OCR Nationals in Creative iMedia

The Appleton School.

Review September 2023

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OCR Creative iMedia

Subject: OCR Nationals in Creative iMedia

Curriculum Intent (Covering Year 9 to 11)

The aim of the Creative iMedia curriculum is for all students to feel empowered by what they study, developing both written and research skills as well as the use of several digital software such as Dreamweaver (to create website), Fireworks (to create graphics), Windows Movie Maker (to create movies), Audacity (to edit sound), etc. It will develop young people who are digitally literate, resilient and have problem solving skills. Students will be also develop transferable skills to use across the curriculum and in the wider world context.

A successful student will develop research skills and also be able to create a media product based on the demands of a client's brief. At The Appleton School an iMedia student will develop skills that will be relevant in the media industry and will also be useful in other fields of employment. They will be able to manipulate complex computer software and work independently to complete a media task.

Students Vision

❖ to develop you with media skills and knowledgeable potential future media developers
❖ to provide you with a key understanding of media terminology, concepts, objectives
❖ to allow you to explore real life media projects and scenarios (through assignments from the examboards)
❖ to provide you with an insight into how this subject is going to be useful in your chosen next steps in life
❖ to compliment your employability skills
❖ to prepare you for the everyday life of working for or developing your own media products.

What are your aims linked to the curriculum (National Curriculum and Specification criteria)

The Appleton School.
OCR Creative iMedia

The vision and aims of the iMedia qualification at the Appleton School has been influenced by the Purpose and Aims of the National Curriculum (DfE 2013) and the OCR Specifications that we follow at GCSE Level, which highlight areas that we feel particularly important in the 21st Century.

How is the curriculum delivered?

The iMedia qualification is divided into four units, two of which are compulsory and two are selected for range of optional units (depending on the strength of the teaching staff). All students will start with compulsory units before they move on to optional further units. If students are completing the qualification in one year (i.e. fat course), all four units are delivered in the same year where two units are completed in term 1 and the remaining two units are completed in term 2 and 3. Where students are completing the qualification over three years, students will complete one of the unit (Theory unit: R081) in the first year. In the second year students will complete one of the optional unit as well as re-sit the exam if necessary. In the third year students will complete the final compulsory unit as well as one more optional unit.

This is explained in greater depth on our scheme of work. The curriculum has been developed so that skills and knowledge are revisited continuously throughout Key Stage four until external examinations are completed and the students are fully prepared for their next steps in their education.

How is the curriculum assessed?

Assessments are completed at the end of the delivery of each theory section where students key knowledge and skills that have been developed through the topics area are assessed through the completion of an end of section assessment. All of the assessment data is collected on a departmental mark book and individualised teachers' data tracking system and will inform future teaching and learning. As well as these end of topic assessments, we also have feedback and mini assessments where students are given feedback on how to develop specific knowledge or skills and required to then respond by working on the question again or an extended stretch and challenge question. At key points throughout the academic year (determined by the school) mock examinations will take place. These examinations will test knowledge and skills across modules and assessed using examination mark schemes and grade boundaries (KS4). This data is recorded on the central school system (SIMS).

How is the curriculum enriched (through speakers/visits/clubs) to generate a love of learning?

The curriculum is enriched predominately through the application of real life links to Media. Students are encouraged to keep up with the news and teachers are expected to bring real life media examples into their lesson planning. External speakers or visits are being currently planned to provide students with an insight into how media projects are handle in the real life scenarios. We have a business and enterprise department that focuses on running carers talks for students who are interested in Media.

What skills and knowledge do students bring with them from Key Stage 3 to Year 10?

Student's first exposure to the media skills in year 8 and 9, where they complete small units on Graphics, Audacity, etc. and therefore they have some basic skills and knowledge that they can bring with them into year 10. Key concepts and terminology are introduced to the students in KS3 where possible and relevant regarding the media related software.

What skills and knowledge do students bring with them from Year 9 to Year 10?

Within year 10 students will cover theory unit R093, of the OCR course. The knowledge and skills within this unit focuses on a range of essential pre-production techniques used in creative and digital media, including client briefs, time frames, deadlines and preparation techniques. Students are able to demonstrate their understanding of pre-production skills and techniques used in the sector, as well as gain the knowledge and skills to create digital media products and explore their application.

What skills and knowledge do students bring with them from Year 10 to Year 11?

Within year 11, students will cover unit R094 within the OCR course. This unit builds on units R093 and students will be able to apply skills, knowledge and understanding gained in those units. 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 students to understand the

basics of creating multipage websites. It will enable students to demonstrate their creativity by combining components to create a functional, intuitive and aesthetically pleasing website.

It will allow them to interpret a client brief and to use planning and preparation techniques when developing a multipage website. On completion of this unit, students will be able to explore and understand the different properties, purposes and features of multipage websites, plan and create a multipage website and review the final website against a specific brief.

What skills and knowledge do students bring with them from Key Stage 4 to Key Stage 5?

Within year 11, students will cover units R093 and Units R094 and R097 within the OCR course. The unit R094, Digital graphics feature in many areas of our lives, and play a very important part in today's world. The digital media sector relies heavily on these visual stimulants within products to communicate messages effectively. The aim of this unit is for students to understand the basics of digital graphics editing for the creative and digital media sector. This unit builds on Unit R081.

Unit R094 [Paragraph need to be added for the new unit]

Students can progress from this qualification to a number of different academic and vocational qualifications at Level 3, including OCR Nationals in Creative iMedia and BTEC Nationals in IT. The knowledge and skills gained from OCR Creative iMedia support students' entry into employment or other training in specific aspects of media, such as Web Design, Digital Media Development, Video Games Design and many other fields such as apprenticeships and vocational qualifications which focus on more specialised media areas.

What will students study?

The Appleton School.
OCR Creative iMedia

This is a two year course. During Yr. 10, students will study Unit R093: Pre-production skills, term 1 as well as study Unit R094, Creating Digital Graphics. In Yr.11, students will then predominantly focus on the second unit, R097 on Developing Interactive Digital Media product. In year 11, students will also take the eternal exam for Unit R093. For an in depth view on what the students will cover please see the GCSE scheme of work.

Why has learning been sequenced in this way (2 years course)?

Week	Date	Year 10	Year 11
1	4/9/2023	Unit R093 Introduction to the qualification & Expectation	Unit R094 Introduction to the qualification & Expectation
2	11/9/2023	Main class teachers will teach topics 1 to 3 from section A and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.	Main class teachers will teach topics 1 to 8 from section A and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.
3	18/9/2023		
4	25/9/2023		
5	2/10/2023	Main class teachers will teach topics 4 to 7 from section A + 1 to 3 from section B and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.	Main class teachers will teach topics 1 to 6 from section A + 1 to 3 from section B and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.
6	9/10/2023		
7	16/10/2023		

8	23/10/2023	Half-term	Half-term
9	30/10/2023	Section A Assessment including feedback and review	Practice assignment: Task 1 Pre-production documents & planning
10	6/11/2023	Main class teachers will teach topics 4 to 8 from section B and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.	Practice assignment: Task 1 Pre-production documents & planning
11	13/11/2023		Practice assignment: Task 1 Pre-production documents & planning
12	20/11/2023		Practice assignment: Task 2 Creating Interactive Digital Media Product
13	27/11/2023	Main class teachers will teach topics 1 to 6 from section C and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.	Practice assignment: Task 2 Creating Interactive Digital Media Product
14	4/12/2023		Practice assignment: Task 2 Creating Interactive Digital Media Product
15	11/12/2023		Practice assignment: Task 3 Reviewing Interactive Digital Media Product
16	18/12/2023	Section B + C Assessment including feedback and review	Practice assignment: Task 3 Reviewing Interactive Digital Media Product
17	25/12/2023	Christmas Break	Christmas Break
18	1/1/2024		
19	8/1/2024	Unit R094 Introduction to the unit	Live assignment: Task 1 Pre-production documents & planning
20	15/1/2024	Main class teachers will teach topics 1 to 3 from section A and ensure students have completed all the classwork and homework worksheets.	Live assignment: Task 1 Pre-production documents & planning

21	22/1/2024	Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.	Live assignment: Task 1 Pre-production documents & planning
22	29/1/2024		Live assignment: Task 2 Creating Interactive Digital Media Product
23	5/2/2024	Main class teachers will teach topics 4 to 7 from section A + 1 to 3 from section B and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class tests on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.	Live assignment: Task 2 Creating Interactive Digital Media Product
24	12/2/2024		Live assignment: Task 2 Creating Interactive Digital Media Product
25	19/2/2024	Half-term	Half-term
26	26/2/2024	Main class teachers will teach topics 4 to 7 from section B and ensure students have completed all the classwork and homework worksheets. Teacher's will ensure that students have completed class test on each topic as well as practised at least one discussion style exam question on each topic generally worth 10 or 12 marks. Lesson time will be used to provide feedback on student's work and exam questions. Students will be provided an opportunity to reflect on the feedback and improve their work, especially the practice exam questions.	Live assignment: Task 3 Reviewing Interactive Digital Media Product
27	4/3/2024		Live assignment: Task 3 Reviewing Interactive Digital Media Product
28	11/3/2024		Live assignment: Contingency
29	18/3/2024		R093 Revision : Focus on exam technique and past paper practice
30	25/3/2024	Intro to InkScape - Graphic editing software	R093 Revision + Mock Exam 1

31	1/4/2024	Easter Break	Easter Break
32	8/4/2024		
33	15/4/2024	Practice assignment: Task 1 Pre-production documents & planning	R093 Revision + Mock Exam 1 Feedback
34	22/4/2024	Practice assignment: Task 1 Pre-production documents & planning	R093 Revision: Section A
35	29/4/2024	Practice assignment: Task 1 Pre-production documents & planning	R093 Revision: Section B
36	6/5/2024	Practice assignment: Task 2 Creating Digital Graphic	R093 Revision: Section C
37	13/5/2024	Practice assignment: Task 2 Creating Digital Graphic	R093 Revision + Mock Exam 2
38	20/5/2024	Practice assignment: Task 2 Creating Digital Graphic	R093 Revision + Mock Exam 2 Feedback
39	27/5/2024	Half-term	Half-term
40	3/6/2024	Introduction to Live Assignment + Task 1 Pre-production documents & planning	R093 Revision
41	10/6/2024	Live assignment: Task 1 Pre-production documents & planning	Live Exam
42	17/6/2024	Live assignment: Task 1 Pre-production documents & planning	
43	24/6/2024	Live assignment: Task 1 Pre-production documents & planning	
44	1/7/2024	Live assignment: Task 2 Creating Digital Graphic	

| 45 | 8/7/2024 | Live assignment: Task 2 Creating Digital Graphic | |
| 46 | 15/7/2024 | Live assignment: Task 2 Creating Digital Graphic | |

What cross-curricular themes have been identified?

The main cross curricular links that are present throughout this course are English, Mathematics and IT. A number of written skills are required throughout the course when answering exam questions and quantitative skills are included through calculations and interpretations of data. There are topic areas throughout the qualification that have heavy focus on IT skills such as using Microsoft office packages, Internet, etc.

How will this be assessed to show that students have learnt and remembered what they have been taught?

Years	Term 1	Term 2	Term 3
10	Topic test for Unit R093 Section test for Unit R093 Mock exams for Unit R093 Practice assignment for Unit R094	Practice assignment for Unit R094	Live assignment for Unit R094
11	Unit R097 Theory Practice assignment for Unit R097	Live assignment for Unit R094 Revision for Unit R093	External Exam for Unit R093

What will students be expected to know and remember?

For an in depth view on what the students will be expected to know and remember in regards to knowledge and skills please see the GCSE scheme of work.