

Y11 OCR Cambridge Nationals Creative iMedia Curriculum Progression Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Dates	Monday 5 th September – Friday, 21 October 2022	Monday, 1 November – Wednesday, 21 December 2022	Monday, 9 January – Friday, 10 February 2023	Monday, 20 February – Friday, 31 March 2023	Monday, 17 April – Friday, 26 May 2023	
Weeks	8	7	7	6	5	
Lessons	20 lessons	18 Lessons	18 Lessons	15 Lessons	13 Lessons	
Inset						
Unit Title	R081 Pre-Production Skills	R081 Pre-Production Skills	Unit R085 Creating a multipage website	Unit R085 Creating a multipage website	Unit R085 Creating a multipage website	
Sequence	<p>R081 Pre-Production Skills</p> <p>Learning Outcome 1: Understand the purpose and content of pre-production</p> <p>The purpose, content and uses for:</p> <ul style="list-style-type: none"> o mood boards o mind maps o visualisation diagrams o storyboards o scripts <p>Learning Outcome 2: Be able to plan pre-production</p> <p>Interpret client requirements for pre-production based on a specific brief.</p> <p>Target Audience and categories e.g. age, income</p> <ul style="list-style-type: none"> • produce a work plan • hardware and software • health and safety when creating digital media products • legislation 	<p>R081 Pre-Production Skills (R081 delivered through R082 and R085)</p> <p>Learning Outcome 3: Be able to produce pre-production documents</p> <ul style="list-style-type: none"> o mood board o mind map o visualisation diagram o storyboard o analyse a script • file formats for images • file formats for audio • file formats for video / animation • suitable naming conventions (e.g. version control v1). <p>Learning Outcome 4: Be able to review pre-production documents</p> <p>Review a pre-production document.</p> <p>Identify areas for improvement in a pre-production document.</p>	<p>R081 exam.</p> <p>Revisit R085 and complete LO2 and some learners start LO3.</p> <p>Plan a multipage website</p> <p>Client requirements for a multipage website.</p> <p>Target audience requirements for a multipage website.</p> <p>Work plan for the creation of a multipage website.</p> <p>Site map with navigation links.</p> <p>Visualisation diagram for a web page identifying the house style.</p> <p>Identify the assets needed to create a multipage website.</p> <p>Identify the resources needed to create and publish a multipage website.</p> <p>Prepare assets for use in web pages.</p> <p>Test plan.</p> <p>Legislation.</p>	<p>Create multipage websites using multimedia components.</p> <p>Create suitable folder structures.</p> <p>Assets table.</p> <p>Master page as a template for a multipage website.</p> <p>Use a range of tools and techniques in web authoring software to create a multipage website.</p> <p>Insert assets into web pages to create planned layouts.</p> <p>Navigation system (e.g. using a navigation bar, buttons, hyperlinks)</p> <p>Save and publish multipage website.</p>	<p>Learning Outcome 4:</p> <p>Review a multipage website against a specific brief.</p> <p>Identify areas for improvement and further development of a multipage website.</p>	

Key Building Blocks	<p>Skills to use specialist web development software</p> <p>Scripts Storyboards Visualisation Diagrams reviewing pre-production documents Mood boards Mind Maps Primary and Secondary Research Work plans Target audiences Health and safety Legislation (copyright, intellectual property) Certification, hardware software and file types File management and version control</p>	<p>Scripts Storyboards Visualisation Diagrams reviewing pre-production documents Mood boards Mind Maps Primary and Secondary Research Work plans Target audiences Health and safety Legislation (copyright, intellectual property) Certification, hardware software and file types File management and version control</p>	<p>Client requirements Target Audience Work Plan Visualisation diagram Assets Resources e.g. hardware and software Legislation</p>	<p>Setting up folders Skills to use specialist web development software Appropriate filenames Size of images, video and file types Version control</p>	<p>Review against client requirements Improvements Development areas</p>	
Retrieval Practices	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - Interleaved theme (scenario) 	<ul style="list-style-type: none"> - Re-cap of skills, assignment and demonstrations using AB Tutor Computer Control to ensure understanding of task - Verbal feedback throughout - Refer to assignment and portfolio of evidence throughout the term - Computing clubs after school to support with understanding and recap of skills - Do Now activities (where appropriate) - Interleaved theme (scenario) 	
Key Skills	<p>Language & Vocabulary Written communication Planning Creating documents Evaluating</p>	<p>Language & Vocabulary Written communication Planning Creating documents Evaluating</p>	<p>Language & Vocabulary Specialist software skills Planning Written communication Testing</p>	<p>Language & Vocabulary Written communication Creating documents Testing Evaluation</p>	<p>Language & Vocabulary Written communication Evaluation</p>	
Literacy	<p>Written & Oral communication Tier 2 & 3 vocab development</p>	<p>Written & Oral communication Tier 2 & 3 vocab development</p>	<p>Written & Oral communication Tier 2 & 3 vocab development</p>	<p>Written & Oral communication Tier 2 & 3 vocab development</p>	<p>Written & Oral communication Tier 2 & 3 vocab development</p>	
Numeracy	<p>File size Compression DPI</p>	<p>File size Compression DPI</p>	<p>Internet speeds File size Compression DPI</p>	<p>Work Plan Timescales File size Compression DPI</p>	<p>Internet speeds File size Compression DPI</p>	
Formative Assessment	<p>Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software</p>	<p>Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software</p>	<p>Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software</p>	<p>Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software</p>	<p>Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software</p>	
Summative Assessment	<p>End of unit grading (portfolio of evidence)</p>	<p>End of unit grading (portfolio of evidence)</p>	<p>End of unit grading (portfolio of evidence)</p>	<p>End of unit grading (portfolio of evidence)</p>	<p>End of unit grading (portfolio of evidence)</p>	
Spiritual	<p>Developing knowledge and understanding of how Creative iMedia has changed the way people interact with technology in their daily lives (including communication, shopping, gaming, entertainment, education and training, social networking etc.)</p>					
Moral	<p>Learning about appropriate uses of software, malicious use of software and the damage it can cause, and the safe and responsible use of IT used within Creative iMedia.</p>					

Social	Social issues that can affect users of IT, including the use and abuse of personal and private data, cyber bullying etc.					
Cultural	Helping learners to appreciate that Creative iMedia contributes to the development of our culture and to our highly technological future. How learners need to show cultural awareness of their audience when communicating with IT.					
Ethical	Learning about the ethical implications of the electronic storage and transmission of personal information. How Creative iMedia can affect the quality of life experienced by persons with disabilities and the responsibility to meet individuals' access requirements.					
Economic issues	Learning about making informed decisions about the choice, implementation, and use of Creative iMedia depending upon cost and the efficient management of money and resources.					
Legislative issues	The main aspects of legislation relating to Creative iMedia: copyright design and patents act and other legislation as it applies to the use of IT in Creative iMedia, e.g. the computer misuse act and data protection act (GDPR).					
British Values	Mutual Respect, Tolerance and The Rule of Law	Mutual Respect and The Rule of Law	Mutual Respect, The Rule of Law	Mutual Respect and The Rule of Law	Mutual Respect, Tolerance and The Rule of Law	
Gatsby 4	Digital graphics designer, web content creator	Website planner, Software testing. Digital graphics designer, digital content creator, Working in Digital Media	Web developer, Software testing. IT Technician, Network Manager, Digital graphics designer, digital content creator	Web developer, Software testing. IT Technician, Network Manager, Digital graphics designer, digital content creator	Web developer, Software testing. IT Technician, Network Manager, Digital graphics designer, digital content creator	