



## Curriculum Intent

Subject: iMedia (J817)

Year: 11

	What?	Why?	National Curriculum Links
Term 1-1	<b>R082 Amendments</b> <b>R091 – Game Creation</b>  LO1: Understand digital game types and platforms. LO2: Be able to plan a digital game concept.	R082 Completed This unit builds upon key documents from R081 Planning Pre-Production unit.  File formats, design elements, client requirements, workplans, visualisation diagrams, legislation	Develop student's capability, creativity and knowledge in digital media and information technology.  Develop and apply their analytic, problem-solving and design skills.
Term 1-2	<b>R091 – Game Creation</b>  LO1: Understand digital game types and platforms. LO2: Be able to plan a digital game concept.	This unit builds upon key documents from R081 Planning Pre-Production unit.  File formats, design elements, client requirements, workplans, visualisation diagrams, legislation	Develop student's capability, creativity and knowledge in digital media and information technology.  Develop and apply their analytic, problem-solving and design skills.
Term 2-1	<b>R091 – Game Creation</b>	This unit builds upon key documents from R081 Planning Pre-Production unit.	Develop student's capability, creativity and



	<p>LO3: Be able to design a digital game proposal.</p> <p>LO4: Be able to review a digital game proposal.</p>	<p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation.</p>	<p>knowledge in digital media and information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p>
<p>Term 2-2</p>	<p><b>R091 – Game Creation</b></p> <p>LO1: Understand digital game types and platforms.</p> <p>LO2: Be able to plan a digital game concept.</p> <p>LO3: Be able to design a digital game proposal.</p> <p>LO4: Be able to review a digital game proposal.</p>	<p>This unit builds upon key documents from R081 Planning Pre-Production unit.</p> <p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation</p>	<p>Develop student's capability, creativity and knowledge in digital media and information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p>
<p>Term 3-1</p>	<p><b>R084 – Storytelling with a Comic Strip</b></p> <p>LO1: Understand comic strips and their creation.</p> <p>LO2: Be able to plan a multipage comic strip.</p>	<p>This unit builds upon key documents from R081 Planning Pre-Production unit and the Y8 Vector Design unit.</p> <p>File formats, design elements, client requirements, workplans, visualisation diagrams, legislation</p>	<p>Develop student's capability, creativity and knowledge in digital media and information technology.</p> <p>Develop and apply their analytic, problem-solving and design skills.</p>