Creative iMedia Curriculum Overview - Year 9

	Unit	Details
Autumn One	**R093 - The media industry**	In this unit, pupils are introduced to the different sectors that form the media industry and how these are evolving. They will look at the types of products produced by, and used in, different sectors and understand that the same product can be used by different sectors.
Autumn Two	**R093 - Factors influencing product design**	In this unit pupils will understand the different purposes of media products, focusing on how style, content and layout are adapted to meet each purpose. They will understand the requirements in client briefs that inform planning and why requirements in client briefs can constrain planning and production. Finally, they will understand how to interpret requirements in client briefs to generate ideas and plan digital media artefacts.
Spring One	**R093 - Pre Production Planning**	Pupils will create and use a range of pre-production documents to plan digital media projects. Pupils will understand how work plans are used to manage time, tasks, activities and resources for individuals and large teams. They will also understand the components and conventions of each planning document such as mind maps, mood boards, scripts, visualisation diagrams, storyboards and wireframe layouts.
Spring Two	**R093 - Distribution considerations**	In this unit, pupils will understand the characteristics of the types of platform and media used to deliver products to audiences. They will also understand the properties and limitations of uncompressed and compressed (lossy, lossless) file formats. Pupils will also consider a range of properties and formats of media files.
Summer One	**RO94 - Visual Identity and Digital Graphics**	The first of the two NEAs R094 explores the creation of digital media artefact for a specific client brief. Historically this has included developing the visual identity of a product and a company and creating products including, magazine covers, movie posters and online advertisements This term focuses upon the first learning objective (LO1) which includes: ● Design a visual identity. ● Justify your design choices and why the visual identity is fit for purpose. ● Produce relevant planning documents for your digital graphic product.
Summer Two		