Marshalls Park Academy - Curriculum Overview

Subject: Creative iMedia   Year Group: 10

A combination of GCSE Computer Science 9-1 and Creative iMedia. Both engaging and practical, encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in computer science and ICT.
Students develop programming skills using programming languages such as Python or JavaScript. Students also learn about computing concepts such as Data Representation (Binary, hexadecimal number systems), computer networks, systems architecture and algorithms. Creative iMedia focuses on more creative medial related design and development.

TERM 1	TERM 2	TERM 3
R093 – Creative iMedia in the media industry R093 – Creative iMedia in the media industry	R093 – Creative iMedia in the media industry R094 - Visual identity and digital graphics	R094 - Visual identity and digital graphics R094 - Visual identity and digital graphics

Please refer to the following link for a detailed breakdown of content for the numbered units above:
https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817/

KEY ASSESSMENTS	KEY ASSESSMENTS	KEY ASSESSMENTS
HALF TERM 1 End of unit test (R093 – LO1-2) HALF TERM 2 End of unit test (R093 – LO3-4) Past papers will also be included in assessments and homework. (R093)	HALF TERM 3 Review LO1 (R094) HALF TERM 4 Review LO2 (R094) Past papers will also be included in assessments and homework. (R093)	HALF TERM 5 Review / Submission LO3 & LO4 (R094) HALF TERM 6 End of unit test (R093) Past papers will also be included in assessments and homework. (R093)

Extended reading suggestions and links to external resources:

*iMedia - https://www.ocr.org.uk/Images/610942-specification-cambridge-nationals-creative-imedia-j834.pdf