Year 11 – Half term 4 R087 Creating interactive multimedia products What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	**R087 Creating Interactive Multimedia Products** Lesson 1 Students will add interactive features to the multimedia product Lesson 2 Students will save and export the interactive multimedia product in a suitable format that retains interactivity to meet the client brief Lesson 3 Students will produce and maintain a test plan throughout production	Lesson 1 Contingency to complete the interactive multimedia product **LO4: Be able to review the interactive multimedia product** Lesson 2 Students will review the interactive multimedia product and describe how well it meets the client's requirements Lesson 3 Students will explain how and why the interactive multimedia product could be improved	Lesson 1 Students will describe areas for further development giving reasons for your choices Lessons 2 and 3 Contingency to complete interactive multimedia product and evidence	**R081 Pre-production Skills Exam Recap** Lesson 1 Students will be able to understand the purpose and uses for: Mood boards (e.g., ideas and concepts for a new creative media product development, assisting the generation of ideas) Lessons 2 Students will be able to understand the purposes and uses for: Mind maps/spider diagrams (e.g., to show development routes and options for an idea, or component parts and resources needed for a creative media product)	Lesson 1 Students will be able to understand the purpose and uses for: Scripts (e.g., for a video production, voiceover, comic book or computer game) Lesson 2 Students will be able to identify and understand the content of: Mood boards and Mind maps/spider diagrams. Lesson 3 Students will be able to identify and understand the content of Visualisation diagrams.	Lessons 1 and 2 Students will be able to identify and understand the content of: Storyboards, i.e.: number of scenes, scene content, timings, camera shots (e.g. close up, mid, long), camera angles (e.g. over the shoulder, low angle, aerial), camera movement (e.g. pan, tilt, zoom or using a track and dolly), lighting (e.g. types, direction), sound (e.g. dialogue, sound effects, ambient sound, music), locations (e.g. indoor studio or other room, outdoor), camera type

				Lesson 3 Students will be able to understand the purpose and uses for: Storyboards (e.g., for use with video, animation)		i.e. still camera, video camera, virtual camera (e.g. for animations, 3D modelling or computer games Lessons 3… Students will be able to identify and understand the content of: Scripts, i.e., set or location for the scene, direction (e.g., what happens in the scene, interaction), shot type, camera movement, sounds (e.g., for actions or events), characters - dialogue (e.g., intonation, loudness, emotion), formatting and layout.