



<b>Overview</b>	<p>Creative iMedia is a qualification where students learn in a practical real-life situation, such as: developing visual character and comics for clients, planning, and creating original characters and comics, planning, creating, and reviewing original digital media products in relation to the scenario. This is further coupled with testing and evaluating products to suggest and make improvements. Creative iMedia in year 11 will provide students with essential knowledge, transferable skills, and tools to improve learning in other subjects with the aims of enhancing student employability when they leave education, contributing to the personal develop and future economic well-being.</p>
-----------------	---

<b>Autumn Term</b>	<b>R095 – Characters and Comics (skills building unit)</b>	<b>Assessment</b>
	<ul style="list-style-type: none"> <li>■ What is a client brief and how a client brief be interpreted.</li> <li>■ Understand what target audience is and understand the different segments of the target audience.</li> <li>■ Understand and produce pre-production and planning documents for any given scenario.</li> <li>■ Build skills in photo editing/ graphic designing software to create a character for the comic strip.</li> <li>■ Use industry standard software to create a comic strip.</li> <li>■ Review and suggest improvements for comic and character.</li> </ul>	<p><b>R095 – Character and Comics (Sample Assessment- skills building)</b></p> <ul style="list-style-type: none"> <li>■ Mini tests covering short term recall.</li> <li>■ Synoptic tests covering multiple units and longer-term recall.</li> <li>■ <b>Digital Platforms:</b> Seneca, e-revision, and Quizlet</li> </ul>

<b>Spring Term</b>	<b>R095 (35%) – Characters and Comic- Controlled Assessment</b>	<b>Assessment</b>
	<p>Students provided with a scenario, completing following tasks:</p> <ul style="list-style-type: none"> <li>■ Planning characters and comics. Creating mind maps, mood boards, character sketches and storyboards.</li> <li>■ Modelling design ideas for characters and comic</li> <li>■ Create test plan to test all elements of suitability of character and comic.</li> <li>■ Review suitability of characters and comic created.</li> <li>■ Suggest improvements and further developments of comic and characters created.</li> </ul>	<ul style="list-style-type: none"> <li>■ Ongoing controlled assessment</li> <li>■ Using the skills built during the skills building portfolio.</li> </ul>

<b>Summer Term</b>	<b>R093 - (40%) - Creative Media in the Media industry</b>	<b>Assessment</b>
	<ul style="list-style-type: none"> <li>■ What is new and traditional media sectors.</li> <li>■ What are different media sectors and job roles.</li> <li>■ Consider the legal and ethical issues considered and the processes used to plan and create digital media products.</li> <li>■ How media codes are used within the creation of media products to convey meaning, create impact, and engage audiences.</li> <li>■ Learn to choose the most appropriate format and properties for different media products.</li> </ul>	<ul style="list-style-type: none"> <li>■ Mini tests covering short term recall.</li> <li>■ <b>Digital Platforms:</b> Seneca, e-revision, and Quizlet</li> </ul> <p><b>End of Year Exams</b></p> <ul style="list-style-type: none"> <li>■ R093: 1h30mins, 40% of end of year grade.</li> </ul>

<b>Useful Resources for Supporting Your Child at Home:</b>	<b>Homework:</b>
<p><a href="#">Seneca</a>-Interactive revision  <b>e-revision</b> Online practice exam questions bank  <a href="#">bbc Bitesize</a>- Free online revision and assessments  <a href="#">Quizlet</a>- Online exam question bank &amp; flashcards            Textbook-CGP Creative iMedia Revision Guide &amp; Workbook</p>	<p>Digital Platforms: <a href="#">Seneca</a>, e-revision</p>