

As consumers of media, we will always seek out the synergy between different media sectors. These links between a book, film or TV adaptation, animation, game or graphic novel are everywhere. Studying Creative iMedia however, gives us the option to step away from passively consuming media and provides the opportunity to learn and develop the creative production skills we need to generate successful and engaging media products of our own, often in collaboration with our peers, following a design brief, and using the very same software that is used in industry.'

	HT 1	HT 2	HT 3	HT 4	HT 5	HT 6
Year 10	R093 Creative iMedia in Industry <ul style="list-style-type: none"> Media industry sectors and products (TA1) Style and content (TA2) Client requirements, target audience and demographics, media codes and conventions (TA2) Work planning design documents (TA3) 		R094 Visual Identity and Digital Graphics <p>Purpose and features of visual design, design concepts and conventions, properties and uses of assets</p>	R094 Visual Identity and Digital Graphics <ul style="list-style-type: none"> Techniques to plan and tools and techniques to create digital graphics, technical skills to source, prepare and create assets Techniques to save and export digital graphics 	Bridging Project Development of Photoshop Skills <p>Consolidation of Foundation Skills</p>	R094 Visual Identity and Digital Graphics <p>Centre Assessed Examination</p>
Year 11	R094 Visual Identity and Digital Graphics <p>Completing RO94 NEA Assessment</p>	R094 Visual Identity and Digital Graphics <ul style="list-style-type: none"> Introduction Features and conventions of animations and audio Creativity in animation and audio Resources for creating animation with audio 	R096 Animation with Audio <ul style="list-style-type: none"> Pre-production planning documentation and techniques for animation with audio Obtaining, creating and managing assets Techniques to create animation <p>Working on NEA Assessment</p>	R096 Animation with Audio <p>Working on NEA Assessment</p>	R096 Animation with Audio <p>Submission for Moderation</p> <p>R093 Creative iMedia in Industry</p> <ul style="list-style-type: none"> Distribution platforms, properties and formats or media files (TA4) Research sources and research data (TA2) Legal issues (TA3) Job roles in the media industry (TA1) <p>Recall, consolidation and exam preparation</p>	KNOWLEDGE AND SKILLS RECALL AND RETRIEVAL BASED ON: IN CLASS ASSESSMENT, FEEDBACK AND QUESTION LEVEL ANALYSIS SPECIFIC TO CLASS REQUIREMENTS <p>Externally assessed terminal unit</p>