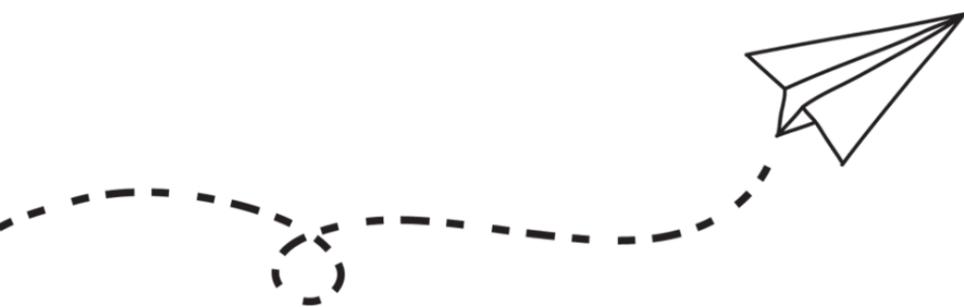
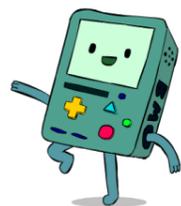


# Creative iMedia

Five-Year Curriculum Plan



## Year 10



## 10.1 and 10.2

LO1 of R082

LO2 of R082

## 10.3 and 10.4

LO3 and LO4 of R082

LO1 of R090

## 10.5 and 10.6

LO2 of R090

LO3 and LO4 of R090

## Knowledge

Understand the purpose and properties of digital graphics

Be able to plan the creation of a digital graphic

Be able to create a digital graphic. Be able to review a digital graphic

Understand the features and settings of digital photographic equipment

Be able to plan a photo shoot

Be able to take and display digital photographs. Be able to review digital photographs

## Skills and concepts

Students will research what is meant by the term 'digital graphic', where they can be found and their different purposes. They will also learn a little about the thought process behind the creation of a digital graphic and how it serves its target audience.

Students will go through the project life cycle to plan the creation of a digital graphic. From creating a work plan, interpreting a client brief, brainstorm ideas and creating a mood board and ending with the creation of a visualisation diagram of their proposed digital graphic.

How to use Photoshop to create a digital graphic. Be able to formally evaluate the successes or otherwise of their digital graphic in terms of meeting the client brief and thinking about what students might do differently next time.

In this unit, students will learn about the different types of digital camera and their capabilities and limitations. Students will learn the technical aspects of cameras (pixel count, exposure modes etc) and how to select a camera type for a given purpose.

Students will learn what goes on as part of a photoshoot and how to plan a photoshoot considering the client's requirements and the environmental conditions and time of day in which the shoot is to happen.

Students will learn how to take a display digital photograph, using the correct type of camera and settings to get the shot.

## Prior Learning

Links back to the iDesign work students will have studied in Year 9, e.g., how to create mind map, mood board and visualisation diagram.

Links back to the iDesign work students will have studied in Year 9, e.g., an introduction to Photoshop.

Though a brand-new unit, students will have an appreciation of digital photography through their use of smartphone cameras.

Students will be able to refer to the skills learned as part of LO2 of R082, e.g., how to interpret a client brief, create a work plan etc.

Though a brand-new unit, students will have an appreciation of digital photography and how to take a photograph through their use of smartphone cameras.

## Future Learning

A knowledge of digital graphics will put students in a good position should they wish to take this subject further or wish to become a digital artist.

Interpreting client requirements, producing a work plan, reviewing, and identifying areas for improvement and development are all skills needed for unit R090 and the R081 exam.

On completion of this unit, learners will understand the purpose and properties of digital graphics and know where and how they are used. They will be able to plan the creation of digital graphics, create new digital graphics using a range of editing techniques and review a completed graphic against a specific brief.

A knowledge of photography will put students in a good position should they wish to take this subject further or wish to become a photographer; professionally or as a hobby.

Interpreting client requirements, producing a work plan, reviewing, and identifying areas for improvement and development are all skills needed for unit R084 and the R081 exam.

On completion of this unit, learners will understand the features and settings of digital photographic equipment, be able to plan a photo shoot, review the digital photographs and review the final portfolio against a specific brief.

## Assessment

Formative assessment during lesson and coursework produced as part of this unit.

Formative assessment during lesson and coursework produced as part of this unit.

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Formative assessment during lesson and coursework produced as part of this unit.

Formative assessment during lesson and coursework produced as part of this unit.

## Year 11



## 11.1 and 11.2

R081 – Preproduction Skills

## 11.3 and 11.4

LO1 of R084

LO2 of R084

## 11.5 and 11.6

LO3 and LO4 of R084

## Knowledge

This unit will enable learners to understand pre-production skills used in the creative and digital media sector. It will develop their understanding of the client brief, time frames, deadlines and preparation techniques that form part of the planning and creation process. Planning is an essential part of working in the creative and digital media sector. This unit will enable learners to acquire the underpinning knowledge and skills needed to create digital media products and gain an understanding of their application.

Comic strips are as popular today as they have ever been in their history. They have evolved from their origins in the early part of the 20th century from simple story strips to become whole genres of interest which span the world. This unit will enable learners to understand the basics of comic strip creation.

Students will learn how to interpret a client brief and construct a storyboard comprises of different panels, focal points, characters, storyline, and locations.

Students will learn how to create a comic strip and will be able to review their comic strip in terms of the client brief; identifying their own strengths and weaknesses and what they would do to improve them.

## Skills and concepts

The uses and purposes of several different pre-production documents, how to plan the pre-production process for a movie, how to create several pre-production documents and how to review several pre-production documents.

Students will learn about multi-page comic strips, the different genres and history. They will investigate the tools used to create a comic strip and how the placement of panels and their layout creates the flow of a story.

What is a comic strip storyboard and how the different elements of the storyboard come together to tell the story?

The ability to create a comic strip using the appropriate software and review their creations in terms of the client brief.

## Prior Learning

Several topics for R081 will have already been covered twice by the time this unit has been started, e.g., mind maps, mood boards, visualisation diagrams, work plans etc.

No prior learning is necessary, but many students will have experiences of reading comic strips.

Students will be able to refer to the skills learned as part of LO2 of R082, e.g., how to interpret a client brief, create a work plan etc.

No prior learning is necessary, but many students will have experiences of reading comic strips though not necessarily created one before.

## Future Learning

On completion of this unit, learners will understand the purpose and uses of a range of pre-production techniques. They will be able to plan pre-production of a creative digital media product to a client brief and will understand how to review pre-production documents.

A knowledge of comic strip will put students in a good position should they wish to take this subject further or wish to become a comic strip artist or animator.

Interpreting client requirements, producing a work plan, reviewing, and identifying areas for improvement and development are all skills used in whatever career students might pursue after school.

On completion of this unit, learners will be able to explore different genres of comic strip and how they are created, plan and create a comic strip to specific requirements, and review the final comic against a specific brief.

## Assessment

Formative assessment using Demonstrate and Connect in every other lesson.

Formative assessment using Demonstrate and Connect in every other lesson.

Formative assessment during lesson and coursework produced as part of this unit.

Formative assessment during lesson and coursework produced as part of this unit.

Formative assessment during lesson and coursework produced as part of this unit.