			Creative iMedia
Year 10		Term 1	**Pre-Production skills** - Students will start to learn key pre-production materials that will aid them in the planning of an interactive media product. This will include mind maps, mood boards, scripts, storyboards and concept designs. For each pre-production material students will learn the purpose, what content is required for each one, best practices and how could they be improved.
		Term 2	**Photoshop** - Photoshop is an industry level tool that is vital for the creation of digital graphics. Students will learn a range of Photoshop techniques including removing or changing backgrounds, blending images, changing colours, removing spots or mistakes from photos and many other techniques. This unit will make sure students are prepared for future KS4 study.
		Term 3	**R082 - Developing Digital Graphics -** The previous two terms study ensures that students are well prepared to begin the first compulsory coursework unit at the beginning of Year 10. Students will use their understanding of pre-production practice to develop and design a digital graphic in accordance with a given brief.
		Term 4	**R081 - Exam Study -** Students will further their understanding of the R081 unit with a focus on file formats for multiple different types of media product. Students will carefully consider the benefits and limitations of different formats with specific reference to multiple types of creative media product. In addition, students will focus on effective reviews of interactive media products against a number of factors including style and suitability for audience
		Term 5	**RO87 - Creating Interactive Multimedia Products -** Students will begin their first optional coursework unit focussed on the creation of an interactive multimedia product. Students will investigate interactive media installations in a number of different environments and the key elements to consider in their design. They will use Microsoft Powerpoint to create an interactive installation which includes multiple pages and hyperlinks.
Year 11		Term 1	**R092 - Developing digital games** - The year 9 curriculum and the previous coursework builds the students up for their final coursework. Where they are no using a mix of digital graphics to create player sprites as well as interactive elements to create a working game.
		Term 2	**Key Topics / Skills Revision** - Students will spend Year 11 revisiting key topics and developing their examination skills set in preparation for the end of year exams.

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	Term 5	Exam period