

Key Stage 4: iMedia 2022-23

Prior Learning:

At KS3 the aim was for students to study the following areas:

- The everyday IT and Computational skills we need to be 21st Century workers in the Digital Age (Email, E Safety, Presenting Information, Files and Documents, Spreadsheets, Research Skills)
- Key programming concepts and skills development (Sequence, Selection, Iteration, Flowcharts and Algorithms, Python Programming Language)
- Creating digital media and using computers creatively (Image manipulation, Animation, Cinematography, App Development, Game Design, New Technologies)

Curriculum Intent:

IT/ Computing at Chantry Academy provides each child with the framework students for **real world application** of the skills they have been taught no matter what career path they take. Each student will develop the 21st century skills to **innovate, create** and succeed. It will enable them to have the understanding, skills and passion to change the world around them.

Year 10

	Autumn Term 1 7 weeks	Autumn Term 2 7weeks	Spring Term 1 6 weeks	Spring Term 2 6 weeks	Summer Term 1 6 weeks	Summer Term 2 7 weeks
Module Title	Visual identity and digital graphics	Visual identity and digital graphics	Digital games	Digital games	Digital games	Creative iMedia in the Media Industry
Learning Focus	Students will study the concepts of graphical design and layout conventions in conjunction with a variety of basic and advanced software tools and techniques to edit and create digital graphics using Photoshop	Students will complete the coursework assignment for the visual identity and digital graphics unit	Students will study the characteristics and conventions of digital games and learn how to plan and explain game concepts. Students will also learn the basic and advanced software techniques to create digital games using Construct 3	Students will complete the coursework assignment for digital games unit	Students will complete the coursework assignment for digital games unit	Students will study the sectors and job roles within the media industry and the prep production planning documents that are required for successful planning of a media product
Careers Focus	A range of careers in Film, TV, Graphics, Photography and Design industries		A range of careers in the Gaming, Advertising and New Media Industries		A range of careers in the Gaming, Advertising and New Media Industries	
Assessment	Coursework Completed		Coursework Completed		Coursework Completed	

Year 11

	Autumn Term 1 7 weeks	Autumn Term 2 7weeks	Spring Term 1 6 weeks	Spring Term 2 6 weeks	Summer Term 1 6 weeks
Module Title	Creative iMedia in the Media Industry	Creative iMedia in the Media Industry	Creative iMedia in the Media Industry	Contingency Time	
Learning Focus	Students will study the factors that influence product design and the distribution considerations related to different types of media product	Revision and Exam Practice	Revision and Exam Practice		
Careers Focus	A range of careers in Film, TV, Graphics, Photography and Design industries		A range of careers in the Gaming, Advertising and New Media Industries		
Assessment	PPE Exam		Actual Exam – January		