

## Key Stage 4 Curriculum Overview – i-Media

	Autumn		Spring		Summer	
Year	1	2	1	2	1	2
<b>10</b>	<b>COMPLETED</b>					
<b>11</b>	<p>complete delayed Unit RO82 – Creating Digital graphics.</p> <p><b>HAND-IN for External Assessment</b></p> <p>-----</p> <p><b>RO84 – Story Telling with a Comic Strip</b></p> <p><b>Research:</b> History of Comic Books Characters &amp; Software</p> <p><b>Planning:</b> Timeline for completion Outline story &amp; Script Sketches of panels &amp; characters</p>	<p><b>RO84 – Story Telling with a Comic Strip</b></p> <p><b>Build:</b> Create Layout &amp; panels Create &amp; Source Characters/Images Complete Build</p> <p><b>Test &amp; Evaluate:</b> Create suitable criteria to test that the finished product is fit for purpose</p> <p>Test &amp; Evaluate the completed Comic Book to see if it meets the Aims &amp; Objectives. Make recommendations for changes.</p> <p><b>HAND-IN for External Assessment</b></p>	<p><b>RO91 – Designing a Game Concept</b></p> <p><b>Research:</b> Review of the Gaming Industry What makes a good game? Platforms &amp; Hardware Available File Formats Copyright Law</p> <p><b>Planning:</b> Create Aims &amp; Objectives for a game concept. Success Criteria Decide on style of game &amp; features Decide which software &amp; platforms to use Develop a scoring system or Progression Chart</p>	<p><b>RO91 – Designing a Game Concept</b></p> <p><b>Design Layout:</b> Visualisation Diagrams Storyboards Design Characters Design Components / Levels</p> <p><b>Testing:</b> Create test Tables to test the concept of the game Compete market research &amp; evaluate results Make recommendations for changes prior to build</p> <p><b>HAND-IN for External Assessment</b></p>	<p><b>R081 Exam</b></p> <p>Revise for exam unit 1/4 of the overall grade</p> <p>Practice exercises Practice Papers On-line Quizzes Revision Cards</p>	<p><b>R081 Exam</b></p> <p>Continue revision Sit the R081 Exam</p>