CoDA Curriculum – Design + Innovation

Creative iMedia (OCR Cambridge National Certificate)

City of Derby Academy

Improving the life chances of all students

Performance Objective 1 – Recall knowledge and show understanding.		Performance Objective 2 – Apply knowledge and understanding.
Performance Objective 3 – Analyse and evaluate knowledge, understanding and performance.		Performance Objective 4 – Demonstrate and apply skills and processes relevant to the subject area.

R093 – Creative iMedia in the media industry.		R094 – Visual identity and digital graphics		R087 – Interactive digital media

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y10	**Introductory tasks** Photoshop – 4 weeks. **R094 section A – developing visual identity and graphics** 1. purpose of visual identity 2. visual identity components and elements 3. design and layout 4. file types and formats 5. licences and permissions 6. planning visual identity	**R094 section B – creating visual identity and digital graphics** 1. asset sourcing and creating 2. create a visual identity 3. compiling an image 4. basic tools 5. isolating text and advanced tools 6. retouching and other tools 7. saving and exporting	**Practice NEA** Start –5 weeks (total) **Practice NEA** Complete. **NEA – R094** Start – 7 weeks (total)	**NEA – R094** Continue – 7 weeks (total)	**NEA – R094** Complete. **R093 section A – media industry and product design** 1. sectors and products of the media industry 2. job roles in the media industry 3. purpose, style, content and layout 4. client requirements and audience 5. research 6. media codes 7. cameras and lighting	**R093 section B – pre-production planning** 1. workplans 2. mind maps 3. mood boards 4. scripts 5. storyboards 6. visualisation diagrams and asset logs 7. wireframes and flow charts 8. hardware and software Includes 2-week period for Yr10 work experience.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y11	**Introductory tasks** RocketCake – 2 weeks. **R097 section A – planning interactive digital media** 1. formats and hardware 2. interactive digital media content 3. features of interactive digital media design 4. conventions and creativity 5. hardware and software 6. wireframes. Master pages and templates 7. storyboards 8. further pre-production planning	**R097 section B – technical skills for asset creation** 1. sourcing assets, vectors and bitmaps 2. image assets 3. audio assets 4. video assets 5. interactive assets **R097 section C – creating, publishing and reviewing** 1. folder structure and file naming 2. master pages and templates 3. content and controls 4. triggers and behaviours	**R097 section C – creating, publishing and reviewing** 5. testing and performance 6. review 7. improvements and further developments **Practice NEA** Start –5 weeks (total) **Practice NEA** Complete.	**NEA – R097** Start – 7 weeks (total) **NEA – R097** Complete **R093 section C – legal issues and distribution** 1. legal issues and regulation 2. intellectual property 3. health and safety 4. distribution platforms and media 5. file formats	**R093 revison** section A – media industry and product design section B – pre-production planning section C – legal issues and distribution **Exam**	