Year 11 Cambridge National in iMedia

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	R087 Investigating interactive multi-media products. Looking how different industries design and implement interactive multimedia products into their brand	R087 Planning an interactive multimedia product. Producing an interactive multimedia product. Checking and reviewing an interactive multimedia product.	R090 The different types of hardware and software used in digital photography. Rules of photography and composition.	R090 Working to a client brief and understanding specific client requirements. Taking and displaying digital photographs and using appropriate file types.	R090 Reviewing the success of digital photographs. Understanding the importance of reflection and review against original client requirements. Identifying areas for future development,	Exam season
Assessment	Written assessment and case studies on interactive multi-media products used in different industries.	Practical assessed work on planning, creating and evaluating an interactive multi-media product created for a specific purpose.	R090 L01+2 Written assessment and case studies on different technologies used in digital photography and associated industries.	R090 L03 Written assessment and production of a portfolio of digital photographs captured for a specific purpose. Written assessment on justification of the creative and technical aspects of each image.	R090 L04 Written assessment on the evaluation and review of the final portfolio. Identifying areas of development.	FINAL EXTERNAL EXAM OPPORTUNITY FINAL COURSEWORK SUBMISSION OPPORTUNITY FOR R082, R087 and R090

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.

Ways to support student learning in this subject
• 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.