



# THE ARNEWOOD SCHOOL

## KEY STAGE 4 I-MEDIA



### Implementation:

I-media draws heavily on a lot of the foundation skills learned at KS3. These include animation, sound and websites (HTML). It also continues to develop the students skills in planning, organisation and self-assessment.

### Year 9

Half term	Curriculum focus	Landmark assessment
Autumn 1	Animation – students will explore different types of animation and learn to use different types of animation software. They will learn to plan and create different animations for different scenarios.	Animation – assessment of the planning and animations the students produce.
Autumn 2	Animation – students will explore different types of animation and learn to use different types of animation software. They will learn to plan and create different animations for different scenarios.	Animation – assessment of the planning and animations created by the students.
Spring 1	Graphics – students will explore different graphics software and learn to plan and create a graphics solution to a given scenario.	Graphics – assessment of the planning and images created by the students.
Spring 2	Sound - students will explore Audacity software (revisited from KS3) and learn to plan and create an audio solution to a given scenario.	Sound - assessment of the planning and audio files created by the students.
Summer 1	Websites - students will explore different types of websites and learn to use Macromedia Dreamweaver software. They will learn to plan and create a website for a given scenario.	Websites - assessment of the planning and website the students produce.
Summer 2	Websites - students will explore different types of websites and learn to use Macromedia Dreamweaver software. They will learn to plan and create a website for a given scenario.	Websites - assessment of the planning and website the students produce.

### Year 10





Half term	Curriculum focus	Landmark assessment
Autumn 1	Component 2 teaching phase – students will learn all the necessary skills to develop media production skills and techniques. Introduction to the experimental nature of the practical work.	Component 2 Task 1 (LAA) – assessment of the different planning and creation tasks the students complete.
Autumn 2	Component 2 Task 1 (LAA) - develop media production skills and techniques. Students understand and then create a storyboard, screenplay or audio script	Component 2 Task 1 (LAA) – print screen evidence of skills and techniques used. Assessment of practical work
Spring 1	Component 2 Task 1 (LAA) - develop media production skills and techniques	Component 2 Task 1 (LAA) – print screen evidence of skills and techniques used. Assessment of practical work
Spring 2	Component 2 Task 2 (LAB) - apply media production skills and techniques. For the publishing sector, students are introduced to house style, thumbnails and sketches of page layouts, flat plans, design comps (comprehensive layout) and mock ups.	Component 2 Task 2 (LAB – assessment of annotated visual log of pre-production, production and post-production processes. Assessment of finished practical work.
Summer 1	Component 2 Task 2 (LAB) - apply media production skills and techniques. Students create thumbnails, sketches and a design competition for a double page spread (DPS) for their magazine.	Component 2 Task 2 (LAB – assessment of annotated visual log of pre-production, production and post-production processes. Assessment of finished practical work.
Summer 2	Component 2 Task 3 (LAC) - review own progress and development of skills and practices. For the interactive sector, students are introduced to the conventions of wireframing and storyboards for interactive media products. And build on previous knowledge and skills gained.	Component 2 Task 3 (LAC) – assessment of a log of practical skills developed, including annotated or narrated work. Assessment of a skills audit to detail strengths and future improvements. Assessment of an evaluation in the form of a written report, blog or presentation with notes.

## Year 11





Half term	Curriculum focus	Landmark assessment
Autumn 1	Component 1 Task 1 (LAA) - investigate media products. Media products that are created within the media sectors. The concept of primary and secondary target audiences. The relationship between specific media products, their audiences and purpose,	Component 1 Task 1 (LAA) – assessment of the A blog, PowerPoint presentation (including speaker notes) or a written report that is produced.
Autumn 2	Component 1 Task 2 (LAB) - explore how media products are created to provide meaning and engage audiences. Media sectors: audio/moving image, publishing, interactive, and use research Steve Neale's theory of repetition and difference. How repeated settings and themes are used to establish genre Representation and audience interpretation, lighting, deconstructing media products. editing techniques.	Component 1 Task 2 (LAB) - assessment of the A blog, PowerPoint presentation (including speaker notes) or a written report that is produced.
Spring 1	Component 3 – teaching phase of Creating a Media Product in Response to a Brief. Introduce students to Component 3, including an outline of the component, assessment objectives, grade descriptors and the assessment model. Focus on innovative practice and current trends in the chosen media sector. Generating ideas for a media product in response to the brief.	Component 3 – assessment of the different tasks that the students complete.
Spring 2	Component 3 – Create a Media Product in Response to a Brief. Apply media production skills and techniques to the creation of a media product. Monitor and review the outcomes of the production process. Production skills and techniques	Component 3 – 10 hour-controlled assessment that is externally marked.
Summer 1	Contingency time in case of component over run or individual student issues.	Dependent on component effected.
Summer 2	Course finished	N/A

