

**Overview:**

The curriculum has been devised by building upon key skills and knowledge developed at Key Stage 3 to equip students with the wide range of knowledge and skills needed to work in the creative digital media sector. Starting with pre-production skills the students develop their skills through practical assignments as they create final multimedia products.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in creative roles such as animator, content creator, copywriter, graphic designer, illustrator, script writer and technical roles such as games programmer/developer, sound editor, web developer, director and production manager.

<b>Term</b>	<b>Topic</b>	<b>Assessment</b>
<b>Aut1</b>	<ul style="list-style-type: none"> <li>• R094 Developing Visual Identity and Graphics</li> <li>• Purpose of Visual Identity</li> <li>• Visual identity components and elements</li> <li>• Design and layout</li> <li>• File types and formats</li> <li>• Licences and permissions</li> <li>• Planning visual identity</li> </ul>	End of topic test
<b>Aut2</b>	<ul style="list-style-type: none"> <li>• R094 Digital Graphics Skills</li> <li>• Create digital graphic using range of tools and techniques</li> <li>• Save and export for required use</li> <li>• Pre-production documentation</li> </ul>	R094 NEA
<b>Spr1</b>	<ul style="list-style-type: none"> <li>• R094 Digital Graphics Skills</li> <li>• Plan the creation of a digital graphic</li> <li>• Interpret client requirements</li> <li>• Understand target audience - Produce work plan</li> <li>• Identify assets</li> <li>• Identify resources needed to create digital graphic</li> <li>• Legislation</li> </ul>	R094 NEA
<b>Spr2</b>	<ul style="list-style-type: none"> <li>• R094 Digital Graphics Skills</li> <li>• Create digital graphics</li> <li>• Source identified assets</li> <li>• Create identified assets</li> <li>• Technical compatibility</li> <li>• Create digital graphic using range of tools and techniques</li> <li>• Save and export for required use</li> </ul>	R094 NEA
<b>Sum1</b>	<ul style="list-style-type: none"> <li>• R097 Interactive Digital Media Products</li> <li>• Skills practice using Dreamweaver and PowerPoint</li> </ul>	Practical skills assessment
<b>Sum2</b>	<ul style="list-style-type: none"> <li>• R097 Interactive Digital Media Products</li> <li>• Skills practice using Dreamweaver and PowerPoint</li> <li>• Plan the creation of an interactive digital media product from a given scenario</li> <li>• Interpret client requirements</li> <li>• Understand target audience</li> <li>• Produce work plan</li> </ul>	R097 NEA

**Overview:**

The curriculum has been devised by building upon key skills and knowledge developed at Key Stage 3 to equip students with the wide range of knowledge and skills needed to work in the creative digital media sector. Starting with pre-production skills the students develop their skills through practical assignments as they create final multimedia products.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in creative roles such as animator, content creator, copywriter, graphic designer, illustrator, script writer and technical roles such as games programmer/developer, sound editor, web developer, director and production manager.

<b>Term</b>	<b>Topic</b>	<b>Assessment</b>
<b>Aut1</b>	<ul style="list-style-type: none"> <li>• R097 Interactive Digital Media Product</li> <li>• Create an interactive digital media product to a given client scenario</li> </ul>	R097 NEA
<b>Aut2</b>	<ul style="list-style-type: none"> <li>• R097 Interactive Digital Media Product</li> <li>• Evaluate the interactive digital media product, specifying areas for improvement and further development.</li> <li>• R093 Media Industry and Product Design</li> <li>• Sectors and Products of the Media Industry</li> <li>• Purpose, Style, Content and Layout</li> </ul>	R097 NEA
<b>Spr1</b>	<ul style="list-style-type: none"> <li>• R093 Media Industry and Product Design</li> <li>• Client Requirements nad Audience</li> <li>• Research</li> <li>• Media Codes</li> <li>• R093 Pre Production Planning</li> <li>• Work Plans/Gantt</li> <li>• Flow Charts</li> <li>• Mind Maps and Mood Boards</li> </ul>	End of topic test
<b>Spr2</b>	<ul style="list-style-type: none"> <li>• R093 Pre Production Planning</li> <li>• Scripts</li> <li>• Storyboards</li> <li>• Visualisation Diagrams and Assets</li> <li>• R093 Legal Issues and Distribution</li> <li>• Legal Issues</li> <li>• Intellectual Property</li> <li>• Health and Safety</li> <li>• Distribution Platforms and Media</li> <li>• File Formats</li> </ul>	PPE  End of topic test
<b>Sum1</b>	<ul style="list-style-type: none"> <li>• R093 Creative iMedia in the Media Industry revision</li> </ul>	External Assessment



**Overview:**

The curriculum has been devised to develop the students' knowledge, understanding and skills of the essentials to IT. Students will consider the uses of information in the public domain, globally, in the cloud and across the internet, by individuals and organisations. Additionally this curriculum will give students a sound understanding of IT technologies and practices essential for IT professionals. Information learnt will provide a solid foundation in the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in IT Support, Network Management, MIS management, Data Controller, Cyber Security Specialist, Web Developer, App Developer.

Term	Topic	Assessment
Aut1	Unit 1 Fundamentals of Information Technology <ul style="list-style-type: none"> <li>• Computer hardware</li> <li>• Communication</li> <li>• Technology</li> </ul> Unit 2 Global information <ul style="list-style-type: none"> <li>• Information storage media, devices and the Internet</li> </ul>	End-of-topic tests
Aut2	Unit 1 Fundamentals of Information Technology <ul style="list-style-type: none"> <li>• Computer software</li> <li>• Employability and communication skills used in an IT environment</li> </ul> Unit 2 Global information <ul style="list-style-type: none"> <li>• Information management</li> <li>• Information sources and data types</li> </ul>	End-of-topic tests
Spr1	Unit 1 Fundamentals of Information Technology Business IT systems <ul style="list-style-type: none"> <li>• Ethical and operational issues</li> </ul> Unit 2 Global information <ul style="list-style-type: none"> <li>• Process flow of information</li> <li>• Categories of information, data analysis</li> </ul>	End-of-topic tests PPEs
Spr2	Unit 1 Fundamentals of Information Technology <ul style="list-style-type: none"> <li>• Business IT systems</li> <li>• Threats to computer systems</li> </ul> Unit 2 Global information <ul style="list-style-type: none"> <li>• Global information</li> <li>• Legislation, green IT, risks and impacts and protection methods</li> </ul>	End-of-topic tests
Sum1	Exam Revision (Exams mid-May)  Unit 3 Cyber Security <ul style="list-style-type: none"> <li>• Understand what is meant by Cyber Security</li> </ul>	External Assessment (2 exams)
Sum2	Unit 21 Fundamentals of Web Design <ul style="list-style-type: none"> <li>• HTML, CSS, Javascript development</li> </ul> Unit 3 Cyber Security <ul style="list-style-type: none"> <li>• Understand the issues surrounding Cyber Security</li> </ul>	End-of-topic tests



**Overview:**

The curriculum has been devised to develop the students' knowledge, understanding and skills of the essentials to IT. Students will practically apply their skills and knowledge through completion of a project. Students will gain knowledge and understanding of the range of threats, vulnerabilities and risks that impact on both individuals and organisations. Students will explore potential ideas for a new application and develop the fundamental design for it. They will then design and produce an interactive, responsive website that is specific to a client's needs.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in IT Support, Network Management, MIS management, Data Controller, Cyber Security Specialist, Web Developer, App Developer, Systems Analyst, Project Manager.

Term	Topic	Assessment
<b>Aut1</b>	Coursework Unit 6 and Unit 21 <ul style="list-style-type: none"> <li>• Web design and prototyping</li> <li>• Application</li> <li>• Development</li> </ul> Unit 3 Cyber Security <ul style="list-style-type: none"> <li>• Understand measures used to protect against cyber security incidents</li> </ul>	End-of-topic tests
<b>Aut2</b>	Coursework Unit 6 and Unit 21 <ul style="list-style-type: none"> <li>• Web design and prototyping</li> <li>• Application</li> <li>• Development</li> </ul> Unit 3 Cyber Security <ul style="list-style-type: none"> <li>• Understand how to manage cyber security incidents</li> </ul>	End-of-topic tests PPE
<b>Spr1</b>	Coursework Unit 6 and Unit 21 <ul style="list-style-type: none"> <li>• Web design and prototyping</li> <li>• Application</li> <li>• Development</li> </ul>	External Assessment
<b>Spr2</b>	Coursework Unit 6 and Unit 21 <ul style="list-style-type: none"> <li>• Web design and prototyping</li> <li>• Application</li> <li>• Development</li> </ul>	Coursework (Externally moderated)
<b>Sum1</b>	Exam preparation and revision.	
<b>Sum2</b>	Exam preparation and revision.	Final exams