iMedia KS4 Curriculum plan

Internally assessed units delivered with integrated exam content as appropriate. Core synoptic content from R093 is delivered prior to any of the NEA units. The remainder of R093 is the delivered prior to the examination as the terminal unit.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10 Entries needed for R094 Jan submission Entries needed for R094 June re-submission	R094: Purpose, features, elements and design of visual identity R094: Graphic design concepts and conventions R094: Properties of digital graphics and use of assets R094: Techniques to plan visual identity and digital graphics R094: Tools and techniques to create visual identity and digital graphics	R094: Technical skills to source, create and prepare assets for use within digital graphics R094: Techniques to save and export visual identity and digital graphics (with integrated R093 TA4 distribution considerations and file formats) R094: NEA Assessment (working on) R094: NEA Assessment (Working on and submit[1] for moderation)	R094: NEA (submit[1] for Jan moderation) R093: Job roles in the media industry (TA1) R093: Media industry sectors and products (TA1) R093: How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2) R093: Audience demographics and segmentation (TA2)	R093: Media codes used to convey meaning, create impact and/or engage audiences (TA2 R093: Sources of research and types of research data (TA2) R093: Work planning and documents used to support ideas generation (TA3)	R093: Documents used to design/plan media products (TA3) R093: The legal issues that affect media (TA3) R093: Distribution platforms and media to reach audiences (TA4) R093: Properties and formats of media files (TA4) R094: NEA improvements R094: NEA (resubmit[1] for June moderation)	R095 (or alternative optional unit): TA1 Introduction (with R093 key content embedded) R096: Features and conventions of animation and audio R096: Creativity in animation and audio R096: Resources required to create animation with audio

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 11 Entries needed for R095 Jan submission Entries needed for R095 June re-submission Entries needed for R093 June Exam	R096: Pre-production and planning documentation and techniques for animation with audio R096: Techniques to obtain, create and manage assets R096: Techniques used to create animation with audio R096: Techniques to save and export animation with audio R096: Techniques to test/check and review animation with audio	R096: Improvements and further developments R095: NEA Assessment (Working on)	R095: (submit[1] for moderation) R093: Job roles in the media industry (TA1) R093: Media industry sectors and products (TA1) R093: How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2) R093: Audience demographics and segmentation (TA2)	R093: Media codes used to convey meaning, create impact and/or engage audiences (TA2 R093: Sources of research and types of research data (TA2) R093: Work planning and documents used to support ideas generation (TA3) R093: Revision and mock papers/tests	R093: Documents used to design/plan media products (TA3) R093: The legal issues that affect media (TA3) R093: Distribution platforms and media to reach audiences (TA4) R093: Properties and formats of media files (TA4) R095: NEA improvements R095: NEA (resubmit[1] for June moderation)	R093: Revision and mock papers/tests R093: Examination (Terminal unit)