Computer Science

Key Stage 4 Sequence of Learning iMedia



Your child will study

Year 10		
Autumn Term	Different purposes and areas of the media industry Careers in media Typography, lighting, story boards, interactive media Creating work plans and preparing projects	
Spring Term	Coursework 1 - R094 - Visual Identity and Digital Graphics Identify tools to use for project Looking at licenses and permissions Using image editing software	
Summer Term	Complete coursework 1 Exporting final product Compatibility with other tools and software Start coursework 2 - R097 - Interactive digital media Planning stage - audience, mood boards and client requirements Consider available tools	

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Year 11		
Autumn Term	Continue Coursework 2 Pre-production and planning techniques Pre-production documentation for interface planning Pre-production planning for content Pre-production planning for user interaction	
Spring Term	Complete Coursework 2 Saving and exporting interactive digital media Techniques for checking and testing Create a test plan and documentation Create components Create IDMP	
Summer Term	Research Information and data, Privacy and permissions, Libel and slander Data protection, Intellectual property Industry Regulation, Health and Safety Creative job roles, Technical job roles, Senior job roles, Production size and job roles	