

IMedia- Curriculum Overview- Hermitage.

	Autumn	Spring	Summer
Year 7	E-Safety including cyber bullying and digital footprints. Office Skills including email, Teams and online systems use.	E-Safety including cyber bullying and digital footprints. Introduction to Computer Systems including hardware, software, storage devices, networks and network security.	E-Safety including cyber bullying and digital footprints. Photo Editing including image manipulation in the media and using skills learnt to create an image based on a given scenario. Scratch, a block-based visual programming language where students learn coding concepts and develop a game based around the classic PONG theme.
Year 8	E-Safety including body image and social media. Intermediate Computer Systems including binary, sorting algorithms, network topologies, computer logic and data representation.	E-Safety including body image and social media. Vector Graphics including digital graphic properties, branding and image editing skills. Cyber Security, discovery of techniques that cybercriminals use to steal data, disrupt systems, and infiltrate networks.	E-Safety including body image and social media. Game Maker, a high-level visual programming language where students learn coding concepts, basic scripting and develop a maze game of their own theme, similar to that of PAC MAN.

Year 9	E-Safety including grooming, inappropriate content and messaging. Python Programming including sequence, selection, iteration and string manipulation.	E-Safety including grooming, inappropriate content and messaging. Interactive Multimedia Products, students design and create a product for a given scenario, including video, sound, and animation. Photoshop including image manipulation in the media and using skills learnt to create an image based on a given scenario.	E-Safety including grooming, inappropriate content and messaging. Digital Literacy Skills, students will be empowered with knowledge and skills to enable them to be exceptional digital citizens of today's digital world.
Year 10	Unit R097: Interactive digital media Students learn to design and create interactive digital media products for chosen platforms. They will learn to select, edit and repurpose multimedia content of different kinds and create the structure and interactive elements necessary for an effective user experience.	Unit R093: Creative iMedia in the media industry Students learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products, as well as how media codes are used within the creation of media products to convey meaning, create impact and engage audiences. Students will learn to choose the most appropriate format and properties for different media products.	Unit R094: Visual identity and digital graphics Students learn how to develop visual identities for clients. Applying the concepts of graphic design to create original digital graphics which incorporate your visual identity to engage a target audience.

Year 11	Unit R094: Visual identity and digital graphics Students learn how to develop visual identities for clients. Applying the concepts of graphic design to create original digital graphics which incorporate your visual identity to engage a target audience.	Unit R093 Revision	Unit R093 Revision
Year 12	Unit F164: Website Development Including website principles and the components of web pages. Students will learn how to plan, design, create, and test website prototypes that can be viewed on a range of devices. This unit teaches you how to use a variety of languages, frameworks and libraries in website development.	Unit F160: Fundamentals of application development Including different stages that developers go through to produce a working software application, how developers scope application requirements, and the design features which make applications intuitive for users.	Unit F163: Game development Including how types and genres of digital games and their characteristics affect game design. Students will learn how to plan, design, create, and test game prototypes using software such as Game Maker.
Year 13	Unit F161: Developing application software Including implementation methodologies and the areas that need to be considered when applications are being developed for different platforms.	Unit F162: Designing and communicating UX/UI solutions In this unit you will learn the principles of User Experience (UX) and User Interface (UI) design and what makes an interface easy to use. You will learn tools and	

		techniques to plan UX/UI solutions and how to design high-fidelity prototypes of UX/UI solutions. You will also learn how to communicate effectively with clients.	
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