

i-Media

Preparing students for tomorrow, bit by bit

The Computing department will help to create, share, and apply knowledge in all branches of Computer Science and ICT. We will educate students to be successful, ethical, and effective problem-solvers with a passion to innovate and create, rather than just passive consumers and users of technology. We will develop an understanding and appreciation of all aspects of digital products, from how they work to how they look. We will foster curiosity and encourage exploration to create students who can contribute positively to the well-being of our society and who are prepared to tackle the complex 21st Century challenges facing the world.

Summary focus areas:

- Innovate, create, develop
- Solving 21st Century problems
- Active developers not passive consumers

| Autumn | | Spring | | Summer |
|--|---------------------------------------|---|-------------------------------|--|
| R095: Characters and Comics Preparation | Unit R093 Mock Exam Preparation | Complete and submit R095 Assessment | Unit R093 Exam Preparation | R095: Characters and Comics Preparation |

Homework for iMedia is designed to support and extend the students' studies from their lessons. Work may be a mixture of practical, computer-based tasks and paper-based writtenwork or design tasks. Activities set as homework may be:

- Preparatory work or research ahead of a new topic or concept being discussed in lessons.
- Extension work that allows the student to explore a topic in more depth or in other contexts.
- Application work that allows students to practise skills or demonstrate abilities.

Students are expected to spend around an hour on a homework activity each week and work is marked promptly to help students to identify and understand their weaknesses to make incremental improvements over the course of the year.

| Unit | Learning Objectives/Outcomes |
|-----------------------------|--|
| R095: Characters and Comics | <ul style="list-style-type: none"> • Character features and conventions • Comic Conventions • Researching what makes a popular character • Researching storylines • Practical Skill Development - Preparing for the Assignment |
| R093 Exam Preparation | <p>Revisit Y10 Content and Deepening Learning:</p> <ul style="list-style-type: none"> • How style, content and layout are linked to purpose • Client requirements and how they are defined • Audience demographics and segmentation • Media codes used to convey meaning, create impact and/or engage audiences • Work planning and documents used to support ideas generation • Documents used to design/plan media products • Distribution considerations and file formats • File Formats • Evaluating Pre-Production Documents • Drawing Pre-Production Documents |
| R095 Assessment | <ul style="list-style-type: none"> • Planning the Character • Planning the Comic Storyline • Identifying Assets • Creating and Sourcing Assets • Creating the Character • Creating and Publishing the Comic • Reviewing the Character and Comic • Evaluating the project and identifying areas for improvement |
| R093 Exam Preparation | <p>Revisit and Revise using Mock Exam Analysis: How style, content and layout are linked to purpose</p> <ul style="list-style-type: none"> • Client requirements and how they are defined • Audience demographics and segmentation • Media codes used to convey meaning, create impact and/or engage audiences • Work planning and documents used to support ideas generation • Documents used to design/plan media products • Distribution considerations and file formats • File Formats • Evaluating Pre-Production Documents • Drawing Pre-Production Documents |