

St Thomas More RC College Curriculum Topic Overview commencing September 2021

Subject: iMedia Year Group 10

Week	Autumn
1	LO1 – intro to research
2	LO1 – purposes of digital graphics
3	LO1 – purposes of digital graphics/close text investigation
4	LO1 – close text investigation
5	LO1 – close text investigation/file formats research
6	LO1 – file formats research
7	LO1 –image properties research
8	LO1 –audience and purpose influence on design
9	LO1 – composition, layout, colour theory research
10	LO2 – client requirements/creating work plan
11	LO2 - target audience mind map planning/moodboard
12	LO2 – moodboard/visualisation diagram
13	LO2 – assets table/resources table
14	LO2 – legislation/prep for production (sourcing props, costume etc.)
15	LO3 – photshoot and production

Week	Spring
16	LO3 – production and diary
17	LO3 – production and diary
18	LO3 – production and diary
19	LO4 - Evaluation
20	LO1 – intro to research
21	LO1 – Close text investigation
22	LO1 – Close text investigation
23	LO1 – Hardware and software
24	LO1 – Accessibility and connectivity/ file types and formats
25	LO2 – file types and formats/client requirements/target audience
26	LO2 - Create work plan/mind-map planning-moodbaord
27	LO2 - Assets table/resources list

Week	Summer
28	LO2 - Visualisation diagram/test plan
29	LO2 - Legislation
30	LO3 - production
31	LO3 - production
32	LO3 - production
33	LO3 - production
34	LO4 - evaluation
35	CATCH-UP/TIME OVER SPILL/START R084 – Storytelling with a Comic Strip
36	CATCH-UP/TIME OVER SPILL/START R084 – Storytelling with a Comic Strip
37	CATCH-UP/TIME OVER SPILL/START R084 – Storytelling with a Comic Strip
38	CATCH-UP/TIME OVER SPILL/START R084 – Storytelling with a Comic Strip
39	CATCH-UP/TIME OVER SPILL/START R084 – Storytelling with a Comic Strip

St Thomas More RC College Curriculum Topic Overview commencing September 2021

Subject: iMedia Year Group 11

Week	Autumn
1	LO1 – Intro into multimedia products
2	LO1 – investigate examples
3	LO1 – Purpose/audience/use
4	LO1 – find own examples and review
5	LO1 – Understand design components/principles
6	LO1 – Research hardware needed to create
7	LO1 – Research software needed to create
8	LO1 – understand limitations affecting access
9	LO1 – Platforms and file types
10	LO2 – Client requirements and target audience
11	LO2 – Work plans
12	LO2 – Navigation plans and mooboards
13	LO2 – Visualisation diagrams
14	LO2 – Mind maps and legislation
15	LO2 – Testing and creating test plans

Week	Spring
16	LO2 -Source assets for multimedia product
17	LO2 Source assets for multimedia product
18	LO3 Edit and create further assets
19	LO3 Edit and create further assets
20	LO3 Preparing the structure of the product
21	LO3 Creating the template and navigation route
22	LO3 Creating the navigation assets – ie buttons, banners
23	LO3 Creating/editing the videos and sounds
24	LO3 Creating/editing content/information
25	LO3 Creating/editing content/information
26	LO3 Finish creating overall product
27	LO3 Testing final product

Week	Summer
28	LO3 Evidence of exporting product
29	LO3 Evidence of files and folders
30	LO4 Evaluation of overall product – strengths/weaknesses
31	LO4 Evaluation – improvements/further developments
32	RO84 Creating a comic strip – LO1 research
33	LO1 – research genres and history of comics
34	LO1 – research characters
35	LO1 - Userstand software and features
36	LO1 – understand story flow and evidence
37	LO2 – Understand brief and target audience
38	LO2 – mind map / mood board
39	LO2 Script planning

