



KS4 Curriculum Overview - CAMNAT Creative iMedia

Your child will learn about the media industry, develop their knowledge, skills and understanding of a variety of theoretical concepts and conventions whilst also using software applications used in the media industry during each half term.

This is the final year of teaching this course.

Term	Year 11
Autumn 1	- R096 Develop animation and audio skills - R096 Practice assignment
Autumn 2	R096 NEA - OCR set assignment
Spring 1	R096 NEA - OCR set assignment
Spring 2	R096 NEA - OCR set assignment
Summer 1	- R093 Recap on all topics - Exam preparation revision and practice
Summer 2	- Exam preparation revision and practice - GCSE Public Examinations

Through the study of Creative iMedia your child will be expected to develop the following knowledge, skills and understanding:

Theoretical	Practical
- understand and apply the fundamental principles and concepts of digital media including factors that influence product design, use of media codes and conventions, pre-production planning techniques, legal issues and creation/publishing/distribution considerations - design, plan and review digital media products which are fit for purpose meeting both client and target audience requirements.	- think creatively, innovatively, analytically, logically and critically - develop practical skills that can be applied to real-life contexts and work situations - create digital media products which are fit for purpose meeting both client and target audience requirements - develop independence and confidence in using skills that would be relevant to the media industry and more widely

Parents can support their child by encouraging them to practice the skills taught in lesson at home in their spare time. Refer to Google Classroom regularly for up-to-date resources.