



## KS4 Curriculum Overview - CAMNAT Creative iMedia

Your child will learn about the media industry, develop their knowledge, skills and understanding of a variety of theoretical concepts and conventions whilst also using software applications used the media industry during each half term.

Term	Year 10	Year 11
Autumn 1	<ul style="list-style-type: none"> <li>R093 Topic 1 The media industry</li> <li>R094 Topic 1 Develop Visual Identity</li> </ul>	<ul style="list-style-type: none"> <li>R093 Topic 4 Distribution considerations</li> <li>Preparation and completion of year 11 autumn mock exam</li> </ul>
Autumn 2	<ul style="list-style-type: none"> <li>R093 Topic 2 Factors influencing product design</li> <li>R094 Topic 2 Plan digital graphics for products</li> </ul>	<ul style="list-style-type: none"> <li>R096 Topic 3 Review animation with audio</li> <li>R096 Practice assessment</li> </ul>
Spring 1	<ul style="list-style-type: none"> <li>R094 Topic 3 Create visual identity and digital graphics</li> <li>R094 External assessment</li> </ul>	<ul style="list-style-type: none"> <li>Preparation and completion of year 11 autumn mock exam</li> <li>R096 External assessment</li> </ul>
Spring 2	<ul style="list-style-type: none"> <li>R094 External assessment</li> </ul>	<ul style="list-style-type: none"> <li>R096 External assessment</li> </ul>
Summer 1	<ul style="list-style-type: none"> <li>R094 External assessment</li> <li>R093 Topic 3 Pre-production planning</li> </ul>	<ul style="list-style-type: none"> <li>R096 External assessment</li> <li>Exam preparation revision and practice</li> </ul>
Summer 2	<ul style="list-style-type: none"> <li>Exam preparation revision and practice</li> <li>R096 Topic 1 Plan animation with audio</li> <li>R096 Topic 2 Create animation with audio</li> </ul>	GCSE Public Examinations

Through the study of Creative iMedia your child will be expected to develop the following knowledge, skills and understanding:

Theoretical	Practical
<ul style="list-style-type: none"> <li>understand and apply the fundamental principles and concepts of digital media including factors that influence product design, use of media codes and conventions, pre-production planning techniques, legal issues and creation/publishing/distribution considerations</li> <li>design, plan and review digital media products which are fit for purpose meeting both client and target audience requirements.</li> </ul>	<ul style="list-style-type: none"> <li>think creatively, innovatively, analytically, logically and critically</li> <li>develop practical skills that can be applied to real-life contexts and work situations</li> <li>create digital media products which are fit for purpose meeting both client and target audience requirements</li> <li>develop independence and confidence in using skills that would be relevant to the media industry and more widely</li> </ul>

Parents can support their child by encouraging them to practice the skills taught in lesson at home in their spare time. Refer to Google Classroom regularly for up to date resources.