ICT & iMedia 2022/2023

YEAR 11 — Unit R091: Designing a game concept

LO1: Understanding digital game types and platforms
Researching about the evolution of digital games and their history dating back to generation 1 to 9. Also listing platforms and objectives.

LO2: Be able to plan a digital game concept.
Create a brief for the client, detailing target audience and the concept.

LO3: Be able to design a digital game proposal
Creating a visualisation diagram and creating the proposal

LO4: Be able to review a digital game proposal

January Exam
You will sit your exam.

Revision (for Jan sitting)
Introduction to keywords. Understand the purpose and content of pre production skills.

Revision of planning documents
Learning documents needed to plan a media project

Being able to produce pre production documents
Practical uses of pre production documents.

Be able to review production documents

You will study Creative iMedia where you will complete various projects both theory and practical. The skills from these units will take you into the exam process where you will develop a wider understanding of the media industry.

YEAR 10

Unit R082- Creating a Digital Graphics

LO1: Understand the purpose and properties of digital graphics (PPT Presentation)

LO2: Be able to plan the creation of a digital graphics
(Brief, work plan, mood board, visual diagrams, resource table)

LO3: be able to create and save a digital graphic
(GIMP)

LO4: Be able to review the digital graphic (Evaluation)

R081- Pre Production Skills

Unit R088- Creating a digital sound

LO1: Understand the uses and properties of digital sound (PPT Presentation)

LO2: Be able to plan a digital sound sequence
(Brief, work plan, script, resource table)

LO3: Be able to create a digital sound sequence
(Using Garage band or Audacity)

LO4: Be able to review a digital sound sequence
(Evaluation)

Skills: Students will gain a taster into iMedia in KS4. They will develop further skills in research, mood boards and visual diagrams.

Topic: Creating an ice cream packaging.

KS4 — OCR Nationals in Creative iMedia

Digital Graphics

YEAR 9

Sound Works

Topic: Creating a podcast. Including; group work, planning, script writing, recording and editing sound.

Skills: Using research skills to find information on Pod cast chosen. Learning to write a script and developing editing skills for sounds.

Evaluate: What skills have you developed? Test your product and consider how you would improve it. Present to class to listen.

Programming

Topic: Using Tynker and Scratch.

Skills Learning basic coding, developing skills to Scratch to make an animation.

Evaluation: Can you animation/game be played? Are there any improvements to be made and why?

Technology in our lives

Topic: Using the internet to research for information (extension of year 6 project)

Skills: Learning what is true information and how to research effectively and safety.

Evaluate: Present the information that you have found out to the class and in a report, concluding what you have found.

Working Towards the end of year 8 you will start to learn skills that is needed to prepare you for Key Stage 4. By year 9 you will complete one iMedia project, ready to take with you into Year 10.

YEAR 8

Robotics and Systems

Topic: Creating a weather report (cross curricula with Humanities)

Skills: Using ICT skills to create a map and typing. Recording and presenting own report and then using post production skills in editing.

Evaluate: What other instructions can we give and what do these instructions

Video Works

Evaluate: Presenting to class. Peer assessing: What makes a good report? What could you improve on?

Skills: Learning basic programming skills needed to give for directions and instructions.

KS3 — YEAR 7

E-Safety

Topic: Introduction to coding/programming and what is algorisms?

Evaluate: Is your article interesting for your target group? How can you make it more appealing? Looking at design and writing.

Skills: Progressing poster making skills and creating a blog/article online

Topic: How to stay safe and what to do if you are in trouble.

Staying connected

Topic: How to navigate the internet and its functions

Evaluate: Share with someone who has searched for the same words. What have you both found? Did you use the same search engine? Did you identify same same things? What was different? Which is the better search engine and why? (Kiddle/Google)

Information Models

Skills: Learning about design for purpose of target audience and advertising. Creating a logo on an editing software for the correct audience.

Morphing Images

Evaluate: Peer assessing and reading each others work, checking for grammar and spellings. Presenting

Skills: Learning features of a browser, a search engine, how to search, and e safety.

Topic: Investigating fonts, logos and images to create a project.

Evaluate: What is a font and why do we have difference styles? Look at each other's logos. Is it fit for purpose?

Teaching and introducing ICT in school. Learning skills needed to set you into secondary school life and develop what is learnt from primary school.

YEAR 6

Data Matters

Skills: Developing skills using PPT and basic formatting. Learning about good design

Topic: Making a Presentation. Using Microsoft PowerPoint to create a project "About me".

Skills: Formatting and using basic tools to make a poster/ how to stay safe online.

Evaluation: How can we improve the posters? Let's look at colours and lay...

Topic: Introduction ICT and the suite. Function of logging in safety and staying safe.

Creating Media

YEAR 5 — KS2

Computer systems

Topic: Introduction ICT and the suite. Function of logging in safety and staying safe.

Skills: Understand data sharing, networking and. E safety. Also investigating parts of the computer.

Topic: Investigating fonts and images to create a logo

Digital Graphics

Skills: Understand elements of a logo and why they are used, including colours and layout.

Topic: Creating an animation that will include a storyboard.

Skills: Understand why planning is needed and being able to use simple programming/animati on software to create an animation.

Evaluation: Are there any improvements to be made and why? Peer assess