

KS4 OCR Creative iMedia Year 10

Learning Intentions Half Term 3

2024-2025

	LESSON 1	LESSON 2	LESSON 3
WEEK 16 wc 6 th January	<p>R093 Creative iMedia in the media industry</p> <p>Students will be able to understand the main job roles in the media industry and understand how each role contributes to the creation of media products.</p>	<p>R094: Visual identity and digital graphics.</p> <p>Students will design their visual identity, justify their design choices and explain why their visual identity is fit for purpose.</p>	Students will produce relevant planning documents for their digital graphic product – mood board.
WEEK 17 wc 13 th January	Students will produce relevant planning documents for their digital graphic product – visualisation diagram	Students will be able to use a variety of sources to find assets and be able to understand rights and permission of assets and record assets in an asset log.	
WEEK 18 wc 20 th January	<p>R093 Creative iMedia in the media industry</p> <p>Students will be able to understand the main responsibilities of each role and understand the production phases each role is specific to.</p>	<p>R094: Visual identity and digital graphics.</p> <p>From their learning students will be able to start using image editing software to create digital graphics.</p>	From their learning students will be able to create a visual identity from planning documents.
WEEK 19 wc 27 th January	From their learning students will be able to assess the success of a visual identity.	From their learning students will be able to save a visual identity in a suitable format and be able to source suitable images from a variety of locations.	
WEEK 20 wc 3 rd February	<p>R093 Creative iMedia in the media industry</p> <p>Students will be able to understand factors influencing product design and how style, content and layout are linked to purpose.</p>	<p>R094: Visual identity and digital graphics.</p> <p>From their learning students will be able to create derivative assets.</p>	From their learning students will be able to create assets using drawing facilities.
WEEK 21 wc 10 th February	From their learning students will be able to use image editing software to create a digital graphic.	From their learning students will be able to repurpose a completed graphic for a different purpose and be able to export a graphic in a suitable format.	