

Curriculum Map: Y11 Creative iMedia



Focus	Term 1A	Term 1B	Term 2A	Term 2B	Term 3A	Term 3B
R097 NEA Interactive Media	<p><i>TA 1 Interactive Digital Media</i></p> <p>1.1 Types of Interactive digital media, content and associated hardware</p> <p>1.2 Features and conventions of interactive digital media</p> <p>1.3 Resources required to create interactive digital media products</p> <p>1.4 Pre Production and planning planning</p>	<p><i>TA 2 Create interactive digital media</i></p> <p>2.1 Technical skills to create and/or edit and manage assets for use within interactive digital media products</p> <p>2.2 Technical skills to create interactive digital media</p>	<p><i>TA 2 Create interactive digital media</i></p> <p>2.2 Technical skills to create interactive digital media</p> <p>2.3 Techniques to save and export / publish interactive digital media</p> <p><i>TA 3 Review interactive digital media</i></p> <p>3.1 Techniques to test/check and review interactive digital media</p> <p>3.2 Improvements and further developments</p>	<p>NEA refinement and submission [R097 Interactive Multimedia]</p>		

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	documentation and techniques for interactive digital media				
R093 Exam	<p>TA 2 Factors Influencing Product Design</p> <p>2.5 Media codes used to convey meaning, create impact and/or engage audiences</p>	<p>TA 3 Pre Production Planning</p> <p>3.1 Work Planning</p>	<p>TA 3 Pre Production Planning</p> <p>3.2 Documents used to support ideas generation</p> <p>3.3 Documents used to design and plan media products</p> <p>3.4 The legal issues that affect media</p>	<p>TA 4 Distribution considerations</p> <p>4.1 Distribution platforms and media to reach audiences</p> <p>4.2 Properties Properties and formats of media files</p>	