



Curriculum Overview

Curriculum Area: Creative iMedia

Year: 11

Curriculum covered

Autumn Term

All pupils will begin Year 11 continuing with their second unit of coursework - *R099: Digital Games*. In this unit pupils will learn to interpret client briefs to devise original digital game concepts. They will learn to plan digital games effectively and to use a Game Design Document to create engagement among developers and clients. Pupils will learn to create, edit, test and export playable digital games which they have designed. Completing this unit will provide pupils with the basic skills for further study or a range of creative and technical job roles within the media industry.

Spring Term

Pupils will focus on *R093: Creative iMedia in the media industry*. In this unit, pupils will learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products. Pupils will learn how media codes are used within the creation of media products to convey meaning, create impact and engage audiences. They will learn to choose the most appropriate format and properties for different media products. Completing this unit will provide pupils with the basic skills for further study or a range of creative job roles within the media industry.

Summer Term

Final exam preparations covering section A and section B.
Exam techniques focusing on extended writing questions (12 marks).

Internal Assessment

All pupils will be regularly assessed throughout each area of study.

All pupils will complete practice exam assessment questions either during class or as part of homework.

All pupils will complete two mock paper exams in Year 11.

Exam Board/Exam Paper Requirements/% Weighting Key dates (mocks and final exams)

Unit R093: Creative iMedia in the media industry.

This unit is assessed by an exam. The exam is 1 hour and 30 minutes. It has two sections

– Section A and Section B.

- Section A has 10 marks.
- Section B has 60 marks.
- The exam has 70 marks in total.

Section A: This will have between 7 and 10 closed response, multiple choice and short answer questions which assess the recall of knowledge /understanding.

Section B: This will have context-based questions. Students will be presented with a short scenario which develops through the paper and will apply their knowledge of Creative iMedia concepts to produce relevant responses. It will include closed response, short answer questions and three extended response questions.

Helpful resources/revision guides/websites/exam preparation

Online - each component has a Synergy revision section on the course for all pupils.

All pupils will be given the opportunity to purchase a revision guide for help with their exam preparation.

<https://studyimedia.co.uk/>

<https://youtube.com>

More external resources for the 2022 Creative iMedia specification will be added once they become available.