

Subject Overview Creative iMedia – Year 11

In Year 11, the course shifts towards deeper industry understanding and exam preparation. Students prepare for the externally assessed Creative iMedia in the Media Industry unit, exploring media job roles, production factors, and distribution. They refine their analytical and evaluative skills, critiquing media products against professional standards. This year consolidates practical work while prioritizing revision for the final written examination.

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6	
Knowledge & Skills	<p>Unit R099: Digital Games (NEA) (8 Lessons)</p> <p>Unit R093: Creative iMedia in the media industry (Exam Unit) (8 Lessons)</p> <p>CM1 Media Sectors in the Media Industry CM2 - Media Codes CM3 - Media Codes CM4 - Media Codes</p> <div style="border: 1px solid black; padding: 5px;"> <p>Assessment 1</p> <ul style="list-style-type: none"> • Audience Segmentation • Pre-Production Planning • Client Requirements • Legislation for Assets • Legislation for individuals • Media Codes </div>	<p>Unit R099: Digital Games (NEA) (8 Lessons)</p> <p>Unit R093: Creative iMedia in the media industry (Exam Unit) (8 Lessons)</p> <p>CM8 - Primary Research</p> <div style="border: 1px solid black; padding: 5px;"> <p>Assessment 2</p> <ul style="list-style-type: none"> • Audience Segmentation • Pre-Production Planning • Client Requirements • Legislation for Assets • Legislation for individuals • Media Codes • Media Sectors </div>	<p>Unit R099: Digital Games (NEA) (6 Lessons)</p> <p>Unit R093: Creative iMedia in the media industry (Exam Unit) (6 Lessons)</p> <p>CM9 - Secondary Research CM10 - Work Plans CM17 - Regulation, Classification and Certification</p> <div style="border: 1px solid black; padding: 5px;"> <p>Assessment 3</p> <ul style="list-style-type: none"> • Audience Segmentation • Pre-Production Planning • Client Requirements • Legislation for Assets • Legislation for individuals • Media Codes • Media Sectors • Primary & Secondary research • Work Plans • Regulations </div>	<p>Unit R099: Digital Games (NEA) (6 Lessons)</p> <p>Unit R093: Creative iMedia in the media industry (Exam Unit) (6 Lessons)</p> <p>Very brief synopsis of disciplinary knowledge and skills.</p> <p>CM21 - Audio Files CM22 - Moving Image Files</p>	<p>Unit R099: Digital Games (NEA) (Submission & Moderation)</p> <p>Unit R093: Creative iMedia in the media industry (Exam Unit - Revision)</p>		
							See next page for “Beyond The Curriculum”

<p style="text-align: center;">Beyond The Curriculum</p>	<p>Places to visit Castlefield Gallery (Manchester)</p> <p>Websites to explore Adobe's Official Channels: Canva Design School (www.canva.com/design-school/)</p> <p>Wider reading / periodicals "HTML and CSS: Design and Build Websites" by Jon Duckett:</p>	<p>Places to visit MediaCityUK (Salford, Greater Manchester)</p> <p>Websites to explore GIMP & Inkscape Official Sites</p> <p>Wider reading / periodicals "The Design of Everyday Things" by Don Norman</p>	<p>Places to visit Modal Gallery (Manchester Metropolitan University, Manchester)</p> <p>Websites to explore W3Schools www.w3schools.com</p> <p>Wider reading / periodicals "Laws of UX" by Jon Yablonski</p>	<p>Places to visit Impressions Gallery (Bradford, West Yorkshire):</p> <p>Websites to explore MDN Web Docs (developer.mozilla.org/en-US/docs/Web)</p> <p>Wider reading / periodicals "Media Law" or "Copyright Law" textbooks (UK focus)</p>	<p>Places to visit The Whitworth (Manchester):</p> <p>Websites to explore Vectr (vectr.com/learn/)</p> <p>Wider reading / periodicals "Trust Me, I'm Lying: Confessions of a Media Manipulator" by Ryan Holiday:</p>	
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