Marshalls Park Academy - Curriculum Overview

Subject: Creative iMedia   Year Group: 11

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 (Revision) R093 – Creative iMedia in the media industry (Revision)	R095 - Characters and comics R095 – Characters and comics	R095 – Characters and comics R093 – Creative imedia in the media industry (Submission) R095 – Characters and comics (Submission)

Please refer to the following link for a detailed breakdown of content for each unit 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 Review / Submission (R093 – LO1-2)	HALF TERM 3 Review (R094 - Submission)	HALF TERM 5 Review (R095 – LO3-4)
HALF TERM 2 Review / Submission (R093 – LO3-4)	HALF TERM 4 (R095 – LO1-2)	HALF TERM 6 End of unit test (R093 – Exams)

Extended reading suggestions and links to external resources:

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