



Year 10					
Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Identifying audience & pre-production This unit will give students a detailed understanding of how audience demographics, style, content and planning documents support the creation of a media product. Overview of the knowledge and skills covered in this unit: - R093: How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2) - R093: Audience demographics and segmentation (TA2)	Characters and Comics preparation This unit will teach the vital elements needed to start the production of the first piece of NEA coursework. Overview of the knowledge and skills covered in this unit: - R095: TA1 Introduction (with R093 key content embedded). Features, conventions and techniques for characters and comics - R095: Resources required to create characters and comics and	Characters and Comics NEA This unit is the first of two IMedia NEA courseworks to be completed. Students will plan out and create their own comic book using a variety of physical resources and digital design software. Overview of the knowledge and skills covered in this unit: R095: NEA Assessment: - Planning and pre-production - Creation of assets - Assets table - Export assets	Characters and Comics NEA continued... This unit is the first of two IMedia NEA courseworks to be completed. Students will refine plans and continue to create their own comic book. Students will review the final products, identifying testing, developments and improvements. Overview of the knowledge and skills covered in this unit: R095: NEA Assessment: - Developing planning - Development of assets - Export assets	Legal concerns and Job roles This unit will teach vital exam based content where students will learn about the various different job roles, legal issues and distribution methods. Overview of the knowledge and skills covered in this unit: - R093: The legal issues that affect media (TA3) - R093: Job roles in the media industry (TA1) - R093: Distribution platforms and media to reach audiences (TA4)	Visual Identities skills development This unit will explore what a visual identity is and explore how we can go about creating one in preparation for the exam and the second NEA coursework. Overview of the knowledge and skills covered in this unit: - R094: Preparation - Purpose, features, elements and design of visual identity. - R094: Tools and techniques to create visual identity and digital graphics - R094: Technical skills to source, create and prepare assets



• <i>R093</i>: Work planning and documents used to support ideas generation (TA3) • <i>R093</i>: Documents used to design/plan media products (TA3) How will this be assessed? • End of unit assessment	techniques to obtain, create and manage assets • <i>R093</i>: Properties and formats of media files (TA4) • <i>R095</i>: Software skills and techniques used to create character and comic book How will this be assessed? Photoshop skills and assets preparation task	• Creation of character • Creation of comic How will this be assessed? Ongoing NEA controlled assessment	• Creation of character • Creation of comic • Export comic • Review, including improvements and further developments How will this be assessed? Submission NEA controlled assessment	How will this be assessed? • <i>R095</i>: Students given 2 weeks to improve their score. Resubmit for moderation - May 15th • <i>R093</i>: End of unit assessment	for use within digital graphics • <i>R094</i>: Software skills and techniques used to create a visual identity How will this be assessed? • <i>R093</i>: Mock exam
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NEA: Non-examined assessment. This assessment is completed in class time under strict working conditions. It contributes directly to the student's final grade.

TA: Topic Area