

KS1/2 KNOWLEDGE

Research from primary schools show that pupils will have zero creative IT experience.

Y7

**AUTUMN**  
How to use technology appropriately and safely when in a school/business environment.  
  
Introduction to creative tools to create an interactive media product with an e-Safety theme.

**SPRING**  
Creation of game characters and level designs.  
  
Awareness of file formats and that image files can have different properties.

**SUMMER**  
Creating a project to a set brief.  
  
Creating a digital artefact with a clear purpose and audience.

File formats.  
Initial experience with graphic design.  
Understanding briefs.

Y8

**SUMMER**  
Creating a website with a clear purpose to fit a given brief.  
  
Interactive product development.  
  
Hardware and software.

**SPRING**  
Computer science content only this term.

**AUTUMN**  
Digital graphics skills using Photoshop.  
  
Flowcharts.

Hardware and software. Web design. Interactive products. Working to a set brief.

**HALF TERM ONE**  
Bitmap graphics. Interpreting a brief. Creating a product to a given brief and audience.  
  
Animation skills. Pre-production and planning.

**HALF TERM TWO**  
Vector graphics.  
  
Web design using WYSIWYG technology.  
  
Audio products and audio properties.

**SUMMER**  
Pre-production skills and planning.  
  
Health and safety, working practices.  
  
Video game production.

Y9

**SUMMER**  
Jobs roles in the media industry.  
  
Factors influencing product design: style, content and layout; client requirements, audience demographics; research methods; media codes.

**SPRING**  
Visual identity assignment continued.  
  
Media sectors - traditional and new media.  
  
Media products.

**AUTUMN**  
Visual identity. Branding and logos.  
  
Visual identity assignment as set by OCR.

Background in creative skills. Understanding client requirements. Pre-production documents.

Y10

**AUTUMN**  
Interactive products. Video editing. Audio editing.  
  
Interactive product assignment as set by OCR.

**SPRING**  
Completion of interactive product assignment.  
  
Pre-production skills theory learning formalised.  
  
Distribution considerations: distribution platforms, file formats.

**SUMMER**  
Final revision and exam preparation.

Media production theory. Media codes, symbols, semiotics. Target audience.

Y11

POST 16 PATHWAYS  
Level 3 Digital Media