

NCFE L1/L2 Interactive Media

Y10 Autumn 01 Weeks 1 – 7 (7 weeks)	Y10 Autumn 02 Weeks 8 – 15 (8 weeks)	Y10 Spring 01 Weeks ...-... (6 weeks)
Content Areas 1 & 2: This qualification will promote the learner’s understanding of: Types of interactive media products and their features 1.1 Types of interactive media products in context 1.1.2 Interactive features 1.2 Features of interactive media products 1.2.1 Media assets 1.3 Health and safety 1.4 Legal and ethical constraints The audiences of interactive media products 2.1 Categorising audiences 2.2 Audiences’ uses of interactive media	Content Areas 2 & 3: This qualification will promote the learner’s understanding of: The audiences of interactive media products 2.1 Categorising audiences 2.2 Audiences’ uses of interactive media The software and hardware options for interactive media products: 3.1 Software 3.2 Hardware and associated features 3.3 Storage options and folder structures 3.4 File types 3.5 Compression 3.6 Exporting options	Content Areas 3 & 4: This qualification will promote the learner’s understanding of: The software and hardware options for interactive media products: 3.1 Software 3.2 Hardware and associated features 3.3 Storage options and folder structures 3.4 File types 3.5 Compression 3.6 Exporting options Interactive media product planning and proposals 4.1 Clients and proposals when developing an interactive media product 4.1.1 Types of clients 4.1.2 Client needs 4.1.3 Interpreting the client brief 4.1.4 Research and planning 4.1.5 Content and function of a proposal when developing an interactive media product 4.1.6 Presentation of a proposal when developing an interactive media product 4.1.7 Response to client feedback 4.2 Review of working processes and development of an interactive media product

Assessment Objectives This is the knowledge, application and skills assessed by the Mini Test Aut1: Content Areas 1-2	Assessment Objectives This is the knowledge, application and skills assessed by the Mini Test Aut1: Content Areas 2-3 Big Test 1: Practice Paper	Assessment Objectives This is the knowledge, application and skills assessed by the Mini Test Spr1: Practice Project: Content Areas 1-5
Y10 Spring 02 <i>Weeks ... - ... (6 weeks)</i>	Y10 Summer 01 <i>Weeks ... - ... (6 weeks)</i>	Y10 Summer 02 <i>Weeks ... - ... (7 weeks)</i>
Content Areas 4 & 5: This qualification will promote the learner's understanding of: Interactive media product planning and proposals 4.1 Clients and proposals when developing an interactive media product 4.1.1 Types of clients 4.1.2 Client needs 4.1.3 Interpreting the client brief 4.1.4 Research and planning 4.1.5 Content and function of a proposal when developing an interactive media product 4.1.6 Presentation of a proposal when developing an interactive media product 4.1.7 Response to client feedback 4.2 Review of working processes and development of an interactive media product Developing an interactive media product 5.1 Assets 5.2 Interactive media product	Content Areas 5: This qualification will promote the learner's understanding of: Developing an interactive media product 5.1 Assets 5.2 Interactive media product	Content Areas 5 & 6: This qualification will promote the learner's understanding of: Developing an interactive media product 5.1 Assets 5.2 Interactive media product Promotion and presentation of interactive media products 6.1.1 Purpose of presenting an interactive media 6.1.2 Presenting interactive media work 6.1.3 Types of presentation IMEDIA DAY – Create a Website

Assessment Objectives This is the knowledge, application and skills assessed by the Mini Test Spr2: Practice Project: Research/Proposal PPE 2: Practice Project: Planning Documents	Assessment Objectives This is the knowledge, application and skills assessed by the Mini Test Sum 1: Practice Project: Develop Assets	Assessment Objectives Mini Test Sum 2: Practice Project Content Areas 4-7 PPE 3: Practice Project: Create Website
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Y11 Autumn 01 Weeks 1 – 7 (7 weeks)	Y11 Autumn 02 Weeks 8 – 15 (8 weeks)	Y11 Spring 01 Weeks ...-... (6 weeks)
Content Area 7: This qualification will promote the learner’s understanding of: 7.2 Summative evaluation Review of production processes and final product 7.1 Processes 7.1.1 Pre-production 7.1.2 Production 7.1.3 Post-production	NEA Task 1: Preparation & Research Task: 4 Hours Task 2: Product proposal: 2 Hours Task 3: Planning Documents/Asset Selection 2 hours Task 4: Asset Editing & Creation 4 Hours NEA Imedia Day for Task 4	NEA & Review of CA5-7 Task 5: Create Website Task 6: Evaluation NEA Imedia Day for Task 5
Assessment Objectives Mini Test on CA7	Assessment Objectives This is the knowledge, application and skills assessed by the NEA Task 1 Research Task 2 Proposal Task 3 Planning Documents Task 4 Asset Creation/Editing	Assessment Objectives This is the knowledge, application and skills assessed by the Task 5: Complete Website Task 6: Evaluation
Y11 Spring 02 Weeks ...- ... (6 weeks)	Y10 Summer 01 Weeks ... – ... (6 weeks)	

Revision of all Content Areas CA1: Types of interactive media products and their features CA2: The audiences of interactive media products CA3: The software and hardware options for interactive media products: CA4: Interactive media product planning and proposals CA5: Developing an interactive media product CA6: Promotion and presentation of interactive media products CA7: Review of production processes and final product	GCSE Exams	
Assessment Objectives This is the knowledge, application and skills assessed by the Mini Test: Sample paper PPE: Sample paper		

