

Key Stage 4: Creative iMedia 2023 – 2025

Prior Learning:

At KS3 the aim was for students to study the following areas:

- A foundation of basic IT and Computational Skills needed for our current Digital Age (Email, E Safety, Presenting Information, Files and Documents, Spreadsheets, Research Skills)
- Key programming concepts and skills development (Sequence, Selection, Iteration, Flowcharts and Algorithms, Python Programming Language)
- Wide ranging theoretical understanding (Binary, Logic Gates, Networking and the Internet)

Curriculum Intent:

Creative iMedia at JKHS is designed to ignite students' passion for digital creativity, with a specialized focus on graphic design, characters, and comics. Our intent is to empower learners with an understanding of design principles. Through hands-on projects, students delve into the art of character development and comic creation, honing their skills in digital illustration and storytelling. By integrating theory with practical application, students explore visual communication, encouraging critical thinking and problem-solving. Our aim is to equip students not only with the technical skills required for the digital media industry but also with a good sense of creativity, enabling them to bring their graphics to life.

Year 10

Module Title	Autumn Term 1 (7 Weeks)	Autumn Term 2 (7 Weeks)	Spring Term 1 (5 Weeks)	Spring Term 2 (6 Weeks)	Summer Term 1 (6 Weeks)	Summer Term 2 (7 Weeks)
	RO93	RO94	RO93/RO94	RO93 / RO94	RO93	RO93 / RO95
Learning Focus	Learning about style, content and layout are linked to purpose, Client requirements and how they are defined, Audience demographics and segmentation in preparation for the RO94 coursework.	Students will learn how to create a visual identity and graphic piece based on a pre-set brief. Students will also learn and implement design skills in photoshop. Students will continue you learning elements from the RO93 specification.	Students will learn how to create a visual identity and graphic piece based on a pre-set brief. Students will also learn and implement design skills in photoshop. Students will continue you learning elements from the RO93 specification.	Students will learn how to create a visual identity and graphic piece based on a pre-set brief. Students will also learn and implement design skills in photoshop. Students will continue you learning elements from the RO93 specification.	Students will learn the different factors influencing product design, along with the creative imedia industry, pre-production planning and distribution considerations.	Students will continue you learning elements from the RO93 specification. Students will start to learn the theory of the next coursework topic of characters and comics.
Careers Focus	Creative Job roles – Photoshop, Graphic Designer, Comic Designer, Media Industry Jobs					
Assessment	AS1/10 (Baseline Assessment)	AS2/10 (Theory)	AS3/10 (Theory)	AS4/10 (Mid-Way)	AS5/10 (Theory)	AS6/10 (Mock Assessment Paper 1)

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Year 11					
Module Title	Autumn Term 1 (7 Weeks)	Autumn Term 2 (7 Weeks)	Spring Term 1 (5 Weeks)	Spring Term 2 (6 Weeks)	Summer Term 1 (6 Weeks)
	RO95	RO95	RO95 / RO93	Paper 1	Revision
Learning Focus	Students will re-cap and continue to learn about characters and comics starting with pre-production and planning documentations.	Students will learn how to create a comic strip and comic character and graphic piece based on a pre-set brief. Students will also learn and implement design skills in photoshop. Students will continue you learning elements from the RO93 specification.	Students will learn how to create a comic strip and comic character and graphic piece based on a pre-set brief. Students will also learn and implement design skills in photoshop. Students will continue you learning elements from the RO93 specification.	Focus on revision for the Paper 1 exam. Concentrating on exam technique and how to answer exam questions in different methods.	Revision of key aspects.
Careers Focus	Creative Job roles – Photoshop Designer, Graphic Designer, Comic Designer, Digital Designer, Media Industry Jobs				
Assessment	AS7/11 (Baseline Assessment)	AS8/11 (Mid-Way) AS9/11 (Mock Assessment)	AS10/11 (Theory)	AS11/11 (Mid-Way) AS12/11 (Assessment)	

JKHS Computing uses Microsoft Teams for all Classwork, Homework and 6/9-A-Week Tasks.