

Year 10

Autumn Term 1	Spring Term 1	Summer Term 1
[R093] Topic 1: The media industry <ul style="list-style-type: none"> Topic 1.1: Media industry sectors and products Topic 1.2: Job roles in the media industry [R093] Topic 2: Influencing product design <ul style="list-style-type: none"> Topic 2.1: How style, content and layout are linked to the purpose Topic 2.2: Client requirements and how they are defined Topic 2.3: Audience demographics 	[R094] Topic 1: Develop visual identity <ul style="list-style-type: none"> Topic 1.1: Purpose, elements and design of visual identity [R094] Topic 2: Plan digital graphics for products <ul style="list-style-type: none"> Topic 2.1: Graphic design and conventions Topic 2.2: Properties of digital graphics and use of assets Topic 2.3: Techniques to plan visual identity and digital graphics 	[R094] NEA preparations for submission! [R097] Topic 1: Interactive digital media <ul style="list-style-type: none"> Topic 1.1: Types of interactive digital media, content and hardware Topic 1.2: Features and conventions of interactive digital media Topic 1.3: Resources needed to create interactive digital media products Topic 1.4: Pre-production, planning documentation and techniques for interactive digital media
Autumn Term 2	Spring Term 2	Summer Term 2
[R093] Topic 2: Influencing product design <ul style="list-style-type: none"> Topic 2.4: Research methods, sources and types of data Topic 2.5: Media codes used to convey meaning, create impact [R093] Topic 3: Pre-production planning <ul style="list-style-type: none"> Topic 3.1: Work planning Topic 3.2: Documents used to support ideas generation Topic 3.3: Documents used to design and plan media products Topic 3.4: Legal issues that affect media 	[R094] Topic 3: Create visual identity and digital graphics <ul style="list-style-type: none"> Topic 3.1: Tools and techniques of imaging editing software used to create digital graphics Topic 3.2: Technical skills to source, create and prepare assets for use within digital graphics Topic 3.3: Techniques to save and export visual identity and graphics 	[R097] Topic 2: Create interactive digital media <ul style="list-style-type: none"> Topic 2.1: Technical skills to create and/or edit and manage assets for use within interactive digital media products Topic 2.2: Technical skills to create interactive digital media Topic 2.3: Techniques to save and export interactive digital media

Year 11

Autumn Term 1	Spring Term 1	Summer Term 1
[R093] Topic 4: Distribution considerations <ul style="list-style-type: none"> Topic 4.1: Distribution platforms and media to reach audiences Topic 4.2: Properties and formats of media files 	[R097] NEA preparations for submission! [R093] Revision/Exam Preparation R093 Mock Exam	[R093] Revision/Exam Preparation R093 Final Mock Exam
Autumn Term 2	Spring Term 2	Summer Term 2
[R097] Topic 3: Review interactive digital media <ul style="list-style-type: none"> Topic 3.1: Techniques to test/check and review interactive digital media Topic 3.2: Improvements and further developments 	[R093] Revision/Exam Preparation R093 Mock Exam 2	Exams