



Curriculum Overview – ICT

Why is the study of iMedia and Computer Science important?

In the ever-changing digital world, digital media is the method of choice for people to access information. Creative iMedia is media sector-focused, including film, television, web development, gaming, and animation, and have IT at their heart. It is a fantastic hybrid of creative ICT with an underlying theme of media within it. Not only is it about creating suitable products for audience and purpose, but it requires being able to justify decisions as to the reasons for design choices and how they are a suitable medium within an industry.

Across the study of creative iMedia you will learn about essential working practices for working in the creative and digital media sector. This includes developing an understanding of the client brief, time frames, deadlines and preparing products that meet the needs of the client. As well as learning how to plan and design a product to meet the brief of a user, you will learn graphics, web design, video editing and skills to create interactive products. How we communicate and interact with technology has changed significantly in recent years. Having the skills to create graphics, edit videos and create websites is more relevant than ever, and possessing these skills demonstrate a knowledge and ability to communicate effectively in the digital world.

What skills will you gain from iMedia and Computer Science?

- Digital media pre-production skills and planning techniques
- Work planning and Gantt charts
- Creating and editing graphics through using a range of tools and techniques using specialist image editing software
- Creating and editing digital documents and products including animations, digital comic strips
- Creating multi-page websites that includes a range of different media types that are suitable for audience and purpose
- Creating interactive products that include graphics, sound, video, animation, and navigation
- Creating and editing video and sound products
- How to be a safe and responsible e-citizen
- Designing and creating computer coding through microbits

"Our curriculum will be structured so that no pupil is prevented from pursuing a course or programme based on their gender, ability, ethnicity, religion or sexual orientation. Pupils with disabilities or special educational needs will, as far as is possible, be provided with reasonable adjustments to enable them to access an ambitious and relevant curriculum."



What knowledge will you gain from the study of Computer Science & iMedia?

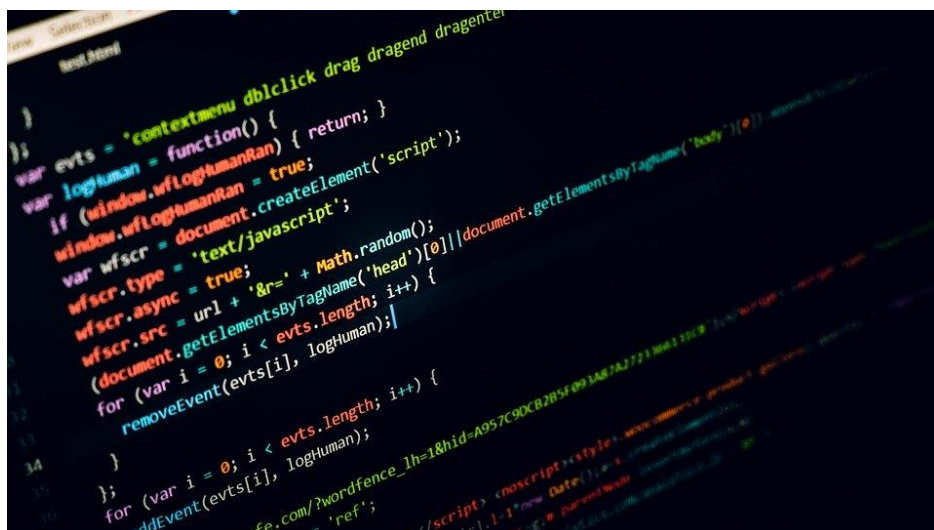
Students will gain knowledge of:

- How and why digital graphics are used
- How digital graphics are created
- How and why multimedia interactive products are used
- Audience profiling and targeting your audience
- The technology behind multimedia interactive products
- How computer coding works
- The technology behind computer control
- The risks from Cyber criminals and how the government and police protect us
- The technology behind digital sound
- Protecting intellectual property
- The history of digital comics
- How hardware and software is used for different digital products
- File types and formats for different digital products

How does Computer Science & iMedia help you in other subject areas?

Computer Science & iMedia provides students with the transferrable skills of:

- Planning skills using mood boards, mind mapping , storyboarding and visualisation diagrams
- Multimedia skills to produce work and projects for revision and projects in other subjects
- Time management
- Independence
- Project Management



What can you do to deepen your knowledge and skills of *Computer Science & iMedia*?

To develop a deeper knowledge of Computer Science & iMedia I can:

Regularly read the technology section of the Times, , newsforkids.net Guardian and BBC website.

Write down and learn new vocabulary and use it in lessons so it becomes embedded.

Visit places of interest such as The National Museum of Computing, Manchester Museum of Science & Industry, Air Radar Defence Museum, Norfolk, BBC Media City tour, Bletchley Park.

How are you assessed in ICT?

Key Stage 3

Students are assessed using the school system of:

- Not accessing
- Emerging
- Developing
- Secure

Key Stage 4 Graded as Pass, Merit, Distinction

Four units:

- ✓ R081 – Externally assessed unit ; Pre production planning
- ✓ R082 – Creating and editing digital graphics
- ✓ R084 – Creating digital comic strips
- ✓ R087 – Creating multimedia products



How can *Computer Science & iMedia* help you in your future?

The world is changing. It's becoming more and more digital every day. Every day jobs and careers require and expect you to have these key digital skills.

Whether it is producing an all singing, all dancing presentation for a job interview to be a teacher or an architect. Or if you are pursuing a career as a youtuber, influencer or social media account manager. You may be a builder or a hairdresser designing and creating your own business logo, whatever you chose to do, you have to be digital savvy. iMedia and Computer Science opens doors and upskills you to compete with the rest of the world. Do not be left behind.



INSERT SUBJECT – Curriculum Maps



YEAR GROUP: YEAR 8

CURRICULUM MAP

Topics	Week 1 W/C 07/09	Week 2 W/C 14/09	Week 3 W/C 21/09	Week 4 W/C 28/09	Week 5 W/C 5/10	Week 6 W/C 12/10	Week 7 W/C 19/10	Week 8 W/C 2/11
Cyber-bullying movie	Welcome back Rules in ICT Safe social media sharing	Safe Sharing Animation Storyboards	Adobe Flash skills Pupils creating own animation "Safe Sharing"	Adobe Flash skills Pupils creating own animation "Safe Sharing"	Adobe Flash skills Pupils creating own animation "Safe Sharing"	Adobe Flash skills Pupils creating own animation "Safe Sharing"	Adobe Flash skills Safe Social Media Pupils creating own animation	Adobe Flash skills Pupils creating own animation
Review	Easyley Homework Pack	Ext writing HW Social Media – A force for good.			Ext writing HW Social Media – A force for good. EB1 work.	Animation and Image files Homework Pack.		
Topics DTP Panto project	W/C 9/11 Safe social media animation submission and written evaluation	W/C 16/11 Ext writing 3 Stop Motion Graphics – The Future?	W/C 23/11 Digital Comic Strip The history of digital comic strips.	W/C 30/11 Digital Comic Strip Comic Life Project Storyboard creation	W/C 7/12 Digital Comic Strip Comic Life Project	W/C 14/12 Digital Comic Strip Comic Life Project	W/C 4/01 Digital Comic Strip Comic Life Project	W/C 11/01 Digital Comic Strip Comic Life Project Submission and Evaluation Ext Writing
Review	HW – Extended writing prep – stop motion graphics.		Homework Pack - File Types			Homework Pack - Audience & Purpose		
Topics KODU GAME	W/C 18/01 Creating a website Planning the website Parts of a website	W/C 25/01 Creating a website Formatting the website Manchester Zoo project	W/C 1/02 Manchester Zoo website Adding transitions and animations	W/C 8/02 Manchester Zoo website Hyperlinks and hotspots	W/C 22/02 Manchester Zoo website Sound and movies	W/C 1/03 Manchester Zoo website extended writing evaluation.	W/C 8/03 Audacity Creating & editing sound	W/C 15/03 Audacity Creating & editing sound
Review	Website Design Homework Pack				Ext Writing Prep Homework – Self Drive Cars.			Homework Pack – Sound editing & File Types
Topics	W/C 22/03 Audacity Creating & editing sound	W/C 29/03 The WWW The history of the WWW	W/C 19/04 The WWW How does it work? Fun facts	W/C 26/04 Blogging What is it? Creating your own blog	W/C 3/05 Blogging Creating your own blog	W/C 10/5 Network Security Risks to computers Viruses & hackers	W/C 17/05 Network Security How to prevent risks	W/C 24/05 Documentary on international cyber crime
Review		HW – Web Genius's	Internet search homework pack – logical, boolean etc			Network Security Homework Pack		How does the internet work Homework Pack
Topics	W/C 7/06 http://www.nationalcrimesagency.gov.uk/about-us/what-we-do/national-cyber-crime-unit An investigation.	W/C 14/06 Self Drive Cars Ext writing	W/C 21/06 Microbots What are they? Where are they used? What can they do?	W/C 28/06 Creating static shapes using the blocks editing feature and setting timings.	W/C 5/7 Creating moving shapes. Adding the forever feature and setting timings.	W/C 12/7 Microbit project.		
Review	HW – Extended writing prep – Self Drive Cars.		Computational Thinking Homework Pack					



YEAR GROUP: YEAR 9 OCR NATIONAL CREATIVE IMEDIA

Learning Menu

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	
Topics R001 Examine of Unit	W/C 07/09 1.Rules & Expectations 2.What is pre-production planning	W/C 14/09 1.The purpose & use of a mind map 2. Parts of a mindmap 3. Creating a mindmap	W/C 21/09 1. The purpose & use of a visualisation diagram 2. Parts of a visualisation diagram 3. Evaluating a visualisation diagrams.	W/C 28/09 1.The purpose & use of a mood board 2. Parts of a mood board 3. Creating a mood board	W/C 05/10 1.The purpose & use of a storyboard 2. Parts of a storyboard part 1	W/C 12/10 1.Parts of a storyboard part 2 2. Creating a storyboard 3. End of learning exam	W/C 19/10 1.Creating a storyboard 2. Purpose & parts of a script 3. Layout of a script	W/C 27/11 1.Creating a script 2. Purpose & parts of a script 3. Layout of a script 4. How to analyse a script	
Review						END OF LEARNING EXAM			
Topics	W/C 04/11 1.The purpose, use and contents of a client brief. 2. Writing a client brief.	W/C 11/11 1.How to create & analyse research for a creative digital media product - primary & secondary research. 2. The properties & limitations the formats for still images, audio, video and animation. 3. How to name files - version control & organisational requirements.	W/C 18/11 1. Purpose & contents of a work plan. 2. Produce a work plan	W/C 25/11 1. The importance of identifying the target audience and how they can be categorised.	W/C 02/12 1. The hardware & software used for digitising paper based documents The hardware & software used for creating electronic preproduction documents. 3. End of learning exam	W/C 09/12 Revision	W/C 16/12 Revision	W/C 23/12 Revision	
Review	END OF LEARNING EXAM								
Topics R002	W/C 28/01 R001 EXAM 9th JAN AM	W/C 25/01 Why, how and where are digital graphics used? Types of digital graphics including the formats.	W/C 01/02 How different purposes & audience effect the design & layout of graphics.	W/C 08/02 Planning my digital graphic. Target audience Work plan	W/C 15/02 Planning my digital graphic. Creating my visualisation diagrams. Identifying - assets, resources and hardware and software.	W/C 22/02 Digitisation in digital graphics production Graphics editing skills. Checking image quality Adjusting brightness & contrast levels.	W/C 01/03 Graphics editing skills. Checking & adjusting colour. Cropping the image. Saving images & graphics.	W/C 08/03 Graphics editing skills. Drawing & painting tools. Using & applying filters. Adding text. Changing image & canvas size.	
Review						END OF LEARNING EXAM			
Topics	W/C 22/1 Graphics editing skills. Using curves, using & manipulating layers. Using layer styles. Marquee, lasso, magic wand, feathering.	W/C 29/03 Graphics editing skills. Using the cloning tool. Using the healing tool. Using gradient effects using transformation effects.	W/C 05/04 Advanced Graphics editing skills. Strokes, fill, swatches, blur, sharpen, dodge burn & sponge tools. Saving & exporting to a different format.	W/C 12/04 Reviewing a digital image.	W/C 19/04 R002 Examboard Assignment.	W/C 26/04 R002 Examboard assignment	W/C 03/05 R002 Examboard assignment.	W/C 10/05 R002 Examboard assignment	W/C 17/05 R002 Examboard assignment
Review									
Topics	W/C 07/06 R002 Examboard assignment	W/C 14/06 R002 Examboard assignment	W/C 21/06 R002 Examboard assignment	W/C 28/06 R002 Examboard assignment	W/C 05/07 R002 Examboard assignment	W/C 12/07 R002 Examboard assignment			
Review									



YEAR GROUP: YEAR 11 IMEDIA RETRIEVAL RETEACH/REVISIT INTERLEAVING

Curriculum Map

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Topics	W/C 07/9	W/C 14/9	W/C 21/9	W/C 28/9	W/C 5/10	W/C 12/10	W/C 19/10	W/C 2/11
R087	MULTIMEDIA R087 LO1	MULTIMEDIA R087 LO1	MULTIMEDIA R087 LO1	MULTIMEDIA R087 LO1	MULTIMEDIA R087 LO1	MULTIMEDIA R087 LO2 - Task	MULTIMEDIA R087 RETEACH LO2	MULTIMEDIA R087 RETEACH LO2
MULTI MEDIA	What is it? Where is multimedia used? Checkpoint Quiz	Design principles of multimedia - Theory Design principles of multimedia - Write up	Design principles of multimedia - Write up Checkpoint Quiz Resources used for creating & viewing multimedia products	Demonstrates a thorough understanding of the limitations caused by connections, bandwidth and data transfer speeds when accessing interactive multimedia products. Checkpoint Quiz	Identification of file formats and their suitability for different platforms is accurate. Complete all LO1. Checkpoint Quiz Assignment brief comprehension task	Produces an interpretation from the client brief for an interactive multimedia product which fully meets the client requirements. Produces a clear and detailed identification of target audience requirements.	Work plan Moodboard Mindmap Start visualisation diagram	Visualisation diagram Navigation plan Assets Table Testing Plan
Review	Multimedia design principles research	Coursework brief home - comprehension task	Connections, bandwidth & data transfer		File Format comprehension questions			
Topics	W/C 9/11	W/C 16/11	W/C 23/11	W/C 30/11	W/C 7/12	W/C 14/12	W/C 4/1	W/C 11/1
DTP Parito project	MULTIMEDIA R087 LO3 INTERLEAVING Create multimedia product	MULTIMEDIA R087 LO3 INTERLEAVING Create multimedia product	MULTIMEDIA R087 LO3 INTERLEAVING Create multimedia product	MULTIMEDIA R087 LO4 Evaluation	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK
Review								
Topics	W/C 18/1	W/C 25/1	W/C 1/8	W/C 22/2	W/C 1/3	W/C 8/3	W/C 15/3	W/C 22/3
KODU GAME	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK
Review								
Topics	W/C 29/3	W/C 19/4	W/C 26/4	W/C 3/5	W/C 10/5	W/C 17/5	W/C 24/5	W/C 7/6
	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK	FINAL COURSEWORK AMENDMENTS & IMPROVEMENTS GRADE MOVEMENT WORK					
Review								
Topics	W/C 14/6	W/C 21/6	W/C 28/6	W/C 5/7	W/C 12/7			
Review								



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