What is Parkside aiming to achieve through its Creative iMedia curriculum?

Students live in a digital age; their work environments and lives are ever adapting and technology plays a bigger role than ever. The role of the computing curriculum is to equip students with computational thinking skills and understanding of the digital age so that they can better understand and live in a digital world. Computing ensures that students are digitally literate and able to express themselves digitally. This is important as it prepares them for a job market where computational thinking skills are in demand.

Not all students will study Computer Science at KS4 so it is essential that students gain a broad set of skills and an awareness of the subject and its impact on the modern world. Part of this involves developing students' problem-solving abilities, which are transferable skills and impact a variety of other STEM subjects.

GCSE Computer Science and Cambridge Technical IT are further options at Key Stage Four and Five, respectively, which will allow learners to continue to develop key knowledge and skills, exploring a range of topics and preparing for future progression in this area.

Parkside School Subject Curriculum Plan
Subject: Creative iMedia KS4

	Year 10 (J834 Creative iMedia		
Year	Term 1	Term 3	Term 3
Coursework (25%)	x1 software skills	**Unit R094 Visual Identity and Digital Graphics** • LO1 Visual Identity • LO2 Planning • LO3 Creatin	
Examination (40%)	**Unit R093 Creative iMedia in the media industry** LO1 • Media Industry Sectors • Media Industry Products • Media Products across different sectors • Job roles in the media industry LO2 • Purpose of media products • Use of colour • Style, content, and Layout • Language and tone • Audience • Client brief and requirements • Research methods LO3 • Work plans • Mindmaps • Moodboards • Scripts • Storyboards • Visualisation diagrams • Wireframes • Asset logs • Legal Issue		**Unit R093 Creative iMedia in the media industry** LO2 • Using media codes • Camera techniques • Camera movement • Transitions • Mise-en-scene, lighting and audio • Interactivity and animation LO3 • Flow charts • Legal issues protecting individuals • Regulation and certification • Health and Safety • Recces and risk assessments LO4 • Distributing media products • File compression • Properties of image files • Properties of audio files • Properties of moving image files Exam January 2024

Parkside School Subject Curriculum Plan
Subject: Creative iMedia KS4

	Year 11 (J817 iMedia)		
	Term 1	Term 2	Term 3
Coursework	**R082** • LO1 Research - Understand the purpose and properties of digital graphics. • LO2 Plan - Be able to plan the creation of a digital graphic. • LO3 Create - Be able to create a digital graphic. LO4 Review - Be able to review a digital graphic.	**R083** • LO1 Research - Understand the properties and uses of digital characters. • LO2 Plan - Be able to plan original 2D and 3D digital characters. • LO3 Create - Be able to create 2D and 3D digital characters. • LO4 Review - Be able to review 2D and 3D digital characters.	**R083** • LO1 Research - Understand the properties and uses of digital characters. • LO2 Plan - Be able to plan original 2D and 3D digital characters. • LO3 Create - Be able to create 2D and 3D digital characters. • LO4 Review - Be able to review 2D and 3D digital characters.
Examination	**R081** • LO1/3 Understand the purpose and content of pre-production. Be able to create pre-production documents. • LO2 Be able to plan pre-production documents. • LO4 Be able to review pre-production documents. Examination in January 2023.		