Subject: Creative imedia (Creative imedia in the Media Industry)

Year group: 9

GCSE title: Cambridge National in Creative imedia (Level1/2) – J834

Exam Board: OCR

Creative imedia in the media industry (R093 Externally Assessed)

40% of the Final Grade

Details of practical assessments:

Visual identity and digital graphics (R094)

30% of the Final Grade

Interactive digital media (R097)

30% of the Final Grade

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Media industry sectors and products	Media codes used to convey meaning, create impact and/or engage audiences	Work planning	Properties and formats of media files	Distribution platforms and media to reach audiences	Legal considerations to protect individuals.
Job roles in the media industry	Audience demographics and segmentation	Documents used to support ideas generation	Image and Audio Files	Online platforms	Intellectual property rights
How style, content and layout are linked to the purpose	Sources of research and types of research data	Documents used to design and plan media products	Moving Image Files	Physical platforms	Regulation, certification, and classification
Client requirements and how they are defined	Audio capturing and camera techniques.	Documents used to interact with target audience	File compression	Physical media	Health and safety

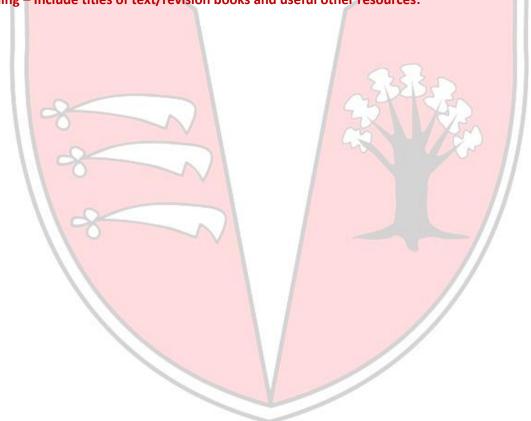
Assessment	Assessment	Assessment	Assessment	Assessment	Assessment
Class assessment (CW)	Class assessment (CW)	Class assessment (CW)	Class assessment (CW)	End of year paper test (IA)	

Skills developed through the year:

- Project planning and management
- Contextual and technical research
- Software skills for digital graphic manipulation

Resources to support independent learning – Include titles of text/revision books and useful other resources:

w3schools.com



Subject: Creative imedia (Visual Identity and Digital Graphics) Year group: 10

GCSE title: Cambridge National in Creative imedia (Level1/2) – J834

Exam Board: OCR

Creative imedia in the media industry (R093 Externally Assessed)

40% of the Final Grade

Details of practical assessments:

Visual identity and digital graphics (R094)

30% of the Final Grade

Interactive digital media (R097)

30% of the Final Grade

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Purpose, elements and	Technical properties of	Techniques to plan visual	Tools and techniques of	Technical skills to source,	Techniques to save and
design of visual identity	images and graphics	identity and di <mark>gita</mark> l	imaging editing software	create and prepare assets	export visual identity and
	1100	graphics	used to create digital graphics	for use within digital graphics	digital graphics
Concepts of graphic	Sourcing digital graphics	Pre-production and	Image/canvas size	Source assets for use in	File formats
design		planning documentation	Layou <mark>t tools</mark>	digital graphics	
		for graphic projects	Drawing tools		
	1100		Brightness/contrast and	//	
			colo <mark>ur adjustment</mark>	-//	
Layout conventions for	Properties of digital	Visualising concepts	Use of selections	Create assets for use in	Matching formats to
different graphic products	graphics and use of assets		Use of layers and layer	digital graphics	suitable platforms
			styles		
Layout conventions for	Licences and permissions	Sharing ideas with third	Retouching	Modify and store images	Measuring project and
different graphic	to use assets	parties	Typography	and other assets to	product success
purposes			Filters and effects	ensure the technical compatibility	

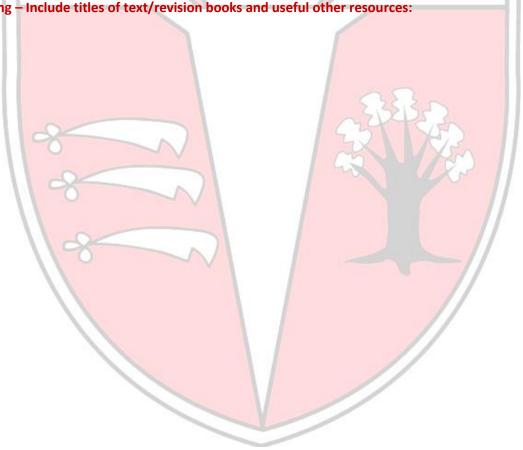
Assessment	Assessment	Assessment	Assessment	Assessment	Assessment
Class assessment (CW)	Mock examination (IA)	Class assessment (CW)	Class assessment (CW)	End of year paper test (IA)	
			Y/Y		

Skills developed through the year:

- Project planning and management
- Contextual and technical research
- Software skills for digital graphic manipulation

Resources to support independent learning – Include titles of text/revision books and useful other resources:

w3schools.com



Subject: Creative imedia (Interactive Digital Media) Year group: 11

GCSE title: Cambridge National in Creative imedia (Level1/2) – J834

Exam Board: OCR

Creative iMedia in the media industry (R093 Externally Assessed)

40% of the Final Grade

Details of practical assessments:

Visual identity and digital graphics (R094)

30% of the Final Grade

Interactive digital media (R097)

30% of the Final Grade

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Types of interactive digital media, content and associated hardware	Features and conventions of interactive digital media	Pre-production and planning documentation and techniques for interactive digital media	Technical skills to create interactive digital media	Techniques to save and export/publish interactive digital media	Test plan and checklists
Content used in interactive digital media	Interface and interaction styles	Product folder management	Master page/templates House style Navigation systems Fixed/editable content	Native file formats and Version control	Testing multimedia functions
Hardware devices used to access interactive digital media	Conventions of interactive digital media	Properties of assets linked to purpose	Product content Playback controls Triggers and behaviours	Platform independent file formats	Testing against success criteria

Methods of user interaction within interactive digital media	Resources required to create interactive digital media products	Technical skills to create edit and manage assets for use within interactive digital media products	Saving interactive digital media products during creation	Techniques to test/check and review interactive digital media	Improvements and further developments
Assessment	Assessment	Assessment	Assessment	Assessment	Assessment
Class assessment (CW)	Mock examination (IA)	Class assessment (CW)	Class assessment (CW)	End of year paper test (IA)	

Skills developed through the year:

- Project planning and management
- Contextual and technical researching
- Software skills for interactive digital media manipulation
- Asset management

Resources to support independent learning – Include titles of text/revision books and useful other resources:

w3schools.com