

Year: 11 Subject: CNAT Creative iMedia Y11 IMPLEMENTATION							
Key concepts and skills ('Big ideas')	Half Term 1 -	Half Term 2 -	Half Term 3- Context:	Half Term 4 -	Half Term 5 -	Half Term 6 -	
	<p>Context: Creating a Multimedia Product. This unit builds on RO93. Learners will understand the purpose of Multimedia Product and where they are used</p> <p>Key Vocabulary: Digital Graphics, File formats: PNG and JPEG, House Style, Components, Interactivity, target audience, client requirements</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how Multimedia Product is used in the media industry</p> <p>Numeracy Links</p>	<p>Context: Creating a digital sound sequence. This unit builds on RO93. Learners will understand the purpose of Multimedia Product and where they are used</p> <p>Key Vocabulary: Digital Graphics, File formats: PNG and JPEG, House Style, Components, Interactivity, target audience, client requirements</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how Multimedia Product is used in the media industry</p> <p>Numeracy Links</p>	<p>Context: Creating a digital sound sequence. This unit builds on RO93 and Learners will understand the purpose of Multimedia Product and where they are used</p> <p>Key Vocabulary: Digital Graphics, File formats: PNG and JPEG, House Style, Components, Interactivity, target audience, client requirements</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how Multimedia Product is used in the media industry</p> <p>Numeracy Links</p>	<p>Context: Creating interactive multimedia products. This unit builds on RO93. Learners will understand the basics of interactive multimedia products for the creative and digital media sector</p> <p>Key Vocabulary: Graphical User Interface (GUI), bandwidth, data transfer, file formats, house style, client requirements, platforms, assets, hardware, software, legislation</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research where and why interactive multimedia is used and what features are needed for a given purpose</p> <p>Numeracy Links Bandwidth, speed</p>	<p>Context: Creating interactive multimedia products. This unit builds on RO93. Learners will understand the basics of interactive multimedia products for the creative and digital media sector</p> <p>Key Vocabulary: Graphical User Interface (GUI), bandwidth, data transfer, file formats, house style, client requirements, platforms, assets, hardware, software, legislation</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research where and why interactive multimedia is used and what features are needed for a given purpose</p> <p>Numeracy Links Bandwidth, speed</p>	<p>Context: Creating interactive multimedia products. This unit builds on RO93. Learners will understand the basics of interactive multimedia products for the creative and digital media sector</p> <p>Key Vocabulary: Graphical User Interface (GUI), bandwidth, data transfer, file formats, house style, client requirements, platforms, assets, hardware, software, legislation</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research where and why interactive multimedia is used and what features are needed for a given purpose</p> <p>Numeracy Links Bandwidth, speed</p>	
	LO1: Understand the uses and properties of Multimedia Product	X	X	X			
	LO2: Be able to plan Multimedia Product	X	X	X			
	LO3: Be able to create a Multimedia Product		X	X			
LO4: Be able to review a digital Multimedia Product			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	

IMPACT	Assessment: CW Progression to Post 16: Gives understanding and knowledge of wide variety of Multimedia Product	Assessment: CW Progression to Post 16: Gives understanding of how to create and edit Multimedia Product	Assessment: CW Progression to Post 16: Gives students an understanding of how to review Multimedia Product	Assessment: CW Progression to Post 16: Gives understanding and knowledge of wide range of interactive multimedia products widely available	Assessment: CW Progression to Post 16: Gives understanding and purpose of interactive multimedia products	Assessment: CW Progression to Post 16: Gives understanding and knowledge of how to interpret client briefs and preparation techniques when creating an interactive multimedia product