iMedia Curriculum Overview Year 10 & Year 11

RUSKIN Community High School
Learning Together. Achieving High Standards

Year	Autumn 1	Autumn 2	Spring 1	Spring 1	Summer 1	Summer 2
10	Introduction to Creative iMedia	R 094: Visual Identity and Digital Graphics – Theory Careers	R094: Visual Identity and Digital Graphics – Coursework	R094: Visual Identity and Digital Graphics	R095: Characters and comics Careers	R095: Characters and comics
	Introduction to practical and theory element of the creative iMedia course required for both the NEA and the exam. This includes pre-production tools such as mind map, storyboard and scripts; file formats; jobs in the media industry; SWI evaluation and more.	Covering knowledge for the first NEA including: The purpose of visual identity, elements and feature of visual identity and brand value/positioning. Concepts of graphic design and layout conventions Properties of images and the license to use assets.	Continuing knowledge for first NEA: Software tools/techniques to create digital graphics. Sourcing and creating assets. Modifying and storing assets Saving and exporting creations	NEA Assessment	Covering knowledge for the second NEA including: The types of characters features and conventions The conventions of a comic book Describing the resources to create comics and characters. How to plan characters and comics	Continuing knowledge for second NEA; Technical skills to create characters. Technical skills to create comics. Technical skills to save/publish comics/characters. How to review comics/characters Understanding how to suggest improvements and further developments for comics.

Year	Autumn 1	Autumn 2	Spring 1	Spring 1	Summer 1	Summer 2
11	R095: Characters and comics	R095: Characters and comics	R093: Creative iMedia in the Media Industry Careers	R093: Creative iMedia in the Media Industry PSHCE	R093: Creative iMedia in the Media Industry	
	NEA Assessment	NEA Assessment	Covering the theory for the exam including: Media industry sectors and job roles. Factors influencing product design Different research methods and media codes	Continuing exam theory: Work plans and documents to support idea generation. Legal consideration of media products. Regulation, distribution and properties of media.	Revision and Exam Preparation	