

OCR I-Media Key Stage 4 Curriculum Map (OCR I-Media)

Year 10

Components covered:R096	Components covered:R096	Spring covered R096	Spring 2	Summer 1	Summer 2 covered:R094
<p>Sub-Topics: 1.1 Features and conventions of animation and audio 1.2 Resources required to create animation with audio</p>	<p>Sub-Topics: 2.1 Techniques to obtain, create and manage assets 1.3 Pre-production and planning documentation and techniques for animation with audio 2.1 Techniques to obtain, create and manage assets 2.2 Techniques used to create animation with audio</p>	<p>Sub-Topics: 2.1 Techniques to obtain, create and manage asset 2.2 Techniques used to create animation with audi</p>	<p>Components covered: R093:Creative iMedia in the media industry Work planning documents for support ideas generation R093: Documents used to design and plan media products Sub-Topics: 1.1 Media industry sectors and products 1.2 Job roles in the media industry 2.1 How style, content and layout are linked to the purpose. 2.3 Audience demographics and segmentation 2.4 Sources of research 2.5 Media codes used to convey meaning, create impact and/or engage audiences 3.1 Work planning</p>	<p>Components covered: R903 Creative iMedia in the media industry legal considerations Sub-Topics: 2.4 Sources of research and types of research data 3.4.1 Legal Considerations to protect individuals 3.4.2 Intellectual property rights 3.4.3 Regulation, certification, and classification 3.4.4 Health and safety</p>	<p>Components covered:R094 NSA RELEASED JUNE 1ST R094:Visual identity and digital graphics NEA Modify, store, save and export images and graphics for use R094: NEA Working on and submit for moderation) Sub-Topics: 3.2 Modify images and other assets to ensure the technical compatibility for use within print graphics 3.2 Store assets for use 3.3 Save and export</p>

			<p>3.2 Documents used to support ideas generation</p> <p>4.1 Distribution platforms and media to reach audiences</p> <p>4.2 Properties and formats of file formats</p> <p>4.2.4 File compression</p> <p>4.2.1 Image files</p> <p>4.2.2 Audio files</p> <p>4.2.3 Moving image files</p>		
<p>Assessment: Centre-assessed tasks</p>	<p>Assessment: Centre-assessed tasks, OCR moderated</p>	<p>Assessment: Centre-assessed tasks, OCR moderated</p>	<p>Assessment: Centre-assessed</p>	<p>Assessment: Centre-assessed</p>	<p>Assessment: Centre-assessed</p>
<p>Builds upon: Y9 skills development undertaking the magazine project. Skills developed in KS3 ICT working with graphics.</p> <p>R094 Visual identity and digital graphics R093 Creative iMedia in the media industry</p>	<p>Builds upon: Y9 skills development undertaking the magazine project. Skills developed in KS3 ICT working with graphics.</p> <p>R094 Visual identity and digital graphic R093 Creative iMedia in the media industry</p>	<p>Builds upon: Y9 skills development undertaking the magazine project. Skills developed in KS3 ICT working with graphics.</p> <p>Application of graphical visual identity t</p>	<p>Builds upon: key aspects of the New Media sector</p> <p>How the design of a media product is based on its purposes Hardware unit binary compression DPI and PPI</p>	<p>Builds upon: R096</p> <p>1.3 Pre-production and planning documentation and techniques for animation with audio purpose of mood board and pre-production documents</p>	<p>Build upon: R096</p> <p>2.1 Techniques to obtain, create and manage assets Visual identity and digital graphics</p>

Year 11

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
<p>Components R094: covered:Visual identity and digital graphics Purpose, features, elements and design of visual identity</p>	<p>Components R094: covered:Visual identity and digital graphics Graphic design concepts and conventions</p>	<p>Components R093 covered:Creative iMedia in the media industry</p>	<p>Components covered: R093:Creative iMedia in the media industry Work planning documents for support ideas generation</p> <p>R093: Documents used to design and plan media products</p>	<p>Components covered: R903 Creative iMedia in the media industry legal considerations</p>	
<p>Sub-Topics:</p> <p>1.1Techniques to plan visual identity and digital graphics 1.2 Tools and techniques to create visual identity and digital graphics</p>	<p>Sub-Topics:</p> <p>2.1Graphic design concepts and conventions</p> <p>2.2 Licences and permissions to use assets sourced</p> <p>2.3 Pre-production and planning documentation used to generate ideas and concepts for visual</p>	<p>Sub-Topics: revisit from year 10</p> <p>1.1 Media industry sectors and products 1.2 Job roles in the media industry</p> <p>2.1 How style, content and layout are linked to the purpose. 2.3 Audience demographics and segmentation</p> <p>2.4 Sources of research</p>	<p>Sub-Topics:</p> <p>3.1 Work planning 3.2 Documents used to support ideas generation 4.1 Distribution platforms and media to reach audiences</p> <p>4.2 Properties and formats of file formats</p> <p>4.2.4 File compression 4.2.1 Image files</p>	<p>Sub-Topics:</p> <p>2.4 Sources of research and types of research data 3.4.1 Legal Considerations to protect individuals</p> <p>3.4.2 Intellectual property rights 3.4.3 Regulation, certification, and classification 3.4.4 Health and safety</p>	

	<p>identity and digital graphics</p> <p>3.1 Software tools and techniques used to create digital graphics</p> <p>3.2 Source assets for use in digital graphics</p> <p>.</p>	<p>2.5 Media codes used to convey meaning, create impact and/or engage audiences</p>	<p>4.2.2 Audio files</p> <p>4.2.3 Moving image files</p>		
<p>Assessment: OCR-set assignment released for the current academic year</p>	<p>Assessment: OCR-set assignment released for the current academic year</p>	<p>Assessment: OCR set and marked exam</p>	<p>Assessment: OCR set and marked exam</p>	<p>Assessment: OCR set and marked exam</p>	
<p>Builds upon: Hardware unit binary compression DPI and PPI</p>	<p>Builds upon: How style, content and layout are linked to the purpose Colour palette and meaning Layout/complexity</p>	<p>Builds upon: Application of graphical visual identity</p>	<p>Builds upon: key aspects of the New Media sector</p> <p>How the design of a media product is based on its purposes Hardware unit binary compression DPI and PPI</p>	<p>Builds upon: purpose of Mood board Mind maps</p>	
<p>Introduces:</p> <p>The purpose of a visual identity</p> <p>Recognition/familiarity</p>	<p>Introduces:</p> <p>Application of graphical visual identity</p> <p>image/text Alignment</p>	<p>Introduces:</p> <p>Job roles in the media industry</p>	<p>Introduces:</p> <p>How the differences between Lossy and Lossless compression</p>	<p>Introduces:</p> <p>Explain how permissions must be gained before filming/recording</p>	

<p>Establish a brand Develop brand loyalty</p> <p>Visual communication with audiences/consumers</p> <p>Recognise the design style of a visual identity and why it is used</p> <p>conventions of graphic design</p> <p>The properties of vector files</p> <p>The properties of bitmap files</p> <p>The need for licences and permissions when using assets</p> <p>Graphics shape/symbol Typography</p> <p>Colour palette and meaning</p> <p>Layout/complexity</p> <p>Business type</p> <p>Brand values</p> <p>Brand positioning</p> <p>Introduces the assignment brief and client requirements</p>	<p>Typography</p> <p>How to use of colour and colour systems How to use of white space</p> <p>Headlines and copy Image content</p> <p>Titles and mastheads</p> <p>Bitmap/raster properties</p> <p>Vector graphic properties</p> <p>intellectual property. copyright issues licences and/or permissions needed to use images and other assets in a digital graphic.</p> <p>Mood board</p> <p>Mind maps</p> <p>How to create a Concept sketch</p> <p>Visualisation diagram</p> <p>Image/canvas size</p> <p>Layout tools</p> <p>TypographyFilters and effects</p> <p>Use of layers and layer styles</p> <p>Creating assets using</p>	<p>The different technical roles and their main responsibilities involved in media production</p> <p>How each technical role contributes to a media production</p> <p>How the different jobs can be combined depending on the size of production</p> <p>How physical media are used to deliver media products</p> <p>key aspects of the Traditional Media sector</p> <p>key aspects of the New Media sector</p> <p>How the design of a media product is based on its purpose</p> <p>How meaning is created for different purposes.</p> <p>Why audience segmentation is use</p> <p>How different audience groupings affect a media product designs and type.</p>	<p>what DPI/PPI mean</p> <p>How image quality is dependent on DPI/PPI and resolution</p> <p>the difference between Raster, Bitmap and Vector image files</p> <p>the reasons for using different image file type</p> <p>how compression affects image file type selection</p> <p>How to select appropriate file formats for different contexts.</p> <p>what sample rate is</p> <p>what bit depth is</p> <p>how sound quality is affected by sample rate and bit depth</p> <p>how file compression affects audio quality</p> <p>what frame rate means</p> <p>what is meant by and the differences between SD, HD, UHD, 4K and 8K</p>	<p>Explain the difference between libel and slander</p> <p>Explain how creative media organisations can comply with data protection regulations</p> <p>Explain the roles of different organisations in regulating the creative media industry</p> <p>Identify health and safety risks in the pre-production and production phases</p>	
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	<p>drawing tools</p> <p>how to use Image editing software</p> <p>Photoshop illustrator to be able to use different tools and techniques</p> <p>How to modify the brightness, contrast and colour of an image</p> <p>How to modify the brightness, contrast and colour of an image</p> <p>How to use image editing software retouching and cloning tools</p> <p>How to use image editing software text/type, filters and effects</p>	<p>The difference between technical and symbolic codes</p> <p>How audio can be used to communicate mood, character and atmosphere</p> <p>How colours can be used to create meaning when used in different contexts.</p> <p>Explain the differences between primary and secondary sources</p> <p>Describe the advantages and disadvantages of primary and secondary sources and data</p> <p>Explain the differences between qualitative and quantitative information and data</p> <p>Describe the advantages and disadvantages of qualitative and quantitative information and data</p>	<p>how frame rate affects product quality</p> <p>To be able to Identify different video and animation file types</p> <p>How file compression affects moving image quality</p>		
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