



Long-Term Plan Cambridge Nationals Creative iMedia

		Term 1a	Term 1b	Term 2a	Term 2b	Term 3a	Term 3b
Year 10	Topics to be covered:	RO82 Digital Graphics LO1: Understand the purpose and properties of digital graphics	RO82 Digital Graphics LO2: Be able to plan the creation of a digital graphic	RO82 Digital Graphics LO3: Be able to create and save a digital graphic LO4: Be able to review the digital graphic	RO87 Multimedia LO1: Understand the uses and properties of interactive multimedia products	RO87 Multimedia LO2: Be able to plan an interactive multimedia product.	RO87 Multimedia LO3: Be able to create an interactive multimedia product LO4: Be able to review the interactive multimedia product
	Skills to be developed:	<ul style="list-style-type: none"> Understanding of what digital graphics are and where they are used. Investigate examples of digital graphics and how they are constructed Identifying and understanding different file types and formats used for digital graphics Understand how audience and purpose influence the design and layout of digital graphics. 	<ul style="list-style-type: none"> Interpreting the client brief and identifying target audience for the production piece Produce a range of planning documents including a work plan, mood board, mind map, and visualisation diagrams, all linked to the production piece in the brief Understand copyright and legislation requirements Sourcing (finding images online) and creating (photography) images 	<ul style="list-style-type: none"> Photoshop skills and image editing Creation of digital graphic production piece in line with brief and planning Creating a diary to show how the digital graphic was made Saving and exporting final digital graphic in appropriate file formats for print and online viewing Reviewing and evaluating the completed production piece, identifying strengths, weaknesses, 	<ul style="list-style-type: none"> Research to understand what multimedia products are and where they are used Investigate examples of multimedia products and how they are constructed Identify a range of hardware and software used to create and use multimedia products. Understanding the limitations 	<ul style="list-style-type: none"> Interpreting the client brief and identifying the target audience Produce a range of planning documents including a work plan, mood board, mind map, and visualisation diagrams, all linked to the production piece in the brief Understand copyright and legislation requirements 	<ul style="list-style-type: none"> PowerPoint skills and creation of multimedia product Creating a diary to show how the multimedia product was made Saving and exporting the final multimedia product in appropriate file formats for offline and online viewing Reviewing and evaluating the completed production piece, identifying

			<p>for the production piece</p> <ul style="list-style-type: none"> • Creation of asset table to present technical details of images 	<p>improvements and areas for further development</p>	<p>caused by connections, bandwidth and data transfer speeds when accessing and using multimedia products.</p> <ul style="list-style-type: none"> • Identifying and understanding different file types and formats used for multimedia products 	<ul style="list-style-type: none"> • Sourcing (finding images, video or audio online) or creating (photography, video/audio recording) images, video or audio for the production piece • Creation of asset table to present technical details of images, video and audio files 	<p>strengths, weaknesses, improvements and areas for further development</p>
Key assessments taking place:	<p>LO1 assessment: Research and investigation of digital graphics (Pass, Merit, Distinction – 18 marks)</p>	<p>LO2 assessment: Planning the digital graphic production piece (Pass, Merit, Distinction – 18 marks)</p>	<p>LO3 assessment: Creating the digital graphic production piece (Pass, Merit, Distinction – 18 marks)</p> <p>LO4 assessment: Written review of the digital graphic production piece (Pass, Merit, Distinction - 6 marks)</p>	<p>LO1 assessment: Research and investigation of multimedia products (Pass, Merit, Distinction – 12 marks)</p>	<p>LO2 assessment: Planning the multimedia production piece (Pass, Merit, Distinction – 15 marks)</p>	<p>LO3 assessment: Creating the multimedia production piece (Pass, Merit, Distinction – 21 possible marks)</p> <p>LO4 assessment: Written review of the multimedia production piece (Pass, Merit, Distinction – 12 marks)</p>	
Key vocab	<p>Digital graphics, file types, resolution, properties, audience, purpose</p>	<p>Client, audience, visualisation diagram, assets, work plan, copyright, legislation</p>	<p>Assets, editing, diary, review, evaluation</p>	<p>Multi-media, interactive, purpose, audience, file types, formats, hardware,</p>	<p>Client, audience, visualisation diagram, assets, work plan, copyright, legislation</p>	<p>Production, creation, review, evaluate</p>	

					software, bandwidth		
<p>Opportunities for retrieval practice: Research existing examples of the production to be made in each unit. Identifying key information in the client briefs and interpreting the information provided.</p>							

Long-Term Plan

		Term 1a	Term 1b	Term 2a	Term 2b	Term 3a	Term 3b
Year 11	Topics to be covered:	RO81 Pre-production skills – written exam LO1: Understand the purpose and content of pre-production LO2: Be able to plan pre-production documents	RO81 Pre-production skills – written exam LO3: Be able to produce pre-production documents LO4: Be able to review pre-production documents	RO84 Story telling with a comic strip LO1: Understand comic strips and their creation	RO84 Story telling with a comic strip LO2: Be able to plan a multipage comic strip	RO84 Story telling with a comic strip LO3: Be able to create a multipage comic strip LO4: Be able to review a multipage comic strip	
	Skills to be developed:	<ul style="list-style-type: none"> • Understanding concepts of: • Mood boards • Mind maps • Visualisation diagrams • Storyboards • Scripts • Client requirements • Target audience • Applying understanding of these concepts to written exam questions 	Understanding concepts of: <ul style="list-style-type: none"> • Research • Work plans • Production schedules • Hardware • Software • Health and safety • Legislation • File formats • Reviewing pre-production documents and evaluating how suitable they are 	<ul style="list-style-type: none"> • Investigate and understand the origins and history of comic strips and their audiences • Develop knowledge and understanding of characters, along with their physical and non-physical characteristics. • Identify software that can be used to create a comic strip • Demonstrates understanding of how 	<ul style="list-style-type: none"> • Interpreting the client brief and identifying the target audience • Produce a range of planning documents including a work plan, mood board, mind map, visualisation diagrams, all linked to the 	<ul style="list-style-type: none"> • Developing use of Comic Life skills • Creation of the comic strip production piece using Comic Life software • Saving and exporting finished comic strip in appropriate file formats for print and online viewing • Reviewing and evaluating the 	

			<ul style="list-style-type: none"> Applying understanding of these concepts to written exam questions 	a comic strip works, looking at panel placement and story flow	production piece in the brief <ul style="list-style-type: none"> Understand copyright and legislation requirements Sourcing (finding images online) and creating (making images digitally) of images required to create the production piece Creation of asset table to technical details of images 	finished comic strip production piece, identifying strengths, weaknesses, and areas for further improvement)	
Key assessments taking place:	Exam practice questions Mock exam	Exam question practices Mock exam RO81 External Examination	LO1: Research and investigation of comic strips and how they are created (Pass, Merit, Distinction – 15 marks)	LO2: Planning the comic strip production piece (Pass, Merit, Distinction – 18 marks)	LO3: Creating the comic strip production piece (Pass, Merit, Distinction – 21 marks) LO4: Written review of the finished comic strip (Pass, Merit, Distinction – 6 marks)		
Key vocab	Client, audience, visualisation diagram, assets, work plan, copyright, legislation, script, storyboard	Software, hardware, health and safety, suitability, evaluate, review	Panel, comic strip, comic book, story flow, composition, characters	Client, audience, visualisation diagram, assets, work plan, copyright, legislation	Production, creation, review, evaluate		

	<p>Opportunities for retrieval practice: Research existing examples of the production to be made in each unit. Identifying key information in the client briefs and interpreting the information provided, in coursework unit and written exam.</p>						