

TOPIC

Creative iMedia

Curriculum Plan 2022-23LP1LP2LP3LP4R082 & R081R082 & R081R084R084Coursework: R082This will include
Coursework: R082This will include
Coursework: R082This will include
Coursework: R0821A Investigation into digital graphics
1B Properties of digital graphics
2A Client requirementsThis will include
Coursework: R084
3B Creation of GraphicsThis will include
Coursework: R084
An investigation into comicsThis will include
Coursework: R084
Coursework: R084This will include
Coursework: R084
Coursework: R084

Knowledge	Exam R081 LO1 – understanding the purpose and content of pre-production LO2 – Be able to plan pre-production	3B Creation of Graphics Evaluation and improvements Exam LO3 – Be able to produce pre-production documents LO4 – Be able to review pre-production documents	An investigation into comics 1B properties of comic software conventions 2A client requirements 2B pre-production Exam takes place in January	Coursework: R084 3A Assets 3B Comic Creations Evaluation and improvements	Final adjust	
Procedural Knowledge	Students will be able to plan pre-production of a creative digital media product to a client brief, and will understand how to review pre-production documents. Students will understand pre-production skills used in the creative and					
Key Vocab	Mood boards, mind maps/spider diagrams, visualisation diagrams, storyboards, scene content, close up, mid, long, over the shoulder, low angle, aerial, pan, tilt, zoom, track, dolly, dialogue, work flow, gender, ethnicity, accessibility, copyright, legislation, intellectual property, data protection, defamation	Naming conventions, file formats, version control, organisational requirements, clarity	Physical, non-physical, genre, country of origin, Mood boards, mind maps/spider diagrams, visualisation diagrams, storyboards, gender, ethnicity	Panels, focal points, version control, formats,		



LP5
Final adjustments
ustments before sample is sent off to the exam board
e and digital media sector
N/A