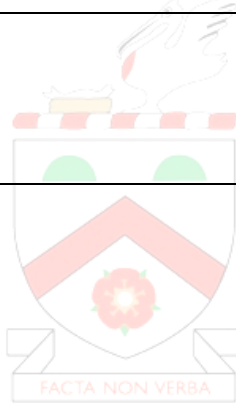


iMedia Overview 2024-2026.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	<u>R093 Introduction</u> 1.1 Media industry sectors and products 2.5 Media codes used to convey meaning, create impact and/or engage audiences 2.3 Audience demographics and segmentation 2.1 How style, content and layout are linked to the purpose 2.3 Audience demographics and segmentation 2.4 Research methods, sources and types of data 1.2 Job roles in the media industry	<u>R093</u> 3.3 Documents used to design and plan media products 3.2 (2.2 R094) Documents used to support ideas generation 2.2 Client requirements and how they are defined	<u>R094 Practice Assignment</u> 1.1 Purpose, elements and design of visual identity 2.1 Graphic design and conventions 2.2 Properties of digital graphics and use of assets	<u>R094 Set Assignment</u> 3.1 Tools and techniques of imaging editing software used to create digital graphics 3.2 Technical skills to source, create and prepare assets for use within digital graphics 3.3 Techniques to save and export visual identity and digital graphics	<u>R093</u> 3.1 Work planning 2.4 Research methods, sources and types of data 1.2 Job roles in the media industry 3.4.1 Legal considerations to protect individuals 3.4.2 Intellectual property rights 3.4.3 Regulation, certification, and classification 3.4.4 Health and safety 4.1 Distribution platforms and media to reach audiences 4.2 Properties and formats of media files	<u>R097 - Interactive Digital Media - Practice Assignment</u> 1.1 Types of interactive digital media, content and associated hardware 1.2 Features and conventions of interactive digital media 1.3 Resources required to create interactive digital media products
Assessment	EOU tests MCQ's	EOU tests MCQ's Mock Controlled Assessment	EOU tests MCQ's Controlled Assessment	EOU tests MCQ's Controlled Assessment	EOU tests MCQ's	EOU tests MCQ's Mock Controlled Assessment
Year 11	<u>R097 Set Assignment</u> 2.1 Technical skills to create and/or edit and manage assets for use	<u>R097 Set Assignment</u> 2.3 Techniques to save and export/publish interactive digital media	<u>R093</u> 3.4.1 Legal considerations to protect individuals 3.4.2 Intellectual property rights	<u>R093 Review</u> 1.1 Media industry sectors and products 2.5 Media codes used to convey meaning,	<u>R093 Exam Technique and Preparation</u>	

	<p>within interactive digital media products</p> <p>2.2 Technical skills to create interactive digital media</p>	<p>3.1 Techniques to test/check and review interactive digital media</p> <p>3.2 Improvements and further developments</p>	<p>3.4.3 Regulation, certification, and classification</p> <p>3.4.4 Health and safety</p> <p>4.1 Distribution platforms and media to reach audiences</p> <p>4.2 Properties and formats of media files</p>	<p>create impact and/or engage audiences</p> <p>2.3 Audience demographics and segmentation</p> <p>2.1 How style, content and layout are linked to the purpose</p> <p>2.4 Research methods, sources and types of data</p> <p>1.2 Job roles in the media industry</p>		
Assessment	EOU tests MCQ's Controlled Assessment	EOU tests MCQ's Controlled Assessment R093 Mock Assessment	EOU tests MCQ's	EOU tests MCQ's R093 Mock Assessment	R093 Mock Assessment	

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