

**Curriculum Map: Creative iMedia Year 10**

	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>Content</b> Declarative knowledge 'I Know'	<b>R099 Digital Games GCSE coursework (finish)</b>	<ul style="list-style-type: none"> <li><b>R093 Creative iMedia in the Media Industry (completion)</b></li> <li><b>Photoshop skills</b></li> </ul>	<b>R094 Visual Identity and Digital Graphics GCSE coursework</b>
<b>Skills</b> Procedural Knowledge 'I know how to'	<ul style="list-style-type: none"> <li>Technical skills to create and/or edit and manage assets within digital games</li> <li>Techniques to save and export digital games</li> <li>Techniques to test / check and review digital games</li> <li>How to identify improvements and further developments for digital games</li> </ul>	<ul style="list-style-type: none"> <li>The legal issues that affect media</li> <li>what is meant by DPI/PPI</li> <li>Know examples of raster/bitmap and vector image files</li> <li>What compression is and how lossy and lossless compression is used</li> <li>The uses of Photoshop in industry</li> </ul>	<ul style="list-style-type: none"> <li>The purpose, elements and design of visual identity</li> <li>Visual identity is used to communicate the nature of brands and business' services or products</li> <li>Typography is important to convey clear messages using suitable text fonts and sizes</li> </ul>
<b>Strategies</b> Conditional Knowledge 'I know when to'	<ul style="list-style-type: none"> <li>Use version control to save assets and the digital game</li> <li>Plan solutions and review outcomes to check the requirements of the client and audience are met</li> <li>Generate ideas and make connections to find imaginative solution and outcomes.</li> <li>Use a test plan to create a robust and effective digital game</li> </ul>	<ul style="list-style-type: none"> <li>Change the properties and formats of media files which is determined by the purpose and type of digital graphic</li> <li>Use a work plan to manage time, tasks, activities and resources</li> <li>Use different layout conventions for different graphical products</li> <li>Obtain permission to use assets that are covered by the Copyright Designs and Patents Act</li> </ul> <p><b>Photoshop skills</b></p> <ul style="list-style-type: none"> <li>Use guidelines to section a digital graphic</li> <li>Create a new layer</li> <li>Adjust dimensions and resolution to fit a client brief</li> <li>Create a range of digital graphics, such as logos, CD/DVD artwork, magazine covers, van wraps, posters...</li> <li>Import and export graphics</li> <li>Set brightness, contrast; Modify shapes; Adjust layers, curves, levels, styles; Use selection tools, feathering, cloning and healing, masks, text, gradients; Burn and dodge</li> </ul>	<ul style="list-style-type: none"> <li>Use the appropriate pre-production document to plan a media product including mood boards, mind maps, concept sketches and visualisation diagrams</li> <li>Use different layout conventions for different graphical products</li> <li>Obtain permission to use assets that are covered by the Copyright Designs and Patents Act</li> <li>Develop visual identities for clients</li> <li>Create physical and digital mood boards with relevant content</li> <li>Use mind maps to expand ideas and identify details</li> <li>Use concept sketches to develop ideas</li> <li>Use visualisation diagrams to show design ideas and possible layouts, sketched with annotations or concept art created in software applications</li> <li>Save and export finished digital graphics in the correct format and with the appropriate file properties.</li> </ul>
Key Questions	<ul style="list-style-type: none"> <li>How can you make an effective digital game?</li> <li>How can you add challenge to a digital game?</li> <li>How do game objectives make an engaging game?</li> </ul>	<ul style="list-style-type: none"> <li>What is Photoshop and how do I use it?</li> <li>How do I layer different assets?</li> </ul>	<ul style="list-style-type: none"> <li>What is meant by visual identity?</li> <li>How does the relationship between the perception or impression created by visual identity and the desired brand identity, make a product fit for purpose?</li> </ul>
Assessment topics	R099 Course work documentation including: <ul style="list-style-type: none"> <li>Test plan</li> <li>Digital game – in native environment and exported game.</li> </ul>	R093 unit assessment including: <ul style="list-style-type: none"> <li>Past paper questions</li> <li>Unit assessments</li> </ul>	R094 Course work documentation including: <ul style="list-style-type: none"> <li>Complete the task 1 coursework to create a simple logo demonstrating visual identity</li> </ul>

Cross curricular links/Character Education	Art and Design, Maths, Physics, Logical thinking, Problem solving	Media, Art and Design, English (convey meaning), Maths	Media, Art and Design, English (convey meaning), Maths
--	---	--	--