



# Curriculum Overview: Computing & Creative iMedia

Exam Board: OCR

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
7	<b>Ready 4 Work</b> <ul style="list-style-type: none"> <li>Efficient use of Microsoft Office software.</li> <li>The difference between Cloud based and Local ways of working.</li> </ul>	<b>Building Blocks</b> <ul style="list-style-type: none"> <li>How to create a functioning program.</li> <li>The features of a good program.</li> <li>How and why programs are tested.</li> </ul>	<b>Let's Calculate</b> <ul style="list-style-type: none"> <li>How formulas are used to improve efficiency.</li> <li>The other reasons people use formulas.</li> <li>The use of spreadsheets and formulas in industry.</li> </ul>	<b>It's a Mystery</b> <ul style="list-style-type: none"> <li>How multimedia products are created.</li> <li>How can products be created?</li> <li>How can interactivity enhance a product?</li> </ul>	<b>3D Modelling</b> <ul style="list-style-type: none"> <li>Why are 3D models used before a final product is created?</li> <li>Where 3D models are used in industry and why.</li> </ul>	<b>Project: Micro:Bit</b> <ul style="list-style-type: none"> <li>How programming code can be transferred between devices.</li> <li>How code is compiled to carry out specific tasks.</li> </ul>
8	<b>Beat the Hacker</b> <ul style="list-style-type: none"> <li>How to recognise an online scam.</li> <li>The advice that can be given to people who think they are victims of online scams.</li> </ul>	<b>3D Animation</b> <ul style="list-style-type: none"> <li>How assets can be combined and refined to form a final product.</li> <li>How and why animations are exported from editing software.</li> </ul>	<b>Building Blocks+</b> <ul style="list-style-type: none"> <li>How computer programs are sequenced.</li> <li>How to use loops within a computer program.</li> <li>What are functions, iteration and procedures?</li> </ul>	<b>Connect</b> <ul style="list-style-type: none"> <li>The benefits and drawbacks of wired and wireless connections.</li> <li>How binary numbers are converted to a denary and vice versa.</li> </ul>	<b>Algorithms</b> <ul style="list-style-type: none"> <li>How algorithms are represented.</li> <li>The elements that make up a computer system.</li> <li>What are logic gates and how is logic presented?</li> </ul>	<b>Project: Branding</b> <ul style="list-style-type: none"> <li>How branding can be achieved.</li> <li>Why businesses create a brand.</li> <li>The reasons brands often sell for a higher price.</li> </ul>
9	<b>HTML &amp; Web Design</b> <ul style="list-style-type: none"> <li>How tags are used to create webpages.</li> <li>The features of a good website.</li> <li>How websites can be tested.</li> </ul>	<b>Data Science</b> <ul style="list-style-type: none"> <li>The benefits and drawbacks of using a computer database over a paper-based system.</li> <li>How to carry out a database query.</li> </ul>	<b>Goodbye Blocks</b> <ul style="list-style-type: none"> <li>The different functions within Python.</li> <li>The different data types in Python.</li> <li>How Python code can control a turtle program.</li> </ul>	<b>The App Store</b> <ul style="list-style-type: none"> <li>How apps are used in real life.</li> <li>The features of a good app.</li> <li>How interactivity can be used to enhance an app for an end user.</li> </ul>	<b>Image Manipulation</b> <ul style="list-style-type: none"> <li>What are computer images made of?</li> <li>How are colours of images generated?</li> <li>How can images be manipulated?</li> </ul>	<b>Project: IT Impact</b> <ul style="list-style-type: none"> <li>The positive and negative impacts IT has had on life and the environment.</li> <li>How the negative impacts of IT can be reduced.</li> <li>Worldwide impact of IT.</li> </ul>
10	<b>Creative iMedia R094</b> <ul style="list-style-type: none"> <li>The format a visual identity can take (logo etc.).</li> <li>Why organisations create a visual identity.</li> <li>Real example visual identities from industry.</li> </ul>	<b>Creative iMedia R094</b> <ul style="list-style-type: none"> <li>How to create/build a visual identity for a given scenario.</li> <li>Justification of design choices made for own visual identity.</li> </ul>	<b>Creative iMedia R094</b> <ul style="list-style-type: none"> <li>How to source and repurpose assets for a final product.</li> <li>How to implement a visual identity within promotional material (product).</li> </ul>	<b>Creative iMedia R094</b> <ul style="list-style-type: none"> <li>How to combine assets for a final product.</li> <li>How to justify the final design choices for a promotional product.</li> <li>How to export products.</li> </ul>	<b>Creative iMedia R097</b> <ul style="list-style-type: none"> <li>The features of an interactive multimedia product.</li> <li>How an interactive multimedia product can be planned.</li> </ul>	<b>Creative iMedia R097</b> <ul style="list-style-type: none"> <li>The different needs of the audience, designer and client.</li> <li>How a client's requirements can be interpreted.</li> </ul>
11	<b>Creative iMedia R097</b> <ul style="list-style-type: none"> <li>Storing and sourcing assets for a multimedia product.</li> <li>How assets can be repurposed for use in a multimedia product (and why).</li> </ul>	<b>Creative iMedia R097</b> <ul style="list-style-type: none"> <li>Combining assets to create a final product.</li> <li>How to export a product as a suitable file format.</li> <li>Evaluative reflections on the final product.</li> </ul>	<b>Creative iMedia R093</b> <ul style="list-style-type: none"> <li>Roles, products &amp; activities within the media industry.</li> <li>Audience and purpose of media products.</li> <li>Interpreting client requirements.</li> </ul>	<b>Creative iMedia R093</b> <ul style="list-style-type: none"> <li>Media product research.</li> <li>Media codes.</li> <li>Media products and the law.</li> <li>Health and Safety in iMedia.</li> </ul>	<b>Creative iMedia R093</b> <ul style="list-style-type: none"> <li>The different pre-production documents and their use when planning media products.</li> <li>The contents of different pre-production.</li> </ul>	<b>Creative iMedia R093</b> <ul style="list-style-type: none"> <li>Exam preparation and final exam drills.</li> </ul>

Implementation is driven through our 4 TLPs: Sequencing, Scaffolding & Modelling, Questioning, Reviewing Material and Stages of Practice