Westbourne Academy Curriculum Planning Document   Subject: Cambridge National Creative iMedia Year: 10

Timescale	Autumn				
Prior Learning	8.4 – Web Design 9.4 – Research and Plan IMPs	8.4 – Web Design 9.4 – Research and Plan IMPs	8.4 – Web Design 9.4 – Research and Plan IMPs	7.2 – Coding in Scratch 8.4 – Web Design 9.4 – Research and Plan IMPs	
Unit Title	**R81 Pre Production Skills** **LO1 Purpose & Content of Pre Production**	**R81 Pre Production Skills** **LO2 Plan Pre Production**	**R81 Pre Production Skills** **LO3 Produce Pre Production Documents**	**R81 Pre Production Skills** **LO4 Review Pre Production Documents**	**R81 Pre Production Skills** **REVISION**
Key knowledge (5-10 points)	1. Moodboards 2. Mind Maps / Spider Diagrams 3. Visualisation Diagrams 4. Storyboards 5. Scripts	1. Client Requirements 2. Target Audiences 3. Research 4. Work Plans & Production Schedules 5. Hardware, techniques & software 6. Health & Safety 7. Legislation	1. Creating a mood board 2. Creating a mind map / spider diagram 3. Creating a visualisation diagram 4. Creating a storyboard 5. Analysing a script 6. Properties and limitations of file formats for still images, audio and moving images 7. Naming conventions & version controls	1. Identify the areas of a document that could be reviewed These include … o Format o Style o Clarity o Suitability of content o Target Audience o Client needs 2. Identify how to comment on areas for improvement in pre-production documents These include… o Colour schemes o Content o Additional Scenes	
Key skills (optional)	• Researching and analysing pre-production documents • Identifying key features	• Analysing Target Audience • Analysing client briefs • Identifying and analysing work plans	• Creating pre-production documents • Analysing existing documents • Using naming conventions	• Practice reviewing and evaluating documents	
Key terminology	*Mood board, Mind Map, Visualisation, Diagram, Storyboard, Script, Camera Angle*	*Client Requirements, Target Audience, Primary & Secondary Sources, Time scale, milestone, workflow, contingencies, copyright, data protection, risk assessment*	*Colour scheme, Font, Serif, Sans Serif, Node, Sub Node, Asset properties, Naming conventions, Formats, Elements*	*Review, Evaluate, Mind Map, Format, Style, Clarity, Target Audience, Colour Scheme, Content, Positive, Negative, Benefit, Drawback*	
Assessment (methods to assess)	• Past Paper Questions • Low stakes testing through Kahoot and SMHW	• Past Paper Questions • Low stakes testing through Kahoot and SMHW	• Past Paper Questions • Low stakes testing through Kahoot and SMHW	• Past Paper Questions • Low stakes testing through Kahoot and SMHW	
Links to other units in KS4.	R82: Create Digital Graphics R85: Create a Multipage Website R87: Create an Interactive Multimedia Product	R82: Create Digital Graphics R85: Create a Multipage Website R87: Create an Interactive Multimedia Product	R82: Create Digital Graphics R85: Create a Multipage Website R87: Create an Interactive Multimedia Product	R82: Create Digital Graphics R85: Create a Multipage Website R87: Create an Interactive Multimedia Product	PRE and External Written Exam 1hr 15 minutes

Timescale	Spring		
Prior Learning	8.6 – Digital Graphics	8.4 – Web Design 9.4 – Research and Plan IMPs R81 – Pre Production Skills R82 LO1 – Purpose & Properties of Digital Graphics	8.6 – Digital Graphics R82 LO1 – Purpose & Properties of Digital Graphics R82 LO2 – Plan the creation of a Digital Graphic
Unit Title	**R82 Creating Digital Graphics** **LO1 Purpose & Properties of Digital Graphics**	**R82 Creating Digital Graphics** **LO2 Plan the creation of a Digital Graphic**	**R82 Creating Digital Graphics** **LO3 Create a Digital Graphic**
Key knowledge (5-10 points)	1. Uses of Digital Graphics 2. Types of Digital Graphics 3. File formats of digital images and graphics 4. Properties of digital images & graphics 5. Design & Layout	1. Client requirements 2. Target Audience 3. Work Plans 4. Visualisation Diagrams 5. Assets and Resources 6. Legislation	1. How to source & create graphics 2. Technical compatibility of images 3. Using tools & techniques 4. Saving & exporting graphics in different formats 5. Version control
Key skills (optional)	• Researching and analysing graphics • Identifying key features	• Analysing client requirements • Analysing target audience requirements • Creating visualisation diagrams	• Sourcing, storing and repurposing assets • Using tools and techniques in Photo Shop • Saving and exporting images • File management
Key terminology	*Assets, Design & Layout of Graphics, File Formats, Image Editing Software, Legislation, Properties, Resources, Technical Compatibility of Assets, Visualisation Diagram*	*Assets, Design & Layout of Graphics, File Formats, Image Editing Software, Legislation, Properties, Resources, Technical Compatibility of Assets, Visualisation Diagram*	*Assets, Design & Layout of Graphics, File Formats, Image Editing Software, Legislation, Properties, Resources, Technical Compatibility of Assets, Visualisation Diagram*
Assessment (methods to assess)	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment
Links to other units in KS4.	R85: Creating multipage websites (LO1) R87: Creating Interactive Multimedia Products (LO1)	R85: Creating multipage websites (LO2) R87: Creating Interactive Multimedia Products (LO2)	R85: Creating multipage websites (LO2, LO3) R87: Creating Interactive Multimedia Products (LO2, LO3)

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Timescale	Summer		
Prior Learning	7.2 – Coding in Scratch 8.6 – Digital Graphics R81 LO4 – Reviewing Pre Production Documents	8.4 – Web Design 9.4 – Interactive Multimedia Products R82 LO1 – Purpose & Properties of Digital Graphics R82 LO2 – Plan the creation of a Digital Graphic	8.4 – Web Design 9.4 – Interactive Multimedia Products R82 LO1 – Purpose & Properties of Digital Graphics R82 LO2 – Plan the creation of a Digital Graphic R85 LO1 – Properties and features of multipage websites
Unit Title	**R82 Creating Digital Graphics LO4 Reviewing Digital Graphics**	**R85 Creating a Multipage Website LO1 Properties and features of multipage websites**	**R85 Creating a Multipage Website LO2 Plan a multipage website**
Key knowledge (5-10 points)	1. Identify the areas of a document that could be reviewed These include … o Format o Style o Clarity o Suitability of content o Target Audience o Client needs 2. Identify how to comment on areas for improvement in pre-production documents These include… o Colour schemes o Content o Additional Scenes	1. Unit introduction 2. Purposes of websites 3. Features of websites 4. Devices used to access the internet 5. Internet connections	1. Mind mapping product requirements 2. Initiating a product work plan 3. Interpreting client requirements 4. Analysing target audience requirements 5. Creating a mood board for a product 6. Planning and producing a site map 7. Designing a Visualisation Diagram 8. Planning to test a product 9. Reviewing legal requirements 10. Sourcing and preparing assets
Key skills (optional)	• Practice reviewing and evaluating documents	• Researching and analysing websites / methods of internet connection • Identifying key features	• Analysing client requirements • Analysing target audience requirements • Creating visualisation diagrams • Creating mood boards
Key terminology	*Assets, Design & Layout of Graphics, File Formats, Image Editing Software, Legislation, Properties, Resources, Technical Compatibility of Assets, Visualisation Diagram*	*Embedded content, Navigation, Cascading Style Sheets, Alt Text, Search Engine Optimisation, Hotspot, Hyperlink, Intellectual Property, Trademarks, Copyright, Assets, Site Map, Visualisation*	*Embedded content, Navigation, Cascading Style Sheets, Alt Text, Search Engine Optimisation, Hotspot, Hyperlink, Intellectual Property, Trademarks, Copyright, Assets, Site Map, Visualisation*
Assessment (methods to assess)	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment
Links to other units in KS4.	R85: Creating multipage websites (LO4) R87: Creating Interactive Multimedia Products (LO4)	R87: Creating Interactive Multimedia Products (LO1)	R87: Creating Interactive Multimedia Products (LO2)

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Timescale	Autumn		
Prior Learning	8.4 – Web Design 9.4 – Interactive Multimedia Products R85 LO1 – Properties and features of multipage websites R85 LO2 – Plan a multiple page website	8.4 – Web Design 9.4 – Interactive Multimedia Products R82 LO4 – Reviewing Digital Graphics R85 LO1 – Properties and features of multipage websites R85 LO2 – Plan a multiple page website R85 LO3 – Create multipage websites using multimedia	8.4 – Web Design 9.4 – Interactive Multimedia Products R82 LO1 – Purpose & Properties of Digital Graphics R82 LO2 – Plan the creation of a Digital Graphic R85 LO1 – Properties and features of multipage websites
Unit Title	**R85 Creating a Multipage Website** **LO3 Create multipage websites using multimedia**	**R85 Creating a Multipage Website** **LO4 Reviewing multipage websites**	**R87 Creating Interactive Multimedia Products** **LO1 Use and Properties of Interactive Multimedia Products**
			NOTE: This unit may change

Key knowledge (5-10 points)	1. Finish sourcing and preparing assets
	2. Build a website structure
	3. Create navigation systems
	4. Plan a home page
	5. Introduce a range of features of the software to create a multipage website
	6. Outline a range of embedded content that could be used to create a multipage website
	7. Explain how to use forms on a multipage website
	8. Saving and publishing websites
		1. User requirements (mind map)
		2. Judging success of a product
		3. Identify areas of a website that could be reviewed. These could include:
		   o Navigation
		   o Content
		   o Language
		   o Target Audience
		   o Multimedia content
		   o Specific client needs
		   o Use of website elements
		   o Use of embedded content
		4. Identify how to comment on areas for improvement in website. These include…
		   o Colour schemes
		   o Content
		   o Additional elements
		5. Vocabulary for reviewing products
			1. Investigate purpose of Interactive Multimedia Products
			2. Key elements of Interactive Multimedia Products
			3. Hardware, software and peripherals
			4. Limitations affecting access to IMPs
			5. File formats for different platforms

Key skills (optional)	• Sourcing, storing and repurposing assets • Using tools and techniques in a web author • Saving and exporting sound, images, videos and web pages • File management	• Practice reviewing and evaluating documents	• Researching and analysing interactive multimedia products / limitations of bandwidth, data transfer and connectivity speed • Identifying key features
Key terminology	*Embedded content, Navigation, Cascading Style Sheets, Alt Text, Search Engine Optimisation, Hotspot, Hyperlink, Intellectual Property, Trademarks, Copyright, Assets, Site Map, Visualisation*	*Embedded content, Navigation, Cascading Style Sheets, Alt Text, Search Engine Optimisation, Hotspot, Hyperlink, Intellectual Property, Trademarks, Copyright, Assets, Site Map, Visualisation*	*Interactive multimedia, Multimedia, Navigation Methods, Client, Target Audience, Properties, GUI*
Assessment (methods to assess)	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment
Links to other units in KS4.	R85: Creating multipage websites (LO4) R87: Creating Interactive Multimedia Products (LO3)	R87: Creating Interactive Multimedia Products (LO4)	

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Timescale	Spring		
Prior Learning	8.4 – Web Design 9.4 – Interactive Multimedia Products R82 LO2 – Plan the creation of a Digital Graphic R85 LO1 – Properties and features of multipage websites R85 LO1 – Research		
Unit Title	**R87 Creating Interactive Multimedia Products** **LO2 Plan a Multipage Website**	**R87 Creating Interactive Multimedia Products** **LO3 Creating an Interactive Multimedia Products**	**R87 Creating Interactive Multimedia Products** **LO4 Reviewing an Interactive Multimedia Products**
	NOTE: This unit may change	**NOTE: This unit may change**	**NOTE: This unit may change**

Key knowledge (5-10 points)	1. Mind mapping product requirements
	2. Initiating a product work plan
	3. Interpreting client requirements
	4. Analysing target audience requirements
	5. Creating a mood board for a product
	6. Planning the structure of an Interactive Multimedia Product
	7. Designing the content of an Interactive Multimedia Product
	8. Planning to test a product
	9. Reviewing legal requirements
	10. Sourcing and preparing assets
		1. Sourcing, creating, repurposing and storing assets
		2. Creating the structure of an Interactive Multimedia Product
		3. Creating templates for an Interactive Multimedia Product
		4. Creating a home page / slide
		5. Creating interactive and playback controls
		6. Adding content and features to the product
		7. Adding advanced tools and features to the product
		11. Saving and exporting interactive multimedia products
			1. User requirements (mind map)
			2. Judging success of a product
			3. Identify areas of an interactive multimedia product that could be reviewed. These could include:
			  o Navigation
			  o Content
			  o Language
			  o Target Audience
			  o Multimedia content
			  o Specific client needs
			  o Use of specific elements
			  o Use of embedded content
			4. Identify how to comment on areas for improvement in interactive multimedia product. These include…
			  o Colour schemes
			  o Content
			  o Additional Elements
			5. Vocabulary for reviewing products

Key skills (optional)	• Analysing client requirements • Analysing target audience requirements • Creating visualisation diagrams • Creating mood boards • Drafting test plans	• Sourcing, storing and repurposing assets • Using tools and techniques in a web author • Using presentation tools & techniques • Saving and exporting sound, images, videos and web pages/presentations • File management	• Practice reviewing and evaluating documents
Key terminology	*Interactive multimedia, Multimedia, Navigation Methods, Client, Target Audience, Properties, GUI*	*Interactive multimedia, Multimedia, Navigation Methods, Client, Target Audience, Properties, GUI*	*Interactive multimedia, Multimedia, Navigation Methods, Client, Target Audience, Properties, GUI*
Assessment (methods to assess)	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment	• Low stakes testing through Kahoot and SMHW • Sample documents • Controlled Assessment
Links to other units in KS4.			

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Timescale	Summer		
Prior Learning			
Unit Title	CATCH UP / IMPROVE	CATCH UP / IMPROVE	
Key knowledge (5-10 points)			
Key skills (optional)			
Key terminology			
Assessment (methods to assess)			
Links to other units in KS4.			