

1c. Curriculum Overview: Creative iMedia and Computer Science



SAINTS PETER AND PAUL
CATHOLIC HIGH SCHOOL

| Year 10 Creative iMedia | | | |
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| Refer to | Term 1 – September to December | Term 2 – January to March | Term 3 – April to July |
| | <p><u>What are the students learning?</u> R081 Pre-Production:</p> <ul style="list-style-type: none"> • The purpose, content and creation of mood boards, storyboards, mind maps, visualisation diagrams and scripts. • Client requirements including purpose, target audience, client briefs and end user requirements. • Work plans including Gantt charts and Production schedules. • Research methods • Hardware and software needed to produce pre-production documents. • Legislation, including: Copyright, trademarks, intellectual property, Data Protection and Health and Safety at Work. <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • Sub-Topic A assessment • Sub-Topic B assessment • Sub-Topic C assessment • Sub-Topic D assessment • Mock paper. <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Pre-Production documents practice questions • 12-Mark question revision • SMHW quizzes | <p><u>What are the students learning?</u> R082 Digital Graphics</p> <ul style="list-style-type: none"> • What are digital graphics? • Bitmap and Vectors. • File formats of digital graphics. • Properties of digital graphics. • Purposes of digital graphics. • Target audiences of digital graphics. • How design and layout are influenced by target audience and purpose. • Creating a workplan for a given brief. • Designing a visualisation of a digital graphic. • Sourcing and referencing assets. • Legislation that affect the production of digital graphics. <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • LO1, Part 1 coursework submission. • LO1, Part 2 coursework submission. • LO2, Part 1 coursework submission. • LO2, Part 2 coursework submission. <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Completion of coursework for given deadlines. | <p><u>What are the students learning?</u> R082 Digital Graphics</p> <ul style="list-style-type: none"> • Manipulation of digital graphics. • Create your own digital graphic. • Evidencing skills for digital graphics. • Saving to different file formats. • Gaining feedback on a digital graphic. • Interpreting feedback to make improvements. • Evaluating digital graphics. <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • LO3, Part 1 coursework submission. • LO3, Part 2 coursework submission. • LO4, Part 1 coursework submission. • LO4, Part 2 coursework submission. <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Completion of coursework for given deadlines. |

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| | <p><u>What are the students learning?</u> R082 Digital Graphics</p> <ul style="list-style-type: none"> • What are digital graphics? • Bitmap and Vectors. • File formats of digital graphics. • Properties of digital graphics. • Purposes of digital graphics. • Target audiences of digital graphics. • How design and layout are influenced by target audience and purpose. • Creating a workplan for a given brief. • Designing a visualisation of a digital graphic. • Sourcing and referencing assets. • Legislation that affect the production of digital graphics. <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • LO1, Part 1 coursework submission. • LO1, Part 2 coursework submission. • LO2, Part 1 coursework submission. • LO2, Part 2 coursework submission. <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Completion of coursework for given deadlines. | <p><u>What are the students learning?</u> R082 Digital Graphics</p> <ul style="list-style-type: none"> • Manipulation of digital graphics. • Create your own digital graphic. • Evidencing skills for digital graphics. • Saving to different file formats. • Gaining feedback on a digital graphic. • Interpreting feedback to make improvements. • Evaluating digital graphics. <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • LO3, Part 1 coursework submission. • LO3, Part 2 coursework submission. • LO4, Part 1 coursework submission. • LO4, Part 2 coursework submission. <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Completion of coursework for given deadlines. | <p><u>What are the students learning?</u> R091 Designing a Game Concept</p> <ul style="list-style-type: none"> • Evolution of digital games and researching current games. • Analysing the quality of existing digital games in terms of hardware and software. • Interpreting client requirements and end user requirements. • Generating a new idea for a digital game. • Producing a range of visualisation diagrams for a digital game concept. • Create a game proposal. • How legislations, including PEGI rating, affects the game concept they have generated. • Evaluate the effectiveness of a game concept based on feedback and original requirements. <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • LO1, Part 1 coursework submission. • LO1, Part 2 coursework submission. • LO2, Part 1 coursework submission. • LO2, Part 2 coursework submission. • LO3, Part 1 coursework submission. • LO3, Part 2 coursework submission. • LO4, Part 1 coursework submission. |

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| <p>11 CS</p> | <p><u>What are the students learning?</u> J276/02 – Computational Thinking</p> <ul style="list-style-type: none"> • Data Representation • Computational Logic • Translators & Facilitators of Language • Robust Programs <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • October mock assessment. • November mock assessment <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • System Architecture revision • Memory revision • Storage revision • Wired & Wireless Networks revision • Topologies, Layers & Protocols revision • System Security revision • System Software revision <p>Ethical, Legal, Moral & Cultural revision</p> | <p><u>What are the students learning?</u> J276/02 – Computational Thinking</p> <ul style="list-style-type: none"> • Programming Techniques • Algorithms <p>J276/01 – Computer Systems</p> <ul style="list-style-type: none"> • System Architecture • Memory • Storage <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • January mock assessment • March mock assessment <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Data Representation revision. • Computational Logic revision. • Translators and & Facilitators of Language revision. • Robust Programs revision. | <ul style="list-style-type: none"> • LO4, Part 2 coursework submission. <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Completion of coursework for given deadlines. <p><u>What are the students learning?</u> J276/01 – Computer Systems</p> <ul style="list-style-type: none"> • Wired & Wireless Networks • Topologies, Layers & Protocols • System Security • System Software • Ethical, Legal, Moral and Cultural <p><u>What are the key standardised assessments?</u></p> <ul style="list-style-type: none"> • Practice paper 1 • Practice paper 2 <p><u>What are the standardised homework pieces?</u></p> <ul style="list-style-type: none"> • Programming Techniques revision • Algorithms revision • Unit 1 revision • Unit 2 revision |
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