

ORMISTON RIVERS ACADEMY - CURRICULUM MAP

Media	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 10 OCR iMedia Vocational Course (21-23)	<p>Coursework- R087 L01 and 2 Understand the uses and properties of interactive multimedia products and plan interactive multimedia products</p> <p>Exam-R081 L01- Understand the purpose and content of pre-production- purpose and use of Moodboards, Mindmaps, Visualisation documents</p>	<p>Coursework- R087 L03 and 4 Be able to create interactive multimedia products and review them demonstrate the use of a broad range of tools and techniques in various multimedia product software.</p> <p>Exam-R081 L02-Be able to plan pre-production- research target audiences, client requirements, hardware/ software, plans and schedules.</p>	<p>Coursework- R082 L01 Understand the purpose and properties of digital graphics – Learners investigate a wide range of digital graphics</p> <p>Exam-R081 L03-Be able to produce pre-production documents-produce Moodboards, Mindmaps, Visualisation documents. Understanding file formats and version control</p>	<p>Coursework- R082 L02 Be able to plan the creation of a digital graphic Students will learn and practice graphic making skills. Gather client requirements, complete a project plan</p> <p>Exam-R081 L04- Be able to review pre-production documents- Students will review and evaluate their completed documents</p>	<p>Coursework- R082 L03 and L04 Be able to create and review a digital graphic, using interactive components with justifications. Reviewing the product using success criteria</p> <p>Exam-Revision for External Exam Sitting</p>	<p>Coursework- R085 L01-Understand the properties and features of multipage websites, including connections, purpose and access using devices.</p>
Year 11 OCR iMedia Vocational Course(21-22)	<p>Coursework- R087 L01 Understand the uses and properties of interactive multimedia products. Learners investigate a wide range of interactive multimedia products and identify what these products contain</p>	<p>Coursework- R087 L02 Plan interactive multimedia products, identify the client and target audience requirements. From this, learners develop success criteria for the product, develop a work plan from a project brief. create visualisation diagrams or storyboards of existing interactive multimedia products annotating colour schemes and various elements</p>	<p>Coursework- R087 L03 Be able to create interactive multimedia products and review them demonstrate the use of a broad range of tools and techniques in various multimedia product software.</p>	<p>Coursework- R087 L04 Be able to create interactive multimedia products and review them demonstrate how a review should identify positives and negatives relating to the finished interactive multimedia product, rather than the creation process</p>	<p>Coursework R087 Improvements</p>	
YEAR 12 OCR Digital Media Diploma	Media Products and Audiences					
	Understand the ownership models of media institutions Understand how Media Products are Advertised and Distributed	Understand the Target Audiences of Media Products Be able to evaluate research data used by media institutions	Be able to evaluate legal, ethical and regulatory issues associated with media products	Understand how meaning is created in media products		
	Social Media and Globalisation					
	Understand how online and social media products are used		Understand the impact of social media and globalisation on media audiences and producers		Understand how global industries use social media	
Photography		Create a Media Product		3D Digital Modelling	Journalism	
		Be able to create a proposal with sample materials for an original media product to a client brief Be able to plan and develop pre-production materials for an original media product to a client brief	Be able to create production materials for an original media product to a client brief Be able to carry out post-production techniques and processes for an original media	Understand how 3D modelling technologies are used in creating assets for media products Be able to plan 3D modelled characters and a 3D environment for a client brief	Understand the news industry Know the construction and content of news articles Be able to research and plan content for an article	

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				product to a client brief	Be able to create a 3D modelled character and a 3D environment to a client brief	Be able to write and edit a news article for an identified purpose	
	Understand professional photographers and their work Know how to plan a photographic shoot for a client brief Be able to take photographic images for a client brief	Be able to select and edit photographic images for a client brief Be able to export photographic images for a client brief	Plan and deliver a pitch	Graphic Design			
			Be able to generate ideas for an original media product based on a client brief Be able to create a proposal and pitch for an original media product based on a given brief Be able to pitch ideas on a proposed media product and respond to questions	Know existing graphic design products in the media Be able to generate conceptual ideas and plan graphic design items in response to a client brief Be able to create the planned conceptual graphic items			
YEAR 13 OCR Digital Media Diploma	Pre-Production and Planning						
	Understand the factors that need to be considered during the planning of a media product Be able to interpret client requirements and target audience considerations	Be able to plan the pre-production of a media product Be able to create and evaluate pre-production documents for a new media product	Revision of previous work in preparation for a 2 nd attempt at exam				
	Social Media and Globalisation						
	Know how to plan and manage a social media campaign		Revision of previous work in preparation for a 2 nd attempt at exam				
	Interactive Media Product			Creation and use of Sound			
	Be able to compare interactive media products Be able to initiate, plan and design a new interactive media product	Be able to create a planned interactive media product Be able to test the new interactive media product	Understand how sound elements are used across media industries Know the techniques and processes used to create sound elements	Be able to plan the production of sound elements for identified media purposes Be able to record, edit and review sound elements			
	Comics and Graphic Novels						
	Know the graphic novels and comics industry Be able to plan the production of an original graphic novel or comic	Be able to develop ideas for an original character for a planned story Be able to produce an original graphic novel or comic					