

Grace Academy Coventry

Curriculum Map 2025/26 - Creative iMedia - Year 11

Dates	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Topic Focus	R096 Animation with Audio 1.1 - 3.3 Controlled Assessment	R093 Media Industry 3.3 - 3.3 & 4.1 - 4.2	Coursework resubmission & Exam Preparation	Coursework resubmission & Exam Preparation	Coursework resubmission & Exam Preparation	
Key Knowledge	<p>1.1.1 Types and methods of animation and conventions</p> <p>1.1.2 Pre-production storyboarding</p> <p>1.1.3 Keyframing digital assets using animation software</p> <p>2.1.1 Audio conventions, using Audacity and the timeline feature to edit sound</p> <p>2.1.2 Creating test tables</p> <p>3.1.1 Pre-production planning for animation and audio using storyboarding, moodboards or concept art</p> <p>3.2.1 Creating animation with audio using tools and techniques in software</p> <p>3.3.1 Reviewing animation</p>	<p>3.3.1 Legal issues in digital media</p> <p>3.3.2 Legal considerations to protect individuals and intellectual property rights</p> <p>3.3.3 Regulation, certification and classification</p> <p>3.3.4 Health and Safety in all phases of production</p> <p>4.1.1 Distributed platforms and media to reach audiences</p> <p>4.2.1 Properties and formats of media files</p> <p>4.2.2 Image and audio files</p> <p>4.2.3 Moving image files</p>	<p>1.1.1 Media products and sectors in the industry</p> <p>1.1.2 Evolution of the media: Traditional v. New Media</p> <p>1.1.3 Creative, technical and senior job roles</p> <p>2.1.1 Factors influencing product design and purposes of media</p> <p>2.1.2 Audience, demographics and segmentation</p> <p>2.1.3 Market research</p> <p>2.1.4 Symbolic codes with deeper connotative meanings and technical codes using technology</p> <p>3.1.1 Using a work plan to plan out all the tasks</p>	<p>1.1.1 Media products and sectors in the industry</p> <p>1.1.2 Evolution of the media: Traditional v. New Media</p> <p>1.1.3 Creative, technical and senior job roles</p> <p>2.1.1 Factors influencing product design and purposes of media</p> <p>2.1.2 Audience, demographics and segmentation</p> <p>2.1.3 Market research</p> <p>2.1.4 Symbolic codes with deeper connotative meanings</p>	<p>1.1.1 Media products and sectors in the industry</p> <p>1.1.2 Evolution of the media: Traditional v. New Media</p> <p>1.1.3 Creative, technical and senior job roles</p> <p>2.1.1 Factors influencing product design and purposes of media</p> <p>2.1.2 Audience, demographics and segmentation</p> <p>2.1.3 Market research</p> <p>2.1.4 Symbolic codes with deeper connotative meanings</p>	

	with audio and its appropriateness for the audience	4.2.4 File compression using lossy and lossless	<p>that need completing within a project</p> <p>3.1.2 Creating mind maps as a pre-production document</p> <p>3.1.3 Designing visual representations using moodboards and a visualisation diagram</p> <p>3.1.4 Producing flowcharts, wireframes and asset logs</p> <p>3.1.5 Planning a script for an audio-visual product</p> <p>3.2.1 Camera shots and mise-en-scene</p> <p>3.3.1 Legal issues in digital media</p> <p>3.3.2 Legal considerations to protect individuals and intellectual property rights</p> <p>3.3.3 Regulation, certification and classification</p> <p>3.3.4 Health and Safety</p>	<p>and technical codes using technology</p> <p>3.1.1 Using a work plan to plan out all the tasks that need completing within a project</p> <p>3.1.2 Creating mind maps as a pre-production document</p> <p>3.1.3 Designing visual representations using moodboards and a visualisation diagram</p> <p>3.1.4 Producing flowcharts, wireframes and asset logs</p> <p>3.1.5 Planning a script for an audio-visual product</p> <p>3.2.1 Camera shots and mise-en-scene</p> <p>3.3.1 Legal issues in digital media</p> <p>3.3.2 Legal considerations to protect individuals and intellectual property rights</p>	<p>and technical codes using technology</p> <p>3.1.1 Using a work plan to plan out all the tasks that need completing within a project</p> <p>3.1.2 Creating mind maps as a pre-production document</p> <p>3.1.3 Designing visual representations using moodboards and a visualisation diagram</p> <p>3.1.4 Producing flowcharts, wireframes and asset logs</p> <p>3.1.5 Planning a script for an audio-visual product</p> <p>3.2.1 Camera shots and mise-en-scene</p> <p>3.3.1 Legal issues in digital media</p> <p>3.3.2 Legal considerations to protect individuals and intellectual property rights</p>	
--	---	---	--	---	---	--

			<p>in all phases of production</p> <p>4.1.1 Distributed platforms and media to reach audiences</p> <p>4.2.1 Properties and formats of media files</p> <p>4.2.2 Image and audio files</p> <p>4.2.3 Moving image files</p> <p>4.2.4 File compression using lossy and lossless</p>	<p>3.3.3 Regulation, certification and classification</p> <p>3.3.4 Health and Safety in all phases of production</p> <p>4.1.1 Distributed platforms and media to reach audiences</p> <p>4.2.1 Properties and formats of media files</p> <p>4.2.2 Image and audio files</p> <p>4.2.3 Moving image files</p> <p>4.2.4 File compression using lossy and lossless</p>	<p>3.3.3 Regulation, certification and classification</p> <p>3.3.4 Health and Safety in all phases of production</p> <p>4.1.1 Distributed platforms and media to reach audiences</p> <p>4.2.1 Properties and formats of media files</p> <p>4.2.2 Image and audio files</p> <p>4.2.3 Moving image files</p> <p>4.2.4 File compression using lossy and lossless</p>	
Key Skills	<p>Skilfully executing planning and editing for both animation and audio elements, utilising tools such as storyboarding, moodboards, and concept art to provide a clear vision for the final output.</p> <ul style="list-style-type: none"> - Utilising animation software for keyframing digital assets, ensuring smooth transitions. 	<p>3.3 – 3.3</p> <p>Applying knowledge of the main aspects of legislation pertaining to Creative iMedia: copyright design and patents act and other legislation applying to the use of ICT in creative media, such as the computer misuse act and data protection</p> <ul style="list-style-type: none"> - Develop an 	-	-	-	

	<ul style="list-style-type: none"> - Develop editing skills by using the timeline feature to synchronise audio with animation. 	<p>understanding about making informed decisions about the choice, implementation and use of creative media depending upon copyright laws and digital asset tables.</p> <p>4.1 - 4.2</p> <p>Analyse and discern the technical specifications and best-use cases for image and audio files in media production.</p> <ul style="list-style-type: none"> - Understand and differentiate between properties and formats of various media files, ensuring optimal choice for specific projects. <p>Demonstrate an understanding of various distributed platforms and how they influence the reach and engagement with target audiences.</p>				
Individual Tasks/ Assessments	End of Topic Exam Retrieval questions - Short-answer questions - Extended-writing questions.	End of Topic Exam Retrieval questions - Short-answer questions - Extended-writing questions.	Assessment points Coursework End of Topic Exam Retrieval questions - Short-answer questions - Extended-writing questions.	Assessment points Coursework End of Topic Exam Retrieval questions - Short-answer questions - Extended-writing questions.	Assessment points Coursework End of Topic Exam Retrieval questions - Short-answer questions - Extended-writing questions.	

<p>End point</p>	<p>Translating story ideas into visual representations, ensuring a clear and compelling narrative flow in the animation.</p> <p>Skills in harnessing audio tools, especially audacity, to create a synchronised audio-visual experience that enhances the overall impact of the animation.</p>	<p>Being equipped to create a comprehensive design and planning package that meets both the client's needs and industry standards.</p> <p>The ability to make informed decisions on file formats and compression based on the intended audience, distribution platform, and technical specifications of a project. Selecting and utilising the most appropriate distributed platforms for specific media projects, maximising reach and engagement with target audiences.</p>	<p>Coursework resubmissions and exam preparation.</p>	<p>Coursework resubmissions and exam preparation.</p>	<p>Coursework resubmissions and exam preparation.</p>	
<p>Links to KS2/3</p>	<p>Year 9 Computing - Graphics (The process of creating a visual representation).</p>	<p>Year 7 Computing - E-Safety (Considerations of factors influencing copyright laws and intellectual property).</p> <p>KS2 ICT - BBC micro: bits (understanding the basics of binary, alongside inputs and outputs).</p> <p>Year 9 Computing - Data Representation</p>				

USEFUL RESOURCES / GUIDANCE:

<https://www.ocr.org.uk/blog/understanding-the-cambridge-national-in-creative-imedia-r093-exam/>

Outcomes:

This course will lead to a certificate in Creative iMedia. All students are expected to achieve a L2 certificate (GCSE equivalent).

Upon successful completion of the Creative iMedia qualification, students will have acquired a comprehensive understanding of the media industry, including its tools, techniques and evolving trends. With this qualification students will have obtained transferable skills that they can use to pursue various exciting career pathways, including as animators, graphic designers and UX design. Beyond specific job roles, this qualification fosters critical thinking, creativity and problem-solving skills - attributes that are highly valued in any profession.