

# LTP – KS4 Creative iMedia

The intent of the KS4 Creative iMedia curriculum is to provide every learner with a range of creative media knowledge and skills needed to work in the digital media sector and other fields of employment. The KS4 Creative iMedia curriculum also aims to ensure all learners develop transferable skills, such as research, planning, working with others and communicating creative concepts effectively. The KS4 Creative iMedia curriculum provides opportunities to support learning across different subject areas and to promote SMSC and British values.

## Year 10

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p><b>Pre-production Skills I</b></p> <ul style="list-style-type: none"> <li>• Uses, purposes, and contents of mood boards, mind maps, spider diagrams, storyboards, and scripts</li> <li>• Interpretation of client requirements for a digital media product based on a specific brief</li> <li>• Identify the target audience, hardware &amp; software requirements, health &amp; safety considerations, and legislation regarding assets to be sourced when planning a digital media product.</li> </ul>	<p><b>Pre-production Skills II</b></p> <ul style="list-style-type: none"> <li>• Mood boards, mind maps, spider diagrams, and storyboards as part of the planning for a digital media product</li> <li>• Script analysis</li> <li>• Properties and limitations of different media files</li> <li>• Naming conventions for media files</li> <li>• File formats required for pre-production of documents and final product</li> <li>• Review of a digital media product and identification of areas of improvement</li> </ul>	<p><b>Creating Digital Images I</b></p> <ul style="list-style-type: none"> <li>• Uses of digital graphics</li> <li>• Types of digital graphics</li> <li>• File formats</li> <li>• Properties of digital graphics and their suitability for use in creating images</li> <li>• Influence of target audience and purpose in the design and layout of digital graphics</li> </ul>	<p><b>Creating Digital Images II</b></p> <ul style="list-style-type: none"> <li>• Interpreting client's requirements for a digital graphic</li> <li>• Identification of target audience requirements for a digital graphic</li> <li>• Work plan production for an original graphics creation</li> <li>• Identification of assets and resources needed to create a digital graphic</li> <li>• Legislation of digital graphic use</li> </ul>	<p><b>Creating Digital Images III</b></p> <ul style="list-style-type: none"> <li>• Know how to source assets for a digital product</li> <li>• Know how to create assets identified for use in a digital graphic ensuring the technical compatibility of assets with the final graphic</li> <li>• To create a digital graphic using a range of tools and techniques within an image editing software application</li> <li>• Saving digital graphics in an appropriate format</li> </ul>	<p><b>Creating Digital Images IV</b></p> <ul style="list-style-type: none"> <li>• Know how to export a digital graphic using appropriate formats and properties for different uses</li> <li>• To use version control when creating a digital graphic</li> <li>• To review a digital graphic against a specific brief</li> </ul>

## Year 11

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p><b>Creating a Multipage Website I</b></p> <ul style="list-style-type: none"> <li>• Purpose and component features of multipage websites</li> <li>• Devices used to access web pages</li> <li>• Different ways of internet connection</li> <li>• Interpretation of client requirements for a multipage website</li> <li>• Work plan production for the creation of a multipage website</li> </ul>	<p><b>Creating a Multipage Website II</b></p> <ul style="list-style-type: none"> <li>• Identification of assets and resources needed for a multipage website</li> <li>• Legislation in relation to the use of assets in multipage websites</li> <li>• Create a multipage website using web authoring software</li> <li>• Review a website and identification of areas of improvement</li> </ul>	<p><b>Creating Interactive Multimedia Products I</b></p> <ul style="list-style-type: none"> <li>• Purpose and component features of IMPs</li> <li>• Elements to consider when designing IMPs</li> <li>• Hardware, software and peripherals required to create and view IMPs</li> <li>• Type of limitations caused by connections, bandwidth and data transfer when accessing IMPs</li> <li>• File formats supported by different platforms</li> </ul>	<p><b>Creating Interactive Multimedia Products II</b></p> <ul style="list-style-type: none"> <li>• Know how legislation applies to assets used in IMPs</li> <li>• Identify and prepare assets and resources for an IMP</li> <li>• Create an IMP</li> <li>• Review an IMP and identify areas for improvement and further development</li> </ul>	<p><b>Theory Revision &amp; Final Exam</b></p>	

		<ul style="list-style-type: none"><li>• Interpretation of client requirements for an IMP</li><li>• Work plan production for the creation of an IMP</li></ul>			
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