

Year: 11 Subject: CNAT Creative iMedia Y11 IMPLEMENTATION							
Key concepts and skills ('Big ideas')	Half Term 1 -	Half Term 2 -	Half Term 3-	Half Term 4 -	Half Term 5 -	Half Term 6 -	
	<p><b>Context:</b> Creating a digital sound sequence. This unit builds on RO81 and RO82. Learners will understand the purpose of digital audio products and where they are used</p> <p><b>Key Vocabulary:</b> Digital Graphics, File formats: )mp3, wav, wma, aiff, ogg vorbis), Properties of digital sound: (bit depth, sample rate, tonal range, clarity, pitch, timbre), target audience, client requirements</p> <p><b>Prior Learning/LTM:</b> KS3 Computing</p> <p><b>Cultural Capital:</b> Research how digital sound is used in the media industry</p> <p><b>Numeracy Links</b> Bit depth, bit rate, sampling rate</p>	<p><b>Context:</b> Creating a digital sound sequence. This unit builds on RO81 and RO82. Learners will understand the purpose of digital audio products and where they are used</p> <p><b>Key Vocabulary:</b> Digital Graphics, File formats: )mp3, wav, wma, aiff, ogg vorbis), Properties of digital sound: (bit depth, sample rate, tonal range, clarity, pitch, timbre), target audience, client requirements, legislation</p> <p><b>Prior Learning/LTM:</b> KS3 Computing</p> <p><b>Cultural Capital:</b> Research how digital sound is used in the media industry</p> <p><b>Numeracy Links</b> Bit depth, bit rate, sampling rate</p>	<p><b>Context:</b> Creating a digital sound sequence. This unit builds on RO81 and RO82. Learners will understand the purpose of digital audio products and where they are used</p> <p><b>Key Vocabulary:</b> Digital Graphics, File formats: )mp3, wav, wma, aiff, ogg vorbis), Properties of digital sound: (bit depth, sample rate, tonal range, clarity, pitch, timbre), target audience, client requirements, legislation</p> <p><b>Prior Learning/LTM:</b> KS3 Computing</p> <p><b>Cultural Capital:</b> Research how digital sound is used in the media industry</p> <p><b>Numeracy Links</b> Bit depth, bit rate, sampling rate</p>	<p><b>Context:</b> Creating interactive multimedia products. This unit builds on RO81 and RO82. Learners will understand the basics of interactive multimedia products for the creative and digital media sector</p> <p><b>Key Vocabulary:</b> Graphical User Interface (GUI), bandwidth, data transfer, file formats, house style, client requirements, platforms, assets, hardware, software, legislation</p> <p><b>Prior Learning/LTM:</b> KS3 Computing</p> <p><b>Cultural Capital:</b> Research where and why interactive multimedia is used and what features are needed for a given purpose</p> <p><b>Numeracy Links</b> Bandwidth, speed</p>	<p><b>Context:</b> Creating interactive multimedia products. This unit builds on RO81 and RO82. Learners will understand the basics of interactive multimedia products for the creative and digital media sector</p> <p><b>Key Vocabulary:</b> Graphical User Interface (GUI), bandwidth, data transfer, file formats, house style, client requirements, platforms, assets, hardware, software, legislation</p> <p><b>Prior Learning/LTM:</b> KS3 Computing</p> <p><b>Cultural Capital:</b> Research where and why interactive multimedia is used and what features are needed for a given purpose</p> <p><b>Numeracy Links</b> Bandwidth, speed</p>	<p><b>Context:</b> Creating interactive multimedia products. This unit builds on RO81 and RO82. Learners will understand the basics of interactive multimedia products for the creative and digital media sector</p> <p><b>Key Vocabulary:</b> Graphical User Interface (GUI), bandwidth, data transfer, file formats, house style, client requirements, platforms, assets, hardware, software, legislation</p> <p><b>Prior Learning/LTM:</b> KS3 Computing</p> <p><b>Cultural Capital:</b> Research where and why interactive multimedia is used and what features are needed for a given purpose</p> <p><b>Numeracy Links</b> Bandwidth, speed</p>	
	LO1: Understand the uses and properties of digital sound	X	X	X			
	LO2: Be able to plan a digital sound sequence	X	X	X			
	LO3: Be able to create a digital sound sequence		X	X			
LO4: Be able to review a digital sound sequence			X				
LO1: Understand the uses and properties of interactive multimedia products				x	x	x	
LO2: Be able to plan interactive multimedia products				x	x	x	
LO3: Be able to create interactive multimedia products					x	x	
LO4: Be able to review interactive multimedia products					x	x	
<b>IMPACT</b>	<p><b>Assessment:</b> CW</p> <p><b>Progression to Post 16:</b> Gives understanding and knowledge of wide variety of properties and uses of digital sound</p>	<p><b>Assessment:</b> CW</p> <p><b>Progression to Post 16:</b> Gives understanding of how to create and edit a digital sound</p>	<p><b>Assessment:</b> CW</p> <p><b>Progression to Post 16:</b> Gives students an understanding of how to review digital sound</p>	<p><b>Assessment:</b> CW</p> <p><b>Progression to Post 16:</b> Gives understanding and knowledge of wide range of interactive multimedia products widely available</p>	<p><b>Assessment:</b> CW</p> <p><b>Progression to Post 16:</b> Gives understanding and purpose of interactive multimedia products</p>	<p><b>Assessment:</b> CW</p> <p><b>Progression to Post 16:</b> Gives understanding and knowledge of how to interpret client briefs and preparation techniques when creating an interactive multimedia product</p>	

--	--	--	--	--	--	--