

Curriculum information for IT - iMedia Year 11

Which exam board and course are used?	OCR Level 1/Level 2 Cambridge National in Creative iMedia - J834
What curriculum topics are being covered this year?	R094 - Visual identity and digital graphics (Coursework - 25% of overall grade). • Purpose of digital graphics (TA1.1) • Features, elements, and design style of visual identity (TA1.1) • Graphic design concepts and conventions (TA2.1) • Properties of digital graphics and use of assets (TA2.2) • Techniques to plan visual identity and digital graphics (TA2.3) • Tools and techniques to create visual identity and digital graphics (TA3.1) • Technical skills to source, create and prepare assets for use within digital graphics (TA3.2) • Techniques to save and export visual identity and digital graphics (TA3.3) R099 - Digital Games (Coursework - 35% of overall grade). • Types, characteristics, and conventions of digital games (TA1.1) • Resources required to create digital games (TA1.2) • Pre-production and planning documentation and techniques for digital games (TA1.3) • Techniques to explain game concepts (TA2.1) • Technical skills to create and /or edit and manage assets for use within digital games (TA2.2) • Technical skills to create digital games (TA2.3) • Techniques to save and export digital games (TA2.4) • Techniques to test/check and review digital games (TA3.1) • Improvements and further developments (TA3.2) R093 - Creative iMedia in the media industry (Exam - 40% of overall grade). • 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, Audio, Moving images, File compression (TA4.2)
How many exams have students got and what is covered in each one?	In Year 11, students will sit their R093 Creative iMedia in the media industry exam. This exam is on Monday 14th June 2027 PM. This exam is a 1 hour 30 mins written paper equating to 40% of the overall grade. R094 Visual Identity and Digital Graphics coursework will be completed by the deadline of October half term for January 2027 moderation. R099 Digital Games coursework will be completed by the deadline of Easter 2027 for May moderation.

What should students be focusing on?	• Complete their revision homework videos using Cornell notes to prepare for their R093 exam. • R093 revision using all resources and booklets provided. • Understanding the coursework content. • Practicing their GDevelop software skills following online tutorials. • Watching YouTube tutorials on GDevelop covering some of the advanced skills. • Meeting deadlines (students may have to attend catchups if they miss lesson time on their coursework). (Please note: all coursework must be completed under teacher supervision so completion cannot be done at home).
What is the best way for parents to support students in this subject?	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. R093 (Exam) • 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. R094/99 (Coursework) • Help them understand and interpret the scenario and tasks required. • Encourage them to practice the software. • Encourage them to practice creating relevant pre-production documents, i.e. mood boards, mind maps, visualisation diagrams, concept art, storyboards.
What websites and resources would be helpful? What wider reading would be helpful? Where can I get resources?	• BBC Bitesize Media Studies Concepts: https://www.bbc.com/bitesize/subjects/ztnygk7 • Graphics design and creation related websites: https://www.sqa.org.uk/e-learning/BitVect01CD/page_01.htm https://1stwebdesigner.com/graphic-design-basics-elements/ • R099: Useful website on different aspects of the gaming industry including articles and research: https://www.gamedeveloper.com/ • Most popular video games: https://fossbytes.com/most-popular-video-games/ • Useful information on game genres: https://straitsresearch.com/blog/top-10-most-popular-gaming-genres-in-2020/ • Examples of a game emulator for retro games: https://gamesfrog.com/ • Game design and creation related websites: https://pegi.info/ https://www.bbc.com/bitesize/articles/z3whpv4 http://hitboxteam.com/designing-game-narrative • YouTube GDevelop tutorials: https://www.youtube.com/@GDevelopApp • R099: Wider research on game creation software: https://www.gamedesigning.org/career/software/ • Examples of game art: https://www.gameart2d.com/#gsc.tab=0 • Examples of good game design document design (GDDs): https://www.nuclino.com/articles/game-design-document-template • Understanding different game testing techniques: https://starloopstudios.com/6-types-of-game-testing-techniques/