final project will be to pitch to a panel of judges to convince them to invest in their ice cream business.	Project 2- Book Cover Project- Science Fiction Novel This is assessed by completing a set assignment. In this project, year 9 students will design a book cover for a new science fiction novel using graphic design software. They will use their creativity and imagination to develop a visually appealing and appropriate design that accurately represents the theme and content of the book. The project will provide an opportunity for students to develop their digital design skills while exploring the world of science fiction.
Year 10	Unit: R094 – Visual identity and digital graphics This is assessed by completing a set assignment.	Unit R093: Creative iMedia in the media industry This is assessed by taking an exam.

	<p>In this unit you will learn to how to develop visual identities for clients and use the concepts of graphic design to create original digital graphics to engage target audiences.</p> <p><i>Topics include:</i></p> <ul style="list-style-type: none">• Develop visual identity• Plan digital graphics for products• Create visual identity and digital graphics	<p>In this unit you will learn about the media industry, digital media products, how they are planned, and the media codes which are used to convey meaning, create impact and engage audiences.</p> <p><i>Topics include:</i></p> <ul style="list-style-type: none">• The media industry• Factors influencing product design• Pre-production planning• Distribution considerations			
Year 11 (Current Year 10)	There are 5 optional units to choose from. Each optional unit has the same structure to your learning, but the conventions and practical skills are tailored to the media product being studied.				
	<p>Unit R095: Characters and comics (Optional Unit)</p> <p>This is assessed by completing a set assignment.</p> <p>In this unit you will learn how to plan, create and review comics which contain original characters.</p> <p><i>Topics include:</i></p> <ul style="list-style-type: none">• Plan characters and comics• Create characters and comics• Review characters and comics	<p>Unit R096: Animation and audio (Optional Unit)</p> <p>This is assessed by completing a set assignment.</p> <p>In this unit you will learn how to plan, create, and review animation with an audio soundtrack.</p> <p><i>Topics include:</i></p> <ul style="list-style-type: none">• Plan animation with audio• Create animation with audio• Review animation with audio	<p>Unit R097: Interactive digital media (Optional Unit)</p> <p>This is assessed by completing a set assignment.</p> <p>In this unit you will learn how to plan, create, and review interactive digital media products.</p> <p><i>Topics include:</i></p> <ul style="list-style-type: none">• Plan interactive digital media• Create interactive digital media• Review interactive digital media	<p>Unit R098: Visual imaging (Optional Unit)</p> <p>This is assessed by completing a set assignment.</p> <p>In this unit you will learn how to plan, create, and review portfolios of visual imagery.</p> <p><i>Topics include:</i></p> <ul style="list-style-type: none">• Plan visual imaging portfolios• Create visual imaging portfolios• Review visual imaging portfolios	<p>Unit R099: Digital games (Optional Unit)</p> <p>This is assessed by completing a set assignment.</p> <p>In this unit you will learn how to plan, create, and review digital games.</p> <p><i>Topics include:</i></p> <ul style="list-style-type: none">• Plan digital games• Create digital games• Review digital games
Current Year 11	Unit: R082- Creating Digital Graphics		Unit R087: Creating interactive multimedia products		Unit R081 - Pre-production Skills- Exam Unit

	<p>It involves planning and creating a digital graphic to a client brief.</p> <p>The unit is worth 25% of the mark for the qualification.</p> <p>The work needs to be produced as a report of some kind. There are four learning objectives:</p> <ul style="list-style-type: none"> • LO1 - Researching • LO2 - Planning • LO3 - Making • LO4 – Reviewing <p>You will be working towards a specific client brief for this portfolio. That means, producing a specific product for a particular client.</p>	<p>This is one of the three portfolio units. It involves planning and creating an Interactive Multi-Media Project (IMMP) to a client brief.</p> <p>The unit is worth 25% of the mark for the qualification.</p> <p>The work needs to be produced as a report of some kind. There are four learning objectives:</p> <ul style="list-style-type: none"> • LO1 - Researching • LO2 - Planning • LO3 - Making • LO4 – Reviewing <p>To start with, you need some idea of what an Interactive Multimedia Product (an IMMP) is.</p>	<p>This is worth 25% of the mark and is a 1 hour 15-minute written exam paper - it will be done in the hall with a pen and pencil.</p> <p>If focuses on a series of pre-production documents. You will use some of these in your portfolio modules:</p> <ul style="list-style-type: none"> • Visualisation diagrams • Mindmaps • Moodboards • Storyboards • Scripts <p>You also need to know about:</p> <ul style="list-style-type: none"> • Workplans • File formats • Research methods & legal issues
KS4 website links and further support	<p>OCR Level 1/Level 2 Cambridge National in Creative iMedia specification</p> <p>That Blue Square Thing - OCR Nationals iMedia</p>		