

## Curriculum information for IT - iMedia Year 11

<b>Which exam board and course are used?</b>	OCR Level 1/Level 2 Cambridge National in Creative iMedia - J834
<b>What curriculum topics are being covered this year?</b>	<p><b>R094 - Visual identity and digital graphics (Coursework - 25% of overall grade).</b></p> <ul style="list-style-type: none"> <li>• Purpose of digital graphics (TA1.1)</li> <li>• Features, elements, and design style of visual identity (TA1.1)</li> <li>• Graphic design concepts and conventions (TA2.1)</li> <li>• Properties of digital graphics and use of assets (TA2.2)</li> <li>• Techniques to plan visual identity and digital graphics (TA2.3)</li> <li>• Tools and techniques to create visual identity and digital graphics (TA3.1)</li> <li>• Technical skills to source, create and prepare assets for use within digital graphics (TA3.2)</li> <li>• Techniques to save and export visual identity and digital graphics (TA3.3)</li> </ul> <p><b>R099 - Digital Games (Coursework - 35% of overall grade).</b></p> <ul style="list-style-type: none"> <li>• Types, characteristics, and conventions of digital games (TA1.1)</li> <li>• Resources required to create digital games (TA1.2)</li> <li>• Pre-production and planning documentation and techniques for digital games (TA1.3)</li> <li>• Techniques to explain game concepts (TA2.1)</li> <li>• Technical skills to create and /or edit and manage assets for use within digital games (TA2.2)</li> <li>• Technical skills to create digital games (TA2.3)</li> <li>• Techniques to save and export digital games (TA2.4)</li> <li>• Techniques to test/check and review digital games (TA3.1)</li> <li>• Improvements and further developments (TA3.2)</li> </ul> <p><b>R093 - Creative iMedia in the media industry (Exam - 40% of overall grade).</b></p> <ul style="list-style-type: none"> <li>• Media industry sectors and products-traditional and new media (TA1.1)</li> <li>• Job roles in the media industry, creative, technical, and senior roles (TA1.2)</li> <li>• How style, content and layout are linked to the purpose (TA2.1).</li> <li>• Client requirements and how they are defined (TA2.2)</li> <li>• Audience demographics and segmentation (TA2.3)</li> <li>• Research methods, sources, and types of data (TA2.4)</li> <li>• Media codes used to convey meaning, create impact and/or engage audiences (TA2.5)</li> <li>• Work Planning (TA3.1)</li> <li>• Documents used to support ideas generation-mind maps and mood boards (TA3.2)</li> <li>• Documents used to design/plan media products (TA3.3)</li> <li>• Legal considerations to protect individuals (TA3.4.1)</li> <li>• Intellectual property rights (TA3.4.2)</li> <li>• Regulation, certification, and classification (TA3.4.3)</li> <li>• Health and safety (TA3.4.4)</li> <li>• Distribution platforms and media to reach audience (TA4.1)</li> <li>• Properties and formats of media files: Images, Audio, Moving images, File compression (TA4.2)</li> </ul>
<b>How many exams have students got and what is covered in each one?</b>	<p>In Year 11, students will sit their R093 Creative iMedia in the media industry exam. This exam is on Monday 8<sup>th</sup> June 2026 PM. This exam is a 1 hour 30 mins written paper equating to 40% of the overall grade.</p> <p>R094 Visual Identity and Digital Graphics coursework will be completed by October half term for January 2026 moderation.</p> <p>R099 Digital Games coursework will be completed for May 2026 moderation.</p>

<p><b>What should students be focusing on?</b></p>	<ul style="list-style-type: none"> <li>• Complete their eRevision homework tasks to prepare for their R093 exam.</li> <li>• R093 revision using all resources and booklets provided.</li> <li>• Understanding the coursework content.</li> <li>• Practicing their GDevelop software skills following online tutorials.</li> <li>• Watching YouTube tutorials on GDevelop covering some of the advanced skills.</li> <li>• Meeting deadlines (students may have to attend catchups if they miss lesson time on their coursework).</li> </ul> <p><b>(Please note: all coursework must be completed under supervision so completion cannot be done at home).</b></p>
<p><b>What is the best way for parents to support students in this subject?</b></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><b>R093 (Exam)</b></p> <ul style="list-style-type: none"> <li>• 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?</li> <li>• Assist them to learn key terms and definitions.</li> <li>• Read their practise answers/look at their pre-production planning designs and ask them to explain their ideas to you.</li> </ul> <p><b>R094/99 (Coursework)</b></p> <ul style="list-style-type: none"> <li>• Help them understand and interpret the scenario and tasks required.</li> <li>• Encourage them to practice the software.</li> <li>• Encourage them to practice creating relevant pre-production documents, i.e. mood boards, mind maps, visualisation diagrams, concept art, storyboards etc.</li> </ul>
<p><b>What websites and resources would be helpful?</b>  <b>What wider reading would be helpful?</b>  <b>Where can I get resources?</b></p>	<ul style="list-style-type: none"> <li>• BBC Bitesize Media Studies Concepts: <a href="https://www.bbc.com/bitesize/subjects/ztnykg7">https://www.bbc.com/bitesize/subjects/ztnykg7</a></li> <li>• Graphics design and creation related websites: <a href="https://www.sqa.org.uk/e-learning/BitVect01CD/page_01.htm">https://www.sqa.org.uk/e-learning/BitVect01CD/page_01.htm</a>  <a href="https://1stwebdesigner.com/graphic-design-basics-elements/">https://1stwebdesigner.com/graphic-design-basics-elements/</a></li> <li>• R099: Useful website on different aspects of the gaming industry including articles and research: <a href="https://www.gamedeveloper.com/">https://www.gamedeveloper.com/</a></li> <li>• Most popular video games: <a href="https://fossbytes.com/most-popular-video-games/">https://fossbytes.com/most-popular-video-games/</a></li> <li>• Useful information on game genres: <a href="https://straitsresearch.com/blog/top-10-most-popular-gaming-genres-in-2020/">https://straitsresearch.com/blog/top-10-most-popular-gaming-genres-in-2020/</a></li> <li>• Examples of a game emulator for retro games: <a href="https://gamesfrog.com/">https://gamesfrog.com/</a></li> <li>• Game design and creation related websites: <a href="https://pegi.info/">https://pegi.info/</a>  <a href="https://www.bbc.com/bitesize/articles/z3whpv4">https://www.bbc.com/bitesize/articles/z3whpv4</a>  <a href="http://hitboxteam.com/designing-game-narrative">http://hitboxteam.com/designing-game-narrative</a></li> <li>• YouTube GDevelop tutorials: <a href="https://www.youtube.com/@GDevelopApp">https://www.youtube.com/@GDevelopApp</a></li> <li>• R099: Wider research on game creation software: <a href="https://www.gamedesigning.org/career/software/">https://www.gamedesigning.org/career/software/</a></li> <li>• Examples of game art: <a href="https://www.webfx.com/blog/web-design/50-stunning-video-game-concept-art/">https://www.webfx.com/blog/web-design/50-stunning-video-game-concept-art/</a></li> <li>• Examples of good game design document design (GDDs): <a href="https://www.nuclino.com/articles/game-design-document-template">https://www.nuclino.com/articles/game-design-document-template</a></li> <li>• Understanding different game testing techniques: <a href="https://starloopstudios.com/6-types-of-game-testing-techniques/">https://starloopstudios.com/6-types-of-game-testing-techniques/</a></li> </ul>