



Year 10 Creative iMedia Route Map

		Curriculum Coverage	Key assessment
02 Sep - 06 Sep	1	R082 – Creating Digital Graphics cont'd LO3 – Create a digital graphic. <ul style="list-style-type: none"> Source assets, create assets, ensure technical compatibility, create digital graphic, save and export digital graphic. Version control 	
09 Sep - 13 Sep	2		
16 Sep - 20 Sep	3		Controlled Assignment
23 Sep - 27 Sep	4		
30 Sep - 04 Oct	5		
07 Oct - 11 Oct	6		
14 Oct - 18 Oct	7		
21 Oct - 25 Oct		Half Term	
28 Oct - 01 Nov	8	LO4 – Be able to review pre-production documents. <ul style="list-style-type: none"> Review pre-production document Identify areas for improvement. 	
04 Nov - 08 Nov	9		
11 Nov - 15 Nov	10		Controlled Assignment
18 Nov - 22 Nov	11		
25 Nov - 29 Nov	12		
02 Dec - 06 Dec	13		
09 Dec - 13 Dec	14		
16 Dec - 20 Dec	15		
23 Dec - 27 Dec		Christmas & New Year Break	
30 Dec - 03 Jan			
06 Jan - 10 Jan	16	R087 – Creating interactive multimedia products. LO1- Understand the uses and properties of interactive multimedia products <ul style="list-style-type: none"> different interactive multimedia products uses/purpose. key elements to consider when designing interactive multimedia products hardware, software and peripherals limitations caused by connections, bandwidth and data transfer file formats supported by different platforms 	
13 Jan - 17 Jan	17		
20 Jan - 24 Jan	18		
27 Jan - 31 Jan	19		Controlled Assignment
03 Feb - 07 Feb	20		
10 Feb - 14 Feb	21		
17 Feb - 21 Feb		Half term	
24 Feb - 28 Feb	22	LO2 - Be able to plan interactive multimedia products. <ul style="list-style-type: none"> interpret client requirements target audience requirements produce a work plan plan the structure and features produce a series of visualisation diagrams identify the assets and resources create and maintain a test plan legislation 	
02 Mar - 06 Mar	23		
09 Mar - 13 Mar	24		
16 Mar - 20 Mar	25		Controlled Assignment
23 Mar - 27 Mar	26		
30 Mar - 03 Apr	27		
06 Apr - 10 Apr		Easter	
13 Apr - 17 Apr			
20 Apr - 24 Apr	28	LO3 - Be able to create interactive multimedia products. <ul style="list-style-type: none"> source assets create and re-purpose assets store assets create an interactive multimedia product structure set up interaction and playback controls save an interactive multimedia product export the interactive multimedia product how to use version control 	
27 Apr - 01 May	29		
04 May - 08 May	30		
11 May - 15 May	31		Controlled Assignment
18 May - 22 May	32		
25 May - 29 May		Half term	
01 Jun - 05 Jun	33	LO4 - able to review interactive multimedia products to review <ul style="list-style-type: none"> review an interactive multimedia product against a specific brief identify areas for improvement and further development of an interactive multimedia product. 	
08 Jun - 12 Jun	34		
15 Jun - 19 Jun	35		
22 Jun - 26 Jun	36		Controlled Assignment
29 Jun - 03 Jul	37		
06 Jul - 10 Jul	38		
13 Jul - 17 Jul	39	Extension Week	

This is the intended curriculum delivery. Please be aware that dates may change depending on your needs.

