

<b><i>Y10 Autumn 01 Weeks 1 – 7 (7 weeks)</i></b>	<b><i>Y10 Autumn 02 Weeks 8 – 15 (8 weeks)</i></b>	<b><i>Y10 Spring 01 Weeks ..... (6 weeks)</i></b>
<p><b>Content Areas 1 &amp; 2:</b></p> <p>This qualification will promote the learner's understanding of:</p> <p><b>Types of interactive media products and their features</b></p> <ul style="list-style-type: none"> <li>• 1.1 Types of interactive media products in context           <ul style="list-style-type: none"> <li>○ 1.1.2 Interactive features</li> </ul> </li> <li>• 1.2 Features of interactive media products           <ul style="list-style-type: none"> <li>○ 1.2.1 Media assets</li> </ul> </li> <li>• 1.3 Health and safety</li> <li>• 1.4 Legal and ethical constraints</li> </ul> <p><b>The audiences of interactive media products</b></p> <ul style="list-style-type: none"> <li>• 2.1 Categorising audiences</li> <li>• 2.2 Audiences' uses of interactive media</li> </ul>	<p><b>Content Areas 2 &amp; 3:</b></p> <p>This qualification will promote the learner's understanding of:</p> <p><b>The audiences of interactive media products</b></p> <ul style="list-style-type: none"> <li>• 2.1 Categorising audiences</li> <li>• 2.2 Audiences' uses of interactive media</li> </ul> <p><b>The software and hardware options for interactive media products:</b></p> <ul style="list-style-type: none"> <li>• 3.1 Software</li> <li>• 3.2 Hardware and associated features</li> <li>• 3.3 Storage options and folder structures</li> <li>• 3.4 File types</li> <li>• 3.5 Compression</li> <li>• 3.6 Exporting options</li> </ul>	<p><b>Content Areas 3 &amp; 4:</b></p> <p>This qualification will promote the learner's understanding of:</p> <p><b>The software and hardware options for interactive media products:</b></p> <ul style="list-style-type: none"> <li>• 3.1 Software</li> <li>• 3.2 Hardware and associated features</li> <li>• 3.3 Storage options and folder structures</li> <li>• 3.4 File types</li> <li>• 3.5 Compression</li> <li>• 3.6 Exporting options</li> </ul> <p><b>Interactive media product planning and proposals</b></p> <ul style="list-style-type: none"> <li>• 4.1 Clients and proposals when developing an interactive media product           <ul style="list-style-type: none"> <li>○ 4.1.1 Types of clients</li> <li>○ 4.1.2 Client needs</li> <li>○ 4.1.3 Interpreting the client brief</li> <li>○ 4.1.4 Research and planning</li> <li>○ 4.1.5 Content and function of a proposal when developing an interactive media product</li> <li>○ 4.1.6 Presentation of a proposal when developing an interactive media product</li> <li>○ 4.1.7 Response to client feedback</li> </ul> </li> <li>• 4.2 Review of working processes and development of an interactive media product</li> </ul>

## KS4 – Big Picture (L1/2 NCFE Immedia)

<b>Assessment Objectives</b> This is the knowledge, application and skills assessed by the Mini Test Aut1: Content Areas 1-2	<b>Assessment Objectives</b> This is the knowledge, application and skills assessed by the Mini Test Aut1: Content Areas 2-3 Big Test 1: Practice Paper	<b>Assessment Objectives</b> This is the knowledge, application and skills assessed by the Mini Test Spr1: Practice Project: Content Areas 1-5
<b>Y10 Spring 02</b> <b>Weeks ....(6 weeks)</b>	<b>Y10 Summer 01</b> <b>Weeks ... – ... (6 weeks)</b>	<b>Y10 Summer 02</b> <b>Weeks ... – ... (7 weeks)</b>
<p><b>Content Areas 4 &amp; 5:</b></p> <p>This qualification will promote the learner's understanding of:</p> <p><b>Interactive media product planning and proposals</b></p> <ul style="list-style-type: none"> <li>• 4.1 Clients and proposals when developing an interactive media product <ul style="list-style-type: none"> <li>◦ 4.1.1 Types of clients</li> <li>◦ 4.1.2 Client needs</li> <li>◦ 4.1.3 Interpreting the client brief</li> <li>◦ 4.1.4 Research and planning</li> <li>◦ 4.1.5 Content and function of a proposal when developing an interactive media product</li> <li>◦ 4.1.6 Presentation of a proposal when developing an interactive media product</li> <li>◦ 4.1.7 Response to client feedback</li> </ul> </li> <li>• 4.2 Review of working processes and development of an interactive media product</li> </ul> <p><b>Developing an interactive media product</b></p> <ul style="list-style-type: none"> <li>• 5.1 Assets</li> <li>• 5.2 Interactive media product</li> </ul>	<p><b>Content Areas 5 &amp; 6:</b></p> <p>This qualification will promote the learner's understanding of:</p> <p><b>Developing an interactive media product</b></p> <ul style="list-style-type: none"> <li>• 5.1 Assets</li> <li>• 5.2 Interactive media product</li> </ul> <p><b>Promotion and presentation of interactive media products</b></p> <ul style="list-style-type: none"> <li>• 6.1 Presenting an interactive media product <ul style="list-style-type: none"> <li>◦ 6.1.1 Purpose of presenting an interactive media</li> <li>◦ 6.1.2 Presenting interactive media work</li> <li>◦ 6.1.3 Types of presentation</li> </ul> </li> </ul>	<p><b>Content Area 7:</b></p> <p>This qualification will promote the learner's understanding of:</p> <p>Review of production processes and final product</p> <ul style="list-style-type: none"> <li>• 7.1 Processes <ul style="list-style-type: none"> <li>◦ 7.1.1 Pre-production</li> <li>◦ 7.1.2 Production</li> <li>◦ 7.1.3 Post-production</li> </ul> </li> <li>7.2 Summative evaluation</li> </ul>

## KS4 – Big Picture (L1/2 NCFE Immedia)

**Assessment Objectives**

This is the knowledge, application and skills assessed by the

Mini Test Spr2: Practice Project: Research/Proposal

Big Test 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

Big Test 2: Practice Project: Create Website

## KS4 – Big Picture (L1/2 NCFE Immedia)

<b>Y11 Autumn 01 Weeks 1 – 7 (7 weeks)</b>	<b>Y11 Autumn 02 Weeks 8 – 15 (8 weeks)</b>	<b>Y11 Spring 01 Weeks .... (6 weeks)</b>
<b>REVISION OF CA 1-4</b>  Task 1: Preparation & Research Task: 4 Hours Task 2: Product proposal: 2 Hours Task 3: Planning Documents/Asset Selection 2 hours	<b>NEA &amp; Review of CA5</b>  Task 4: Asset Editing & Creation 4 Hours Task 5: Create Website	<b>NEA &amp; Review of CA5-7</b>  Task 5: Create Website <b>Task 6: Evaluation</b>
<b>Assessment Objectives</b>  NEA Task 1 Research Task 2 Proposal Task 3 Planning Documents	<b>Assessment Objectives</b>  This is the knowledge, application and skills assessed by the  NEA Task 4 Asset Creation/Editing Task 5 Start Website	<b>Assessment Objectives</b>  This is the knowledge, application and skills assessed by  the  Task 5: Complete Website Task 6: Evaluation
<b>Y11 Spring 02 Weeks ....(6 weeks)</b>  <b>Revision of all Content Areas</b> <b>CA1: Types of interactive media products and their features</b> <b>CA2: The audiences of interactive media products</b> <b>CA3: The software and hardware options for interactive media products:</b> <b>CA4: Interactive media product planning and proposals</b> <b>CA5: Developing an interactive media product</b> <b>CA6: Promotion and presentation of interactive media products</b> <b>CA7: Review of production processes and final product</b>	<b>Y10 Summer 01 Weeks ... – ... (6 weeks)</b>  GCSE Exams	

## KS4 – Big Picture (L1/2 NCFE Immedia)

### **Assessment Objectives**

This is the knowledge, application and skills assessed by the

Mini Test: Sample paper

PPE: Sample paper

