

OCR Nationals Creative iMedia

Curriculum Manager:

Mr S Howe (Head of ICT)

Teaching Staff:

Mr D Burgess, Mr J Moore, Mrs s Webster, Mr B Kelly

Curriculum Overview:

These qualifications will assess the application of creative media skills through practical use. The Creative iMedia course will equip you with a range of creative media skills and provide opportunities to develop, in context, desirable and transferable skills such as research, planning and review, working with others and communicating creative concepts effectively. Through the use of these skills, you will ultimately be creating fit-for-purpose creative media products. The Creative iMedia will also challenge you, by introducing creative media techniques; encouraging independence, creativity and providing tasks that engage. The 'hands on' approach will require you to use various technology.

Unit 1 – Pre-production skills (25% exam Set in Jan Year 10)	Unit 2 – Creating digital graphics (25% Controlled assessment)	Unit 3: Creating a multi-page website (25% Controlled assessment)	Unit 4: Developing digital Games (25% Controlled assessment)
<p>This unit will enable you to understand pre-production skills used in the creative and digital media sector. It will develop your understanding of the client brief, time frame</p>	<p>The aim of this unit is for you to understand the basics of digital graphics editing for the creative and digital media sector. You will learn where and why digital graphics are used and what techniques are involved in their creation.</p>	<p>This unit builds on units R081 and R082 and you will be able to apply skills, knowledge and understanding gained in those units.</p> <p>Multipage websites are the basis of internet content and are therefore used extensively in the creative digital media sector, whether for mobile phones or computers in all their forms. This unit will enable you to understand the basics of creating multipage websites.</p>	<p>Through this unit, students will examine the basics of creating digital games and their environments for the creative and digital media sector. They will also develop the know-how to create a playable game from an existing design or brief. This unit builds on Units R081 and R082.</p>

Assessments:

January year 10 Exam in pre-production skills (re sits in June and January Y11)

Unit 3 – Competed and handed in June Y10

Unit 2 – Competed and hand in January Year 11

Unit 4 - Competed and hand in June Year 11

Homework:

Students complete their homework using the ICT department Virtual Learning Environment (Moodle) or Google Classroom. All homework will be set using these systems and pupils can access it at home with their appropriate log in details via Moodle or Google classroom

Other Useful Information:

The ICT department run a programme of extra-curricular catch up sessions for all KS4 pupils on a Tuesday, Wednesday and Thursday after school in rooms 1,2 and 3. I addition pupils will find all lesson material and extra support on Google classroom

