Year 10 Long Term Plan iMedia

"Whoever controls the media, controls the mind" – **Jim Morrison**

Year 10 Intent/End Point: By the end of Year 10, learners will have completed two units out of the four units they must complete and started a third. Learners will have the foundation knowledge to be able to interpret a client brief and design a solution. They will also be able to analyse their own work and look for improvements. They will make a start on the third unit of Creating a Multipage Website, but this will be completed in the Autumn term of Year 11 and then the set assignment will be completed.

		HT1	HT2	HT3	HT4	HT5	HT6
Principles that underpin the curriculum	**Unit Title**	RO81 Pre Production		R082 Creating Digital Graphic		RO81 Exam Revision	RO85 Creating a multipage website
	Knowledge	1. Mood boards 2. Mind maps/ spider diagrams 3. Visualisation diagrams 4. Story boards 5. Scripts 6. Work plans 7. Legislation		1. Why digital graphics are used 2. How digital graphics are used 3. Types of digital graphic 4. File formats 5. Image properties 6. Cross unit RO81 content (planning documents) 7. Using Photoshop to create a product.		1. RO81 content 2. Mock papers	1. The purpose of multipage websites 2. Devices which can access websites 3. Method of internet connection 4. Cross unit RO81 content (planning documents) 5. Creating a site map 6. Suitable folder structure 7. Tools to create a multipage website
	Key Terms	1. Purpose, audience, layout, colour scheme, content 2. Idea generation, mind map, tool, relevance, structure 3. Graphic, logo, images, font, annotations 4. Scene, timings, camera shots, camera movement, lighting, visual effects, location 5. Location, mood, direction, sounds, dialogue, sound effects, narrative 6. Tasks, work flow, timescales, milestones, contingencies 7. Copyright, trademarks, intellectual property, defamation		1. Entertain, inform, advertise, promote, educate 2. Poster, magazine, CD/DVD cover, adverts, games 3. Bitmap, raster, vector 4. tiff, jpg, png, bmp, gif, pdf 5. Pixel dimensions, dpi resolution, compression 6. Workflow, timescale, milestones, contingencies, visualisation diagrams, asset table, legislation 7. Cropping, rotating, brightness, contrast, colour adjustment		As per RO81 Pre Production unit.	1. Entertain, promote, communicate, educate, sell, help, advertise, inform 2. Phone, tablet, PC, laptop, games console, digital TV's 3. Ethernet, Wi-Fi, mobile broadband (4G,5G) 4. As per RO81 5. Structure, hyperlinks, index, masterpage 6. Naming conventions, organisation 7. Html, css, template, JavaScript, consistency, logo
	Mid Stake Testing (Strength and try now tasks)	Short assessment tasks for each sub topic.	Short assessment tasks for each sub topic.	Short assessment tasks for each sub topic.	Short assessment tasks for each sub topic.	Exam questions	Short assessment tasks for each sub topic.
	High Stake Testing	Practice Exam 1		Coursework			Exam
	Skills Development	Students will have a solid understanding of pre-production techniques that they will use across all units to allow them to design solutions to the problems they are set. They will be confident working in different design software such as Adobe Photoshop and Adobe Dreamweaver. Students will be independent workers and problem solvers and will also be able to analyse their solutions for improvements.					

Year 11 Long Term Plan iMedia

"Whoever controls the media, controls the mind" – Jim Morrison

Year 11 Intent/End Point: Students will develop their knowledge and understanding of the skills required to build a multipage website and to design a game concept. Each of these two units are completed through coursework and learners will have to research, design and solve a problem for a client brief independently. Some pupils will re-sit RO81, which is the exam unit, so there will be time set aside for this revision.

		HT1	HT2	HT3	HT4	HT5	HT6
	Unit Title	**RO85 Creating a multipage website**	**R091 Designing a game concept**		**RO81 Exam Resit Revision**		
Principles that underpin the curriculum	**Sub Topics**	1. The purpose of multipage websites 2. Devices which can access websites 3. Method of internet connection 4. Cross unit RO81 content (planning documents) 5. Creating a site map 6. Suitable folder structure 7. Tools to create a multipage website	1. The evolution of game platforms 2. The evolution of characteristics of digital games 3. Game objectives 4. Game genres 5. Capabilities and limitations of platforms 6. Generating original ideas 7. Creating a game proposal 8. Legislation in game design		1. Mood boards 2. Mind maps/ spider diagram 3. Visualisation diagram 4. Story board 5. Script 6. Work plan 7. Legislation		
	Key Terms	8. Entertain, promote, communicate, educate, sell, help, advertise, inform 9. Phone, tablet, PC, laptop, games console, digital TV's 10. Ethernet, Wi-Fi, mobile broadband (4G,5G) 11. As per RO81 12. Structure, hyperlinks, index, masterpage 13. Naming conventions, organisation 14. Html, css, template, JavaScript, consistency, logo	8. Game platforms, handheld, PC, console 9. 2D arcade, 3D RPG, MMO, platformer, FPS, simulation, game based learning, augmented reality 10. Win condition, scoring system, objective, lose condition 11. Action, sport, role playing game, quest, strategy 12. Hardware, display devices, networking, storage, UI 13. Narrative, characters, objectives, target audience, visual style, scoring system, downloadable content 14. Game design document, work plan, characters, environment 15. Data protection, copyright, intellectual property		16. Purpose, audience, layout, colour scheme, content 17. Idea generation, mind map, tool, relevance, structure 18. Graphic, logo, images, font, annotations 19. Scene, timings, camera shots, camera movement, lighting, visual effects, location 20. Location, mood, direction, sounds, dialogue, sound effects, narrative 21. tasks, work flow, timescales, milestones, contingencies 22. copyright, trademarks, intellectual property, defamation		
	Mid Stake Testing (Strength and try now tasks)	Short assessment tasks for each sub topic.	Short assessment tasks for each sub topic.	Short assessment tasks for each sub topic.	Exam questions	Exam questions	Exam questions
	High Stake Testing	Coursework		Coursework			Exam
	Skills Development	Students follow on from the learning that takes place in Year 10 by completing the multipage website unit. They will then follow the process of a game design and come up with an original concept and complete all of the design/planning documentation required. Finally, some pupils will revise RO81 and complete their re-sit.					