

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
Unit R083 Character Design Completion	Unit R081 Exam Preparation	Unit R088 Digital Sound	Unit R081 Exam Preparation	Unit R081 Exam Preparation and Final Examination

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 written work 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
R081: Pre-Production Documents	<ul style="list-style-type: none"> • Anticipating examination questions by studying a range of past papers • Developing design techniques to ensure rapid creation of a high quality design (moodboards, mindmaps, visualisation diagrams and storyboards) by focusing on the key requirements of each kind of pre-production document • Developing strategies and techniques to increase the likelihood of higher marks on extended writing questions • Exploring pre-production documents to aid the planning process • Identifying real-world and/or cross-curricular examples of pre-production and planning documents • Creating Recognising and debating the appropriateness of different planning techniques • Giving and receiving feedback on plans to inform future drafts • Creating suitable plans for given scenarios, audiences and purposes • Evaluating and appraising example pre-production documents
R083: Character Design	<ul style="list-style-type: none"> • Using the knowledge, skills and understanding developed through the preparatory work, students must carry out the following steps: • Researching 2D and 3D characters; their uses, purposes and properties. • Planning a project and identifying assets and resources. • Demonstrating a clear understanding of, and adherence to, legislation including the Copyrights, Designs and Patents Act. • Designing, implementing and developing a character viewed from multiple angles using professional-level illustration and digital graphics editing software. • Testing and evaluating their product against a client's specification
R088 Digital Sound	<ul style="list-style-type: none"> • Investigating how this unit differs from previous experience and identifying similarities that will make this unit easier • Exploring the purpose, uses and audiences of digital sounds and music • Evaluating and anticipating the decisions made behind the creation of a range of digital sound-based solutions • Suggesting suitable sounds for a given purpose and audience • Learning to use new and potentially unfamiliar software applications to edit and manipulate sounds to create a digital sound sequence • Discovering the difference between different sound formats and compression techniques, along with the impact of both upon file size and sound quality • Learning ways to test the viability and suitability of a new digital sound sequence by comparing it with certain standards and obtaining feedback from test users and/or a sample of the target audience