<table>
<tr><td colspan="2">Subject: OCR Creative iMedia</td><td>Year Group: 10</td></tr>
<tr><td>Term 1 Key Focus/Topic(s)
R081 – Pre-production skills
LO1: Understand the purpose and content of pre-production
• Mood boards
• Mind maps
• Visualisation diagrams
• Storyboard
• Scripts
• Assessment</td><td>Term 2 Key Focus/Topic(s)
R081 – Pre-production skills
LO2: Be able to plan pre-production
• Contents of the client brief
• Primary and Secondary research
• Work plans and production schedules
• Target audience
• Hardware, software and techniques for pre-production
• Hardware devices and equipment
• Software applications
• Health and Safety considerations
Recces, risk assessments, safe working practices
• Legislation
Copyright, certification and classification, data protection, GDPR and other legal issues.
• Assessment</td><td>Term 3 Key Focus/Topic(s)
R081 – Pre-production skills
LO3: Be able to produce pre-production documents
• Creating a mood board
• Creating a mind map
• Creating a visualisation diagram
• Creating a storyboard
• Analysing a script
• File formats and their properties
• Compression
• File naming conventions
LO4: Be able to review pre-production documents
• How to review pre-production documents and identify areas for improvements
• Assessment</td></tr>
<tr><td>Term 1 Assessment Opportunities:

Self, peer, teacher and assessment.</td><td>Term 2 Assessment Opportunities:

Self, peer, teacher and assessment.</td><td>Term 3 Assessment Opportunities:

Self, peer, teacher and assessment.</td></tr>
<tr><td>Term 4 Key Focus/Topic(s)
R082 – Creating digital graphics
LO1: Understand the purpose and properties of digital graphics
• Why digital graphics are used
• How digital graphics are used
• File formats
• Properties of digital graphics
• How different purposes and audience influence the design and layout of digital graphics
LO2: Be able to plan the creation of a digital graphic</td><td>Term 5 Key Focus/Topic(s)
R082 – Creating digital graphics
LO3: Be able to create a digital graphic
• Sourcing assets
• Creating assets
• Using imaging editing software
• Ensuring that the technical compatibility of assets
• Using tools and techniques to create assets and graphics
• Saving and exporting the digital graphic in different formats
LO4: Be able to review a digital graphic</td><td>Term 6 Key Focus/Topic(s)
R081 – Pre-Production skills
• Revision
• End of year exam</td></tr>
</table>

Long-term overview for Year 10 Creative iMedia

• Interpreting client requirements • Understanding the target audience • Producing a visualisation diagram • Identifying assets needed • Identifying resources needed • Legislation • Assessment	• Review a digital graphic • Identify areas for improvement and further development • Assessment	
Term 4 Assessment Opportunities: Self, peer, teacher and assessment.	**Term 5 Assessment Opportunities:** Self, peer, teacher and assessment.	**Term 6 Assessment Opportunities:** Self, peer, teacher and exam.

Rationale:
The qualification will build on the knowledge, understanding and skills established through the Computer Science elements of the Key Stage 3 programme of study. The content has been designed not only to allow for a solid basis of understanding but to engage learners and get them thinking about real world application.

Evaluation:
The key features of OCR's GCSE (9–1) in Computer Science are:
• A simple and intuitive assessment model, consisting of two papers, one focusing on computer systems and one with a focus on programming, computational thinking, and algorithms. Both papers have identical weighting and mark allocations.
• The specification has been designed to seamlessly transition into Computer Science at AS Level and/or A Level.
This specification/qualification will enable learners to develop:
• Valuable thinking and programming skills that are extremely attractive in the modern workplace.
• A deep understanding of computational thinking and how to apply it through a chosen programming language.

Students will be assessed at the end of each term with gap analysis being carried out and the results used to evaluate students' performance and progress, with the findings being used to inform future planning.
There will be opportunities built in to allow for, self, peer and teacher assessment that will ensure that all pupils:
• Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
• Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems