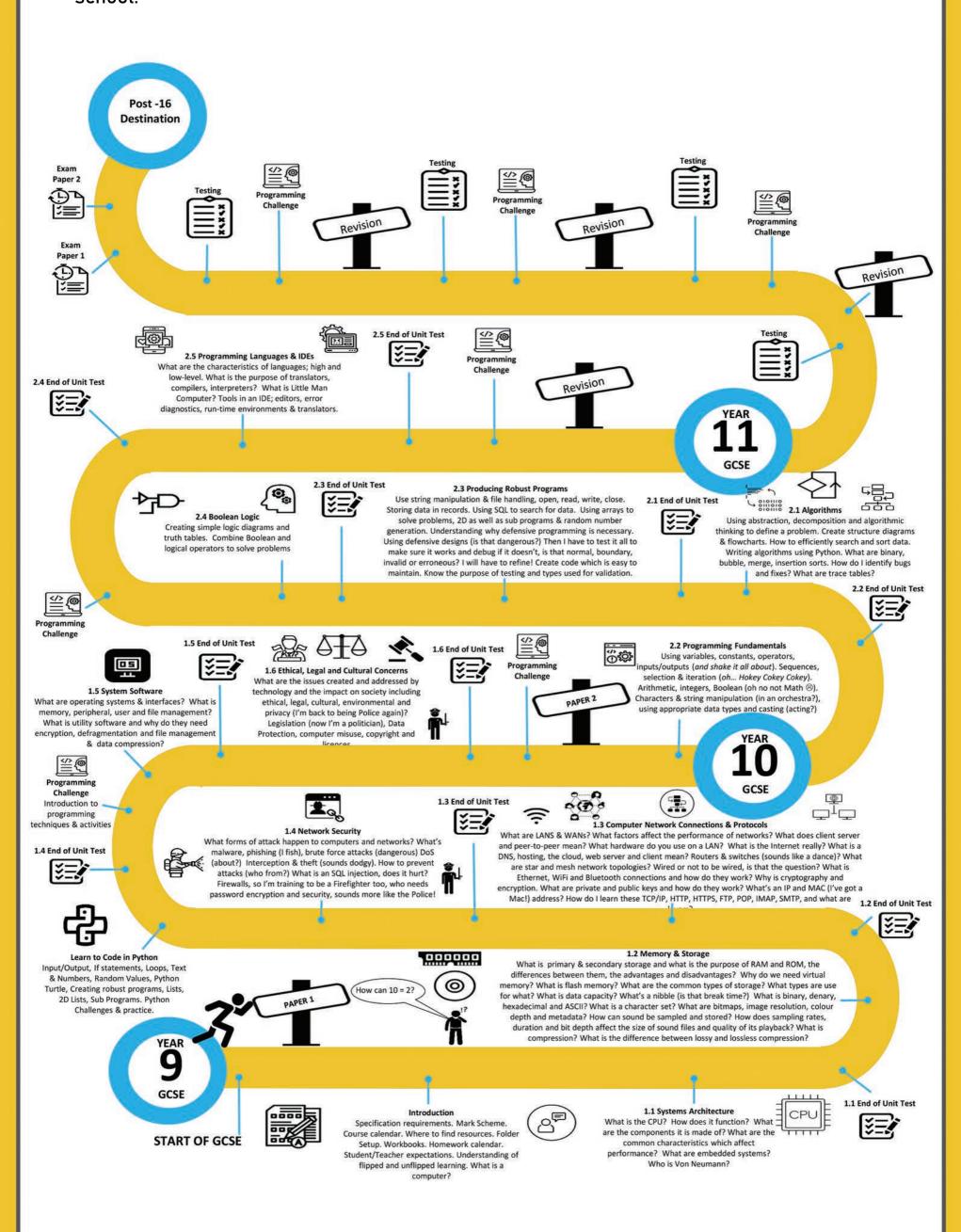
Edexcel GCSE Computer Science Learning Journey



Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology. These strands are revisited repeatedly through a range of topics during a student's time in school to ensure the learning is embedded and skills are successfully developed. Learners will have the opportunity to gain an understanding of computational systems of all kinds, whether or not they include computers. Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school.



OCR Cambridge National in Creative iMedia Learning Journey



Curriculum intent: The aim of the Information Technology curriculum is for learners to develop a passion of creating IT systems to manage and share information, with a view to progressing to a wide range of higher education courses.



property rights

Protecting

intellectual property

copyrighted materials

Using

3.4.3 Regulation, certification & classification

- Organisations responsible 3.4.2 Intellectual for regulation
 - Classification systems & certifications

4.1 Distribution platforms & media to reach audiences

- Online
- Physical platforms
- Physical media

4.2.2 Audio files

- Properties of digital audio
- Audio file formats

4.2.4 File compression

- Lossy compression
- Lossless compression

EXTERNAL ASSESSMENT

Further

Education

Unit R093 Creative iMedia in the media industry

3.4.1 Legal considerations to

- protect individuals Privacy & permissions
- Defamation
- Data protection

3.4.4 Health & Safety

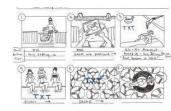
- Risks & hazards
- Risk assessments
- Location recces

4.2.1 Image files

- Properties of digital static . image files
- Static image file formats

4.2.3 Moving image files

- Properties of digital moving image files
- Moving image file formats



3.3 Documents used to design & plan media products

- Asset log
- Flow chart Script
- Storyboard
- Visualisation diagram
- Wireframe layout

2.5 Media codes used to convey meaning, create impact and/or engage audiences

- Media codes
- Ways that meaning, impact and/or engagement are created

2.3 Audience demographics & segmentation

Age, gender, occupation, income, education, location, interests, lifestyle.

layout are linked to the purpose Purpose

Style, content & layout

2.1How style, content &

Sectors of the media industry

products

YEAR

11

Products in the media

1.1 Media industry sectors &

industry

Unit R093 Creative iMedia in the media industry

3.2 Documents used to support ideas generation

- Mind map
- Mood board

3.1 Work planning

Components of workplace

2.4 Research methods, sources & types of data

- Primary research Secondary research
- Research data

- Client requirements
- Client brief formats

2.3 Techniques to plan visual

2.2 Client requirements 1.2 Job roles in the media industry

- Creative
- Technical Senior roles

3.3 Techniques to save and

Proprietary format master files

Repurpose and export in appropriate file formats

1.1. Purpose, elements & design of visual identity

- Purpose
- Component features
- Elements of visual identity
- Visual identity design style

TOPIC AREA 1: DEVELOP VISUAL • **IDENTITY**

identity & digital graphics TOPIC AREA 2:

- Mood board
- Mind map
- Concept sketch Visualisation diagram

PLAN DIGITAL GRAPHICS FOR

PRODUCTS

3.2 Technical skills to source,

Modify images to make sure

technical compatibility for use

create and prepare assets

Store assets for use

Source assets

Create assets

TOPIC AREA

3: CREATE

IDENTITY &

GRAPHICS

VISUAL

DIGITAL

YEAR 10

Unit R094 Visual identity & digital graphics

2.2 Properties of digital

graphics & use of assets

images & graphics

use assets sourced

Technical properties of

2.1 Graphic design & conventions

- Concepts of graphic design
- Layout conventions for different graphic products &

TOPIC AREA 3: REVIEW INTERACTIVE DIGITAL **MEDIA**

3.2 Improvements &

Further developments

- Constraints which limit **CREATE** the effectiveness
- Improvements
- Development opportunities

TOPIC AREA 2: INTERACTIVE

- Product folder DIGITAL MEDIA.

2.2 Technical skills

- management
- Techniques to create

3.1 Tools & techniques of imaging editing Image/canvas size, layout tools, drawing

tools, use of selections, layers & layer styles, retouching, typography, filter & effects, Licenses & permissions to adjustments to brightness/contrast and colour

1.4 Pre-production & planning documentation & techniques

- Asset table
- purpose Technical compatibility
- Flow charts/navigation diagrams

Storyboards, wire frames

- Master page/template
- Properties of assets linked to

1.2 Features & convention of interactive digital media

- **Features**
- Interface & interaction styles
- Accessibility
- Conventions Creativity

Unit R097 Interactive digital media

3.1 Techniques to test/check & review

- Techniques to test/check the technical properties
- Performance of multimedia assets
- Techniques to review the fitness for purpose

2.3 Techniques to save & export/publish

- Saving during creation
- Exporting/publishing
- and/or edit and manage assets Techniques for sourcing suitable assets

2.1 Technical skills to create

- Static image assets Audio assets
- Moving image assets
- Interactive assets

- Hardware used
- Software used

TOPIC AREA 1: PLAN INTERACTIVE DIGITAL MEDIA

1.3 Resources required

1.1 Types of interactive digital media, content & associated

YEAR 9

- hardware Different formats of interactive digital media
- What the content is used for
- The range of devices used to access interactive digital media



