

Curriculum Intent Statement for iMedia

At Chase Terrace Academy we aspire for all of our pupils to achieve greater things than they ever thought possible.

We pride ourselves on being a warm and welcoming school that places community at the heart of everything we do. Our ambitious curriculum is enriching and inclusive, providing challenge and breadth for all. This empowers our students to become compassionate, confident and creative individuals who are resilient, respectful and equipped with a desire to take up a fulfilling role in society and the wider world.

In iMedia we aspire to enrich pupils with a varied and deep understanding of the creative media industry. Pupils learn a diverse range of knowledge and skills such as research methods, idea generation, planning techniques and legislation. Ultimately, we aim to give pupils the knowledge and experience they need to study iMedia to degree level, to use these skills in their day to day lives or careers and to compliment almost any future study or job.

Year 11 Curriculum Implementation Plan (ICT - iMedia)

OCR Cambridge Creative iMedia				
Knowledge and Skills – Students will be have studied...	Reading, Literacy and Numeracy	Formative Assessment	Summative Assessment	Link to GCSE Content
Unit R095: Characters and comics Topics include: Topic 1: Plan characters and comics 1.1 Character features and conventions <ul style="list-style-type: none"> - Types of characters - Features of characters - Characteristics and conventions - Digital characters - Use of visual styles to create distinctive and recognisable characters 	Reading: <ul style="list-style-type: none"> • Regular use of on screen sources of information • Research and online reading and extracts Literacy: <ul style="list-style-type: none"> • Extended written responses across units • In depth research and referencing of sources • Use of spelling and grammar tools 	Regular exam questions and assessment against mark scheme criteria Regular opportunities to revisit previous tasks and improve based on feedback Verbal feedback on an individual basis	Two end of topic assessments One mock exam – Unit R093 One coursework submission – Unit R095	



<p>1.2 Conventions of comics</p> <ul style="list-style-type: none">- Conventions of comic design and layout- Conventions for story telling within comics- Communication bubbles- Narration/captions- Creativity in characters and comics- <p>1.3 Resources required to create characters and comics</p> <ul style="list-style-type: none">- Resources used to create characters and comics- Software used to create characters- Software used to create comics <p>1.4 Pre-production and planning documentation and techniques for characters and comics</p> <ul style="list-style-type: none">- Pre-production and planning for characters- Pre-production and planning for comics <p>Topic Area 2: Create characters and comics</p> <p>2.1 Techniques to obtain and create components for use within comics</p> <ul style="list-style-type: none">- Technical skills to create characters for use as	<ul style="list-style-type: none">• Regular review of in class work focussed on level of written response• Modelling of appropriate level of written response <p>Numeracy:</p> <ul style="list-style-type: none">• Understanding compression algorithms• Calculating resolution, colour depth, DPI	<p>Whole class feedback</p> <p>Extended end of unit assessment feedback</p>		
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<p>components within comics</p> <ul style="list-style-type: none"> - Techniques for creating assets for use as components within comics <p>2.2 Technical skills to create comics</p> <ul style="list-style-type: none"> - Techniques for combining assets into comic panels - Techniques and skills to transfer a script, storyline or storyboard into a comic strip <p>2.3 Techniques to save and publish characters and comics</p> <ul style="list-style-type: none"> - Techniques used to save and publish characters in suitable formats - Technical skills to save and export/publish comics <p>Topic Area 3: Review characters and comics</p> <p>3.1 Techniques to check and review characters and comics</p> <ul style="list-style-type: none"> - Techniques to check the technical properties of characters and comics - Techniques to review characters and comics <p>3.2 Improvements and further developments</p>				
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<ul style="list-style-type: none">- Constraints which limit the effectiveness of characters and comics- Further development opportunities for characters and comics				
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