



Curriculum Intent

Subject: **iMedia (J834)**  
 Year: **10**

	What?	Why?	National Curriculum Links
Term 1-1	<p><b>R094:</b> NEA Assessment (Working on and submit for moderation)</p> <p><b>R095 TA1: Introduction (with R093 key content embedded) Plan Characters and comics</b></p>	<p>This unit builds upon key documents from KS3 Vector Graphics, Collaboration, Web Design and Gaining Support for a cause. Planning Pre-Production unit.</p> <p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation are prior knowledge required from Y9.</p> <p>This is taught before R093 because it supplies foundation knowledge which students need to have before attempting that unit’s terminal examination, and prior to the other R095 units as planning skills are vital before design, implementation and evaluation.</p> <p>This links to careers: completing this unit will introduce the foundations for further study or a wide range of job roles within the media industry.</p> <p>This is then developed in Y11 by demonstrating these skills through the development of practical coursework and R095 evidence portfolio.</p> <p>Students need to learn how to plan characters and sequences of comics for clients. They will also learn to apply the concepts of colour, convention and visual style to target and engage their target audience.</p> <p>The topic/knowledge outlined is important to the pupils’ overall academic development and understanding because stylistic choices need to be planned and prepared before the time to implement is spent, which is a vital skill for any business, product or brand.</p>	<p>Develop student’s capability, creativity and knowledge in digital media and information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p> <p>Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.</p>
Term 1-2	<p><b>R095 TA1:</b> Features and conventions of characters and comics</p> <p><b>R095 TA1:</b> Conventions of comics</p>	<p>This unit builds upon key documents from KS3 Vector Graphics, Collaboration, Web Design and Gaining Support for a cause. Planning Pre-Production unit.</p> <p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation are prior knowledge required from Y9.</p>	<p>Develop student’s capability, creativity and knowledge in digital media and information technology.</p>



	<p><b>R095 TA1:</b> Resources required to create characters and comics</p>	<p>This is taught before R093 because it supplies foundation knowledge which students need to have before attempting that unit's terminal examination, and prior to the other R095 units as planning skills are vital before design, implementation and evaluation.</p> <p>This links to careers: completing this unit will introduce the foundations for further study or a wide range of job roles within the media industry.</p> <p>This is then developed in Y11 by demonstrating these skills through the development of practical coursework and R095 evidence portfolio.</p> <p>Students need to learn how to plan characters and sequences of comics for clients. They will also learn to focus on the text that overlies the previous elements, and how to use bubbles and panels for layout. They then evaluate the different tools to use to create comics in preparation for the implementation stage at TA2.</p> <p>The topic/knowledge outlined is important to the pupils' overall academic development and understanding because stylistic choices need to be planned and prepared before the time to implement is spent, which is a vital skill for any business, product or brand.</p>	<p>Develop and apply their analytic, problem-solving and design skills.</p>
<p>Term 2-1</p>	<p><b>R095 TA1:</b> Pre-production and planning documentation and techniques for characters and comics</p>	<p>This unit builds upon key documents from R093 Planning Pre-Production unit.</p> <p>They will need to know and use file formats, design elements, client requirements, workplans, visualisation diagrams, legislation in order to complete this section as a summary of the prior research from R095 TA1.</p>	<p>Develop student's capability, creativity and knowledge in digital media and information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p>
<p>Term 2-2</p>	<p><b>R095 TA2: Create characters and comics</b> <b>R095 TA2:</b> Techniques to obtain and create</p>	<p>This unit builds upon key documents from KS3 Vector Graphics, Collaboration, Web Design and Gaining Support for a cause. Planning Pre-Production unit.</p> <p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation are prior knowledge required from Y9.</p>	<p>Develop student's capability, creativity and knowledge in digital media and</p>



	<p>components for use within comics</p>	<p>This is taught before R093 because it supplies foundation knowledge which students need to have before attempting that unit’s terminal examination. This is taught after R095 TA1 as a prerequisite as all the planning stages must be complete before pupils are ready to implement their planned characters and comics.</p> <p>It is prior to R095 TA3 units as implementation is necessary before evaluation can take place.</p> <p>This links to careers as completing this unit will introduce the foundations for further study or a wide range of job roles within the media industry.</p> <p>This is then developed in Y11 by demonstrating these skills through the development of practical coursework and R095 evidence portfolio.</p> <p>Students need to learn how to gather assets in preparation for the creation of a continuous comic sequence. They will build upon asset referencing, file types and techniques to prepare the assets.</p> <p>The topic/knowledge outlined is important to the pupils’ overall academic development and understanding because gathering assets legally, swiftly and accurately for use in projects is a vital skill for any business, product or brand, as well as other subjects.</p>	<p>information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p>
<p>Term 3-1</p>	<p><b>R095 TA2:</b> Techniques skills to create comics</p>	<p>This unit builds upon key documents from KS3 Vector Graphics, Collaboration, Web Design and Gaining Support for a cause. Planning Pre-Production unit.</p> <p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation are prior knowledge required from Y9.</p> <p>This is taught before R093 because it supplies foundation knowledge which students need to have before attempting that unit’s terminal examination. This is taught after R095 TA1 as a prerequisite as all the planning stages must be complete before pupils are ready to implement their planned characters and comics. Assets must be gathered before creation can take place.</p> <p>It is prior to R095 TA3 units as implementation is necessary before evaluation can take place.</p>	<p>Develop student’s capability, creativity and knowledge in digital media and information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p>



		<p>This links to careers as completing this unit will introduce the foundations for further study or a wide range of job roles within the media industry. This is then developed in Y11 by demonstrating these skills through the development of practical coursework and R095 evidence portfolio.</p> <p>Students need to learn how to create a comic and combine the use of all of their components into a piece of media that meets the client requirements.</p> <p>The topic/knowledge outlined is important to the pupils' overall academic development and understanding because it will allow them to see a project through to completion and show the importance of planning skills in order to create a successful product, which is a soft skill important in all areas..</p>	
Term 3-2	<p><b>R095 TA2:</b> Techniques to save and publish characters in comics</p> <p><b>R095 TA3: Review characters and comics</b></p> <p><b>R095 TA3:</b> Techniques to test/check and review characters and comics</p> <p><b>R095 TA3:</b> Improvements and further developments</p>	<p>This unit builds upon key documents from KS3 Vector Graphics, Collaboration, Web Design and Gaining Support for a cause. Planning Pre-Production unit.</p> <p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation are prior knowledge required from Y9.</p> <p>This is taught before R093 because it supplies foundation knowledge which students need to have before attempting that unit's terminal examination. Most is taught after R095 TA1 and TA2 as a prerequisite as all the planning stages and creation stages must be complete before pupils are ready to evaluate their created characters and comics.</p> <p>This links to careers as completing this unit will introduce the foundations for further study or a wide range of job roles within the media industry. This is then developed in Y11 by demonstrating these skills through the development of practical coursework and R095 evidence portfolio.</p> <p>Students need to learn how publish their comic and characters in an appropriate format. They then use skills from R093 and KS£ to evaluate and discuss how well their project meets the client specifications.</p> <p>The topic/knowledge outlined is important to the pupils' overall academic development and understanding because evaluation is a crucial skill in all aspects of life, social, personal, and careers, and will be used to give context for the examination of R093.</p>	<p>Develop student's capability, creativity and knowledge in digital media and information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p>