

Curriculum Summary Documents

I Media Year 10 and 11

Module/Unit of Learning	Taught During	What will students learn?	How does this deepen understanding and enrich experience?	Links to other Subjects
R099 Digital Games	September - April Year 10	Students will learn about the digital game industry, the types of game and limitations of different game styles and platforms. They will become proficient using the G-develop game engine software to create digital games which both look amazing and are suitable and enjoyable to play for their target audience. The time is roughly split in half, with the first half learning the knowledge and skills mentioned above then the second half the produce their NEA (coursework) project, where they plan, design and program a digital game for a given scenario.	Pupils will have the opportunity to work on games over several lessons where they can create detailed and complex aspects of their digital games and refine them to have a professional look and feel. They will shown the many career paths this topic could lead to.	Computer Science (programming) Art – creating images and animations Music – creating sounds
R094 Visual Identity and Digital Graphics	May Year 10 – December Year 11	Pupils will learn the fundamentals of brand design, marketing and visual identity. We will learn how to develop visual identify through the recognition of features such as name, logo, and slogan, to establish a brand. We will learn elements of visual identity such as graphics, typography, colour palette meaning and layout. We will learn how to develop and plan visual identities for clients. Pupils will also study how to incorporate the visual identity to plan and produce a variety of digital graphics. They will study the many different aspects and properties of digital graphics, as well as becoming skilled in the use of industry standard image software (Photoshop and Illustrator).	Using professional software Using real life client briefs Understanding file formats and appropriately for purpose of product (web or print use)	Art – colour, concept sketches DT – Concept sketches, design planning

<p>R093 The Media industry (Exam)</p>	<p>December – June Year 11</p>	<p>We will learn about job roles in the media industry. We will learn factors that influence product design. We will learn about how a designer can meet their client requirements. We will learn about audience demographics and segmentations. We will learn different research techniques. We will learn how to use media codes to convey meaning and create impact and engage audience. We will learn how to plan preproduction documents to support idea generation and share media products plans in a media team. We will learn legal issues that affect media. We will learn distribution considerations such as different platforms, and media to reach different audiences. We will learn correct properties and formats for media file distribution. We will learn how to revise in Media for success in our exam in Year 11.</p>	<p>UI and UX are emerging careers that this knowledge will lead into. The logic of creating for a client. A deep understanding of how media products can be distributed in certain ways depending on the type of media and situation.</p>	<p>Art – colour, concept sketches DT – Concept sketches, design planning Computer Science – compression, encoding, bit depth</p>
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