

Bishop Luffa: Creative iMedia Curriculum Map

Ro93:

Distribution platforms and media to reach audiences (TA₄) Rog3: Job roles in the media industry (TA1)

Rog6: Animation with audio

Rog3: Sources of research and types of research data (TA₂)

Rog3: Revision and mock papers/tests

students explore where and why digital graphics are used and the techniques that are involved in their creation..

Exam

Option Choices: Create an artifact applying skills and knowledge mastered

YEAR

Written paper OCR

preparation

Types of digital graphics

identity and digital graphics

Ro94: Visual

Roo6: Animation with audio

Roos: Characters and comics

Roo7: Interactive digital media

Ro98: Visual imaging

Rogg: Digital games



Factors influencing product design

Written paper, OCR-set and

marked 70 1 hour 30 mins

(40% of the course)

Distribution

considerations.

Storyboards

File Formats

Target Audience

Work plans

Legal Issues

How are they used



Image & Video Editing



Types of graphics

YEAR

Mandatory Unit Rog3: Creative iMedia in the media industry

Scripts

The media industry

Mind Maps

Research Methods

Interpreting client requirements

Non-examined assessment (60% of the course) 50 Marks. OCR set assignment Approx. 10 hours

Tigg/PDF/JPG

'Life in all its fullness', and 'Only our best because everyone matters'