Year 11 iMedia Curriculum Map

Overview	This innovative course is aimed at students who wish to pursue a career within the fast-paced digital media industry. The course delivers a specialist curriculum allowing students to develop specific practical skills alongside learning about the digital media industry and professional practice.				
Year 11	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1
Topic	R089 - Creating a digital video production (controlled assessment)	Intro to R091 - Designing a game concept	R091 - Designing a game concept controlled assessment	Final amendments to R089 Final amendments to R091	Revision for retake of R081 (if needed)
Knowledge	Students develop their editing skills in terms of the key elements (LO3) Students consider audio editing (LO3) Students review their video production project (LO4)	Student learn how to research digital video productions as part of LO1 Students develop planning skills to consider: videogames and time management (LO2) Students learn how to create a pitch for an idea, using oracy skills and presentations (LO3) Students learn how to review their digital graphic	Students apply all of the skills they learnt as part of R091	Student reflect and react upon feedback	Students focus on revision skills, and drawing together materials from their whole course of study
Skills	Student develop practical skills in: ▪ Google suite ▪ Adobe Photoshop ▪ Adobe Premiere Pro ▪ DaVinci Resolve				