

KS4 – Big Picture (L1/2 NCFE Imedia)

Y10 Autumn 01 Weeks 1 – 7 (7 weeks)	Y10 Autumn 02 Weeks 8 – 15 (8 weeks)	Y10 Spring 01 Weeks ...-... (6 weeks)
<p>Content Areas 1 & 2:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>Types of interactive media products and their features</p> <ul style="list-style-type: none"> 1.1 Types of interactive media products in context <ul style="list-style-type: none"> 1.1.2 Interactive features 1.2 Features of interactive media products <ul style="list-style-type: none"> 1.2.1 Media assets 1.3 Health and safety 1.4 Legal and ethical constraints <p>The audiences of interactive media products</p> <ul style="list-style-type: none"> 2.1 Categorising audiences 2.2 Audiences’ uses of interactive media 	<p>Content Areas 2 & 3:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>The audiences of interactive media products</p> <ul style="list-style-type: none"> 2.1 Categorising audiences 2.2 Audiences’ uses of interactive media <p>The software and hardware options for interactive media products:</p> <ul style="list-style-type: none"> 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 	<p>Content Areas 3 & 4:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>The software and hardware options for interactive media products:</p> <ul style="list-style-type: none"> 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 <p>Interactive media product planning and proposals</p> <ul style="list-style-type: none"> 4.1 Clients and proposals when developing an interactive media product <ul style="list-style-type: none"> 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

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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 Weeks ...- ... (6 weeks)	Y10 Summer 01 Weeks ... – ... (6 weeks)	Y10 Summer 02 Weeks ... – ... (7 weeks)
Content Areas 4 & 5: This qualification will promote the learner’s understanding of: Interactive media product planning and proposals <ul style="list-style-type: none"> 4.1 Clients and proposals when developing an interactive media product <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 5.1 Assets 5.2 Interactive media product Promotion and presentation of interactive media products <ul style="list-style-type: none"> 6.1 Presenting an interactive media product <ul style="list-style-type: none"> 6.1.1 Purpose of presenting an interactive media 6.1.2 Presenting interactive media work 6.1.3 Types of presentation 	Content Area 7: This qualification will promote the learner’s understanding of: Review of production processes and final product <ul style="list-style-type: none"> 7.1 Processes <ul style="list-style-type: none"> 7.1.1 Pre-production 7.1.2 Production 7.1.3 Post-production 7.2 Summative evaluation

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<p>Assessment Objectives This is the knowledge, application and skills assessed by the</p> <p>Mini Test Spr2: Practice Project: Research/Proposal Big Test 2: Practice Project: Planning Documents</p>	<p>Assessment Objectives This is the knowledge, application and skills assessed by the</p> <p>Mini Test Sum 1: Practice Project: Develop Assets</p>	<p>Assessment Objectives Mini Test Sum 2: Practice Project Content Areas 4-7 Big Test 2: Practice Project: Create Website</p>
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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)
REVISION OF CA 1-4 Task 1: Preparation & Research Task: 4 Hours Task 2: Product proposal: 2 Hours Task 3: Planning Documents/Asset Selection 2 hours	NEA & Review of CA5 Task 4: Asset Editing & Creation 4 Hours Task 5: Create Website	NEA & Review of CA5-7 Task 5: Create Website Task 6: Evaluation
Assessment Objectives NEA Task 1 Research Task 2 Proposal Task 3 Planning Documents	Assessment Objectives This is the knowledge, application and skills assessed by the NEA Task 4 Asset Creation/Editing Task 5 Start Website	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	

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Assessment Objectives

This is the knowledge, application and skills assessed by the

Mini Test: Sample paper

PPE: Sample paper

