

Computing & Digital Media

Computers play a pivotal role in our society and in our everyday lives. Our curriculum at Cornwallis Academy aims to help students be equipped to use technology as they grow up, as well as future proofing them to be safe and confident users of computers in their future careers. We aim for students to develop their computational thinking, problem solving skills and creativity so that they develop the ability to understand and change the world through application of their knowledge and skills to real-world scenarios.

In Key Stage 3, students will study the 3 inter-related strands within the subject of computing (computer science, digital literacy and information technology) largely through project-based learning. Computing at Key Stage 4 teaches Creative iMedia, which leads into Key Stage 5 where students can choose to study Digital Media.

Year 10 Creative iMedia

Term One

Content of study	Course Introduction – Let's get creative! Creative iMedia in the Media industry
What are the aims and objectives of this term?	<u>Course introduction – Let's get creative!</u> To introduce students to Adobe Photoshop and engage them in learning and skills needed throughout the course through a series of lessons based around mini-projects. These include topics such as creating a penguin to learn vector shapes and creating a film poster to learn about image manipulation techniques. Students will then have a go at producing a new logo for the department as a competition and learn some concepts about pre-production documents. <u>Creative iMedia in the media industry</u> • Media industry, sectors and products • How style, content and layout are linked to the purpose. • Client requirements and how they are defined. • Audience demographics and segmentation • Media codes used to convey meaning, create impact and/or engage audiences
What previous knowledge is required?	Some basic knowledge of Photoshop and client briefs from the Year 9 units of work.
How will this term's content help with future learning?	The Photoshop skills will support students when they come to do the Set Assignment 'Visual identity and Digital Graphics' as they will be using it to create a visual identity to a given brief. The concepts about Creative iMedia in the Media industry are a pre-cursor to all of the units on the course.
Resources	https://www.photopsea.com/ www.erevision.uk (students will be given usernames and passwords) https://boost-learning.com/ (students will be given usernames and passwords) Work will be put online through Teams on the Class Notebook to be fully accessible at all times. This includes relevant videos produced to support learning through Streams.

Links to the national curriculum/specification	Coverage of some aspects of the National Curriculum are achieved in the Year 10 curriculum at Cornwallis Academy: • Develop their capability, creativity and knowledge in digital media and information technology. • Develop and apply their analytic, problem-solving and design skills. The specification for the OCR course for the Cambridge Nationals in Creative iMedia can be seen here: https://www.ocr.org.uk/Images/610942-specification-cambridge-nationals-creative-imedia-j834.pdf
Assessment	The first term assessment is mid-term and assesses students on their Photoshop skills.
Term Two	
Content of study	Creative iMedia in the media industry Visual Identity and Digital Graphics
What are the aims and objectives of this term?	<u>Creative iMedia in the media industry</u> • Work planning and documents used to support ideas generation • Documents used to design/plan media product <u>Visual Identity and Digital Graphics</u> • Purpose, features, elements and design of visual identity • Graphic design concepts and conventions • Properties of digital graphics and use of assets
What previous knowledge is required?	Some basic concepts about the media industry from Term 1.
How will this term's content help with future learning?	The concepts about Creative iMedia in the Media industry are a pre-cursor to all of the units on the course. The Visual Identity and Digital Graphics work is in preparation for an assignment later that is internally assessed and externally moderated later in year 10.
Resources	www.erevision.uk (students will be given usernames and passwords) https://boost-learning.com/ (students will be given usernames and passwords) Work will be put online through Teams on the Class Notebook to be fully accessible at all times. This includes relevant videos produced to support learning through Streams.

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Assessments	In the second term, assessment is carried out mid-term using exam style questions about Creative iMedia and the media industry.
Term Three	
Content of study	Visual Identity and Digital Graphics
What are the aims and objectives of this term?	<u>Visual Identity and Digital Graphics</u> • Techniques to plan visual identity and digital graphics • Tools and techniques to create visual identity and digital graphics • Technical skills to source, create and prepare assets for use within digital graphics.
What previous knowledge is required?	Concepts about the media industry from Terms 1 and 2 and Photoshop skills from Year 9 and Term 1 of Year 10.
How will this term's content help with future learning?	All of the skills learnt will support with the creation of the digital graphics work for the real Set Assignment at the end of year 10.
Resources	www.erevision.uk (students will be given usernames and passwords) https://boost-learning.com/ (students will be given usernames and passwords) Work will be put online through Teams on the Class Notebook to be fully accessible at all times. This includes relevant videos produced to support learning through Streams.

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Assessments	A mid-term assessment of tools and techniques in image editing software to create a visual identity for a practice project.
Term Four	
Content of study	Visual Identity and Digital Graphics
What are the aims and objectives of this term?	<u>Visual Identity and Digital Graphics</u> • Techniques to plan visual identity and digital graphics • Tools and techniques to create visual identity and digital graphics • Technical skills to source, create and prepare assets for use within digital graphics. • Techniques to save and export visual identity and digital graphics • Distribution considerations and file formats (from the Creative iMedia in the media industry unit)
What previous knowledge is required?	Concepts about the media industry from Terms 1 and 2 and Photoshop skills from Year 9 and previous terms in Year 10.
How will this term's content help with future learning?	Students will be equipped to tackle the real set assignment for Visual Identity and Digital Graphics.
Resources	www.erevision.uk (students will be given usernames and passwords) https://boost-learning.com/ (students will be given usernames and passwords) Work will be put online through Teams on the Class Notebook to be fully accessible at all times. This includes relevant videos produced to support learning through Streams.

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Assessments	A mid-term assessment of tools and techniques in image editing software to create a visual identity for a practice project.
Term Five	
Content of study	Visual Identity and Digital Graphics And Creative iMedia in the Media Industry
What are the aims and objectives of this term?	• Tools and techniques to create visual identity and digital graphics • All topics for Creative iMedia in the Media Industry that have been covered in terms 1 and 2 – revising for the PPE in term 6.
What previous knowledge is required?	Concepts about the media industry from Terms 1 and 2 and Photoshop skills from Year 9 and previous terms in Year 10.
How will this term's content help with future learning?	Students will be equipped to tackle the real set assignment for Visual Identity and Digital Graphics and the Year 10 PPE in term 6.
Resources	www.erevision.uk (students will be given usernames and passwords) https://boost-learning.com/ (students will be given usernames and passwords) Work will be put online through Teams on the Class Notebook to be fully accessible at all times. This includes relevant videos produced to support learning through Streams.

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Assessments	Year 10 PPE past exam paper questions
Term Six	
Content of study	Visual Identity and Digital Graphics
What are the aims and objectives of this term?	Students will carry out their real set assignment work for the unit independently based on all the taught content for a final internal assessment and external moderation.
What previous knowledge is required?	Concepts about the media industry from Terms 1 and 2 and Photoshop skills from Year 9 and Term 1 –5 of Year 10. All taught content about Visual Identity and Digital Graphics from Terms 2-4 in Year 10.
How will this term's content help with future learning?	Skills learnt completing this unit will be helpful in understanding other set assignments given in Year 11.
Resources	www.erevision.uk (students will be given usernames and passwords) https://boost-learning.com/ (students will be given usernames and passwords) Work will be put online through Teams on the Class Notebook to be fully accessible at all times. This includes relevant videos produced to support learning through Streams.

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Assessments	Final internal assessment of the Visual Identity and Digital Graphics work to then be externally moderated in Jan of Year 11. Year 10 PPE