Curriculum Overview for Creative iMedia KS4

The table below details the skills and knowledge students will be covering each half term in Year 10 in this subject area.

	HT1	HT2	HT3	HT4	HT5	HT6
OCR Cambridge National Creative iMedia (J834) Knowledge and skills which will be covered this year	**R093 – Media industry and production** ● Sectors and products of the media industry ● Client requirements and audience ● Media codes ● Mind maps ● Mood boards ● Visualisation diagrams and asset logs ● File formats **R094 –Visual identity and assets (Part A - Developing)** ● Purpose of visual identity ● Visual identity components and elements ● Design and layout	**R094 –Visual identity and assets cont.** ● Licences and permissions ● Planning and visual identity **Coursework completion (Part A - Developing)** **R094 –Visual identity and assets (Part B - Creating)** ● Asset sourcing and creating ● Creating a visual identity	**R094 –Visual identity and assets (Part B - Creating) Cont.** ● Compiling an image ● Basic tools ● Isolating text and advanced tools ● Retouching and other tools ● Saving and exporting	**R094 –Visual identity and assets (Part B - Creating) Cont.** **Coursework completion (Part B - Creating)**	**R097 Interactive digital graphics (Part A - Planning)** ● Formats and hardware ● Interactive digital media content ● Features of interactivity digital media design ● Conventions and creativity ● Hardware and software	**R097 Interactive digital graphics (Part A - Planning) cont** ● Wireframes master pages and templates ● Storyboards ● Further pre-production planning **Coursework completion (Part A - Planning)** **R097 Interactive digital graphics (Part B - Creating)** ● Sourcing assets, vectors and bitmaps

	• File types and formats				

The table below details the skills and knowledge students will be covering each half term in Year 11 in this subject area.

	HT1	HT2	HT3	HT4	HT5	
OCR Cambridge National Creative iMedia (J834) Knowledge and skills which will be covered this year	**R097 Interactive digital graphics (Part B - Creating)** • Image assets • Audio assets • Video assets • Interactive assets • Folder structure and file naming • Master pages and templates	**R097 Interactive digital graphics (Part C - Create and Review)** • Content and controls • Triggers and behaviours **Coursework completion (Part B - Creating)** **R097 Interactive digital graphics (Part C - Create and Review) cont.** • Testing and performance • Review • Improvements and further developments **Coursework completion (Part C - Review)**	**R093 – Media industry and production (Part A) revisited** • Sectors and products of the media industry • Job roles in the media industry • Purpose style content and layout • Client requirements and audience • Research • Media codes • Cameras and lighting **R093 – Media industry and production (Part B)** • Work plans • Mind maps • Mood boards • Scripts • Storyboards • Visualisation diagrams and	**R093 – Media industry and production (Part B) cont.** • Wireframes and flowcharts • Hardware and software **R093 – Media industry and production (Part C)** • Legal issues and regulation • Intellectual property • Health and safety • Distribution platforms and media • File formats Revision and preparation for mock exams	**Paper R093 Creative iMedia in the media industry** Exam preparation and revision **Exam date:** 9th June 2025	

			asset logs			