

<p>Year 10 – Half term 5</p> <p>R093 Creative iMedia in the media industry</p> <p>What?</p> <p>When?</p> <p>Why?</p>	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	<p><b>R093 Creative iMedia in the media industry</b></p> <p>Lesson 1</p> <p>Students will be able to understand what is meant by the media.</p> <p>Lesson 2</p> <p>Students will be able to understand the structure of the iMedia course.</p> <p>Lesson 3</p> <p>Students will be able to organise their user area and resources for the course.</p>	<p>Lesson 1</p> <p>Students will be able to understand the different sectors that form the media industry and how these are evolving.</p> <p>Lesson 2</p> <p>Students will be able to understand the types of products produced by, and used in, different sectors.</p> <p>Lesson 3</p> <p>Students will be able to understand that the same product can be used by different sectors.</p>	<p>Lessons 1 - 3</p> <p>Students will be able to understand the main job roles in the media industry.</p> <p>Students will be able to understand how each role contributes to the creation of media products.</p> <p>Students will be able to understand the main responsibilities of each role.</p> <p>Students will be able to understand the production phases each role is specific to.</p>	<p>Job roles continued...</p> <p>Lessons 1 - 3</p> <p>Students will be able to understand the main job roles in the media industry.</p> <p>Students will be able to understand how each role contributes to the creation of media products.</p> <p>Students will be able to understand the main responsibilities of each role.</p> <p>Students will be able to understand the production phases each role is specific to.</p>	<p>Lesson 1</p> <p>Students will be able to understand factors influencing product design.</p> <p>Lesson 2</p> <p>Students will be able to understand how style, content and layout are linked to purpose.</p> <p>Lesson 3</p> <p>Students will be able to understand client requirements and how they are defined.</p>	<p>Lesson 1</p> <p>Students will be able to understand audience demographics and segmentation.</p> <p>Lesson 2</p> <p>Students will be able to understand research methods, sources, and types of data.</p> <p>Lesson 3</p> <p>Students will be able to understand the media codes used to convey meaning, create impact and/or engage audiences.</p>

Year 11 – Half term 5 R087 Creating interactive multimedia products	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
What?						
When?						
Why?						
Weeks 1 - 6	<b>R087 Creating Interactive Multimedia Products</b>  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  <b>LO4: Be able to review the interactive multimedia product</b>  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	<b>R081 Pre-production Skills Exam Recap</b>  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 i.e. still camera, video camera, virtual camera (e.g. for

				<p>Lesson 3</p> <p>Students will be able to understand the purpose and uses for: Storyboards (e.g., for use with video, animation)</p>		<p>animations, 3D modelling or computer games</p> <p>Lesson 3...</p> <p>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.</p>
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