

Curriculum information for IT - iMedia Year 11

<p>Which exam board and course are used?</p>	<p>OCR Level 1/Level 2 Cambridge National in Creative iMedia - J834</p>
<p>What curriculum topics are being covered this year?</p>	<p>R097 - Interactive Digital Media (Coursework - 35% of overall grade).</p> <ul style="list-style-type: none"> • Types of interactive digital media, content and associated hardware (TA1.1) • Features and conventions of interactive digital media (TA1.2) • Resources required to create interactive digital media products (TA1.3) • Pre-production and planning documentation and techniques for interactive digital media (TA1.4) • Technical skills to create and/or edit and manage assets for use within interactive digital media products (TA2.1) • Technical skills to create interactive digital media (TA2.2) • Techniques to save and export/publish interactive digital media (TA2.3) • Techniques to test/check and review interactive digital media (TA3.1) • Improvements and further developments (TA3.2) <p>R093 - Creative iMedia in the media industry (Exam - 40% of overall grade).</p> <ul style="list-style-type: none"> • Media industry sectors and products-traditional and new media (TA1.1) • Job roles in the media industry, creative, technical and senior roles (TA1.2) • How style, content and layout are linked to the purpose (TA2.1). • Client requirements and how they are defined (TA2.2) • Audience demographics and segmentation (TA2.3) • Research methods, sources and types of data (TA2.4) • Media codes used to convey meaning, create impact and/or engage audiences (TA2.5) • Work Planning (TA3.1) • Documents used to support ideas generation-mind maps and mood boards (TA3.2) • Documents used to design/plan media products (TA3.3) • Legal considerations to protect individuals (TA3.4.1) • Intellectual property rights (TA3.4.2) • Regulation, certification, and classification (TA3.4.3) • Health and safety (TA3.4.4) • Distribution platforms and media to reach audience (TA4.1) • Properties and formats of media files: Images (TA4.2.1) • Properties and formats of media files: Audio (TA4.2.2) • Properties and formats of media files: Moving images (TA4.2.3) • Properties and formats of media files: File compression (TA4.2.4)
<p>How many exams have students got and what is covered in each one?</p>	<p>In Year 11, students will sit their R093 Creative iMedia in the media industry exam. This exam is on Monday 10th June 2024 PM. This exam is a 1 hour 30 mins written paper equating to 40% of the overall grade.</p> <p>R097 Interactive Digital Media coursework will be completed for May moderation.</p>
<p>What should students be focusing on?</p>	<ul style="list-style-type: none"> • Understanding the coursework content. • Practicing their PowerPoint, video editing, animation and audio editing skills. • Watching YouTube tutorials on PowerPoint covering some of the advanced skills. • Practicing Clipchamp, Wick Editor and Audacity following online tutorials. • Meeting deadlines (students may have to attend catchups if they miss lesson time on their coursework). • Revising R093 topics - completing the R093 homework booklet. <p>(Please note: all coursework must be completed under supervision so completion cannot be done at home).</p>

<p>What is the best way for parents to support students in this subject?</p>	<p>There is a revision guide available to purchase, via the school shop at a price of £6.90 (ICT CREATIVE iMEDIA - Clear Revise OCR Creative iMedia Levels 1/2). This guide includes R093 the examination unit.</p> <p>R097 (Coursework)</p> <ul style="list-style-type: none"> • Help them understand and interpret the scenario and tasks required. • Encourage them to practice creating relevant pre-production documents, i.e. mood boards, mind maps, wire frames, visualisation diagrams etc. <p>R093 (Exam)</p> <ul style="list-style-type: none"> • Ask them about their current confidence of knowing the content: What sections are your strengths? What sections do you feel you have weaknesses? What revision techniques work best for you? How could you improve your work further? • Assist them to learn key terms and definitions. • Read their practise answers/look at their pre-production planning designs and ask them to explain their ideas to you.
<p>What websites and resources would be helpful? What wider reading would be helpful? Where can I get resources?</p>	<ul style="list-style-type: none"> • BBC Bitesize Media Studies Concepts: https://www.bbc.com/bitesize/subjects/ztnygk7 • YouTube PowerPoint tutorial: https://www.youtube.com/watch?v=Z36raneZqws (58 mins) • YouTube Wick Editor tutorial: https://www.youtube.com/watch?v=nnWPjGW2Ldw&t=3s (46 mins) • Wick Editor guide: https://www.bayustudio.com/en/animation-with-wick-editor/ • YouTube Audacity tutorial: https://www.youtube.com/watch?v=l2hidKKWGPU (11 mins) • YouTube Clipchamp tutorial: https://www.youtube.com/watch?v=mVtYennpOPc (22 mins) • Graphics design and creation related websites: https://www.sqa.org.uk/e-learning/BitVect01CD/page_01.htm https://1stwebdesigner.com/graphic-design-basics-elements/ https://www.lifewire.com/what-is-graphic-design-1697521