

## KS4 iMedia Curriculum Plan 2014-15

### AQA GCSE Specification - 5 hours per fortnight

<http://www.ocr.org.uk/Images/115888-specification.pdf>

#### Full details of the units:

<b>Topic</b>	<b>Content summary</b>
<b>Unit R081 Pre-Production Skills</b>	
<b>LO 1: Understand the purpose and content of pre-production</b>	Understand how and why mood boards, mind maps / spider diagrams, visualisation diagrams, storyboards and scripts are used in the pre-production of media elements.
<b>LO 2: Be able to plan pre-production</b>	Understand the audience and purpose for a media product including how the client can influence the final product. Understand and create a work plan to ensure milestones are met and use the correct hardware and software to meet the objectives.
<b>LO 3: Be able to produce pre-production documents</b>	Use mood boards, mind maps / spider diagrams, visualisation diagrams, storyboards or scripts to design a media product and explain design choices.
<b>LO 4: Be able to review pre-production documents</b>	Review a pre-production document explaining how it meets the intended objectives and the needs of the audience and purpose. Identify areas for improvement of the pre-production document explaining how and why it can be improved.
<b>Unit R082 Creating Digital Graphics</b>	
<b>LO 1: Understand the purpose and properties of digital graphics</b>	Understand the purpose of digital graphics and how they are used to promote, entertain, inform and educate. Understand the different types of digital graphics and the different properties that they can have.
<b>LO 2: Be able to plan the creation of a digital graphic</b>	Create a work plan after identifying the needs of the audience for a graphic product. Know how to interpret client requirements, create a suitable design and acquire appropriate assets.
<b>LO 3: Be able to create a digital graphic</b>	Create a suitable graphic to meet the needs identified. Ensure appropriate assets are used and created where necessary. Use graphic software appropriately with advanced techniques to create a professional product.
<b>LO 4: Be able to review a digital graphic</b>	Review a digital graphic against a specific client brief and identify areas in a digital graphic for improvement and further development.
<b>Unit R084: Storytelling with a comic strip</b>	
<b>LO 1: Understand comic strips and their creation</b>	Understand multipage comic strips include; genres of comic strip, target audience, country of origin and the history of the comic strip. Understand the software and tools required to create multipage comic strips.
<b>LO 2: Be able to plan a multipage comic strip</b>	Interpret client requirements for a multipage comic strip and construct an original script and storyline. The storyboard will contain; panel layout, focal points within panels, characters, storyline, communication and locations.
<b>LO 3: Be able to produce a multipage comic strip</b>	Source and store assets to be used in a multipage comic strip with lay out panels, on a single page, across multiple pages, insert assets into panels, establish focal points in panels, integrate a script into a visual storyline, save a multipage comic strip in a format appropriate to the software being used and export multipage comic strips in a file format appropriate to client requirements.
<b>LO 4: Be able to review a</b>	Review a multipage comic strip against a specific brief and identify areas

<b>multipage comic strip</b>	for improvement and further development.
<b>Unit R085: Creating a multipage website</b>	
<b>LO 1: Understand the properties and features of multipage websites</b>	Understand the purpose and component features of multipage websites in the public domain. Understand the devices used to access web pages; laptops and personal computers, mobile devices and smartphones, tablets, games consoles and digital television.
<b>LO 2: Be able to plan a multipage website</b>	Explain the client requirements for a multipage website including target audience requirements. Produce a work plan for the creation of a multipage website, to include; tasks, activities, workflow, timescales, resources, milestones and contingencies.
<b>LO 3: Be able to create multipage websites using multimedia components</b>	Create a suitable master page as a template for a multipage website. Use a range of tools and techniques in web authoring software to create a multipage website; insert assets into web pages to create planned layouts (e.g. text, lists, tables, graphics, moving images, embedded content), create a navigation system (e.g. using a navigation bar, buttons, hyperlinks), save a multipage website in a format appropriate to the software being used and publish a multipage website to a location appropriate to client requirements.
<b>LO 4: Be able to review a multipage website</b>	Review a multipage website against a specific brief and identify areas for improvement and further development.