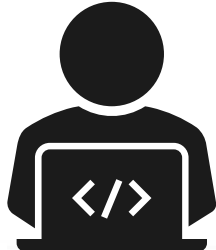


Creative iMedia KS4 Curriculum Map



Exam & post-16 destination

Year 11

Year 10

Year 9



R097 2.2 Continued; 2.3 Save and export. Review CA
 Submission of R094 & R097; R093 Revision

R093 Revision



CREATIVE I MEDIA LITERACY MAT R081		
LANGUAGE OBJECTIVE	MEDIA VOCABULARY	SHOOTING TYPES
<ul style="list-style-type: none"> Describe the role of the camera in the production of digital graphics Identify the different types of digital graphics Explain the importance of the camera in the production of digital graphics 	<ul style="list-style-type: none"> Define the terms: camera, lens, aperture, shutter speed, ISO, white balance, focus, depth of field, framing, composition, lighting, sound, editing, distribution, copyright, licensing, metadata, digital rights management (DRM), digital watermarking, digital signature, digital certificate, digital seal, digital stamp, digital seal, digital stamp, digital seal, digital stamp 	<ul style="list-style-type: none"> Describe the different types of digital graphics Identify the different types of digital graphics Explain the importance of the camera in the production of digital graphics
TECHNICAL SKILLS	LEGAL ISSUES	LEGAL ISSUES
<ul style="list-style-type: none"> Describe the different types of digital graphics Identify the different types of digital graphics Explain the importance of the camera in the production of digital graphics 	<ul style="list-style-type: none"> Define the terms: camera, lens, aperture, shutter speed, ISO, white balance, focus, depth of field, framing, composition, lighting, sound, editing, distribution, copyright, licensing, metadata, digital rights management (DRM), digital watermarking, digital signature, digital certificate, digital seal, digital stamp, digital seal, digital stamp 	<ul style="list-style-type: none"> Describe the different types of digital graphics Identify the different types of digital graphics Explain the importance of the camera in the production of digital graphics

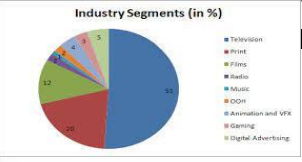


Introduction to CA R097 1.1 Types of interactive digital media; 1.2 / 1.3 Conventions and resources required

R094 3.3 Save and export. Review and submit CA. Revision R093

R094 3.1 & 3.2 Tools and techniques to source and create for use within digital graphics

CA R094 2. Graphic design and conventions; 2.2 Properties; 2.3 Techniques to plan visual identity



R093 Exam unit 1.1 Media Industry sectors; 1.1 Job roles; 2.1 – 2.3 House style/ Client requirements/ Target audience

R093 2.4 Research methods; 2.5 Media codes; 3.1 Work planning; 3.2 / 3.3 Pre-production Documents

R093 3.4 Legal issues; 4.1 Distribution. Introduction to CA R094 1.1 Purpose, elements and design for digital graphics



Restaurant Project Create Multimedia Product



Restaurant Project Database

Restaurant Project Spreadsheet



Restaurant Project Create sound and video



Restaurant Project Prepare assets; Create graphic



Restaurant Project Client Brief; Target Audience; Planning

