

Year 10 Cambridge National in iMedia

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	<p>RO82 Investigating different applications of Digital Graphics. Identifying how audience and purpose affects the layout and content of digital graphics.</p>	<p>RO82 Planning a digital graphic. Producing a digital graphic. Checking a reviewing digital graphics.</p>	<p>RO81 The purpose and uses of a range of pre-production techniques. Applying a range of suitable planning techniques for different media products.</p>	<p>RO81 Working to a client brief and understanding specific client requirements. Legal and ethical considerations of media products</p>	<p>RO81 Hardware and software used in the development and production of interactive media products. Reviewing the success of media products.</p>	<p>RO87 Investigating interactive multi-media products. Looking how different industries design and implement interactive multimedia products into their brand.</p>
Assessment	<p>Written assessment and case study on the different properties on digital graphics and case studies on digital graphics used in different industries.</p>	<p>Practical assessed work on planning, creating and evaluating a digital graphic created for a specific purpose.</p>	<p>RO81 LO1 practice exam questions. LO2 practice exam questions.</p>	<p>RO81 LO3 and LO4 practice exam questions</p>	<p>RO81 Walking talking mock exam.</p>	<p>External exam for RO81. RO87 Written assessment on the purposes and application of Interactive multi-media products.</p>

Building on Prior Learning	A range of applicable skills as well as subject knowledge will have been delivered in key stage 3. Students will be aware of digital graphic terminology, as well as foundation practical skills in subject specific software packages.
Links with other subjects	Computer science - an understanding of the different hardware, software and interfaces used. Business studies - an understanding of how different products are designed to meet the needs of different target audiences.
Extracurricular opportunities	Visits to digital media production companies will be sought, when possible and if appropriate. Online ted talks on aspects of the digital media industry will be made available to students to engage with.
A successful learner in this subject will demonstrate	Critical thinking skills, creativity and imagination, analytical and evaluative skills. They will also develop and demonstrate their ability to interpret the requirements of a specific audience before planning and producing media products to meet a specific purpose.
Impact on personal development	Communication skills will be developed as will confidence in speaking to others in a professional context.



	Appreciation of the role of time management, working to a brief and analysing tasks are skills which are applicable to a range of contexts.
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Ways to support student learning in this subject
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| <ul style="list-style-type: none">• Watch documentaries about the digital media industry.• Encourage students to pay attention to local and national news - relating to emerging technologies in the interactive media industry.• Encourage them to discuss the importance of being digitally literate in an ever-developing world of digital communication.• Ask them about their learning and for them to explain concepts they are learning about.• Discuss with them the legal and ethical considerations of digital and social media - discuss their usage and how they consume media across a range of platforms.• Discuss with them career opportunities in the media industry. |
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