

Year	Term	Topic Overview	Focus	Assessment
Year 10	Autumn 1	R081 – LO1 and LO2: Understand Pre-Production and Plan Pre-Production	In this section students will start to learn about a range of pre-production documents that exist in order to allow for a range of digital media and IT products to be created. Students will learn about the uses and purposes of Visualisation Diagrams, Storyboards, Scripts, Mind-Map and Moodboards and look at how these are applied across a range of digital products. Students will also learn about the tools required to plan the production of a digital asset using tools such as work plans, Gantt charts and health and safety documentation e.g. recces. Students will also learn about the collection of primary and secondary sources of information including the legislation they are beholden to when storing information or using propriety sources from elsewhere.	<ul style="list-style-type: none"> Learning Outcome 1 and Learning Outcome 2 Assessment
	Autumn 2	R081 – LO3 and LO4: Produce Pre-Production Documents and Review Pre-Production Documents	Students will learn how to create the different pre-production documentation mentioned in the previous section. They will learn about appropriate software that can be used to develop these documents and will learn about the appropriate properties and attributes of the different file types they are planning to produce in order to ensure these are planned out correctly and according to the target audience. Students will then learn how to review each of these different pre-production documents in order to provide appropriate critique of what could be improved and suggestions about how this may occur.	<ul style="list-style-type: none"> Assessed Pre-Production Documentation and Reviews Learning Outcome 3 and Learning Outcome 4 Assessment
	Spring 1	R082 – LO1 and LO2: Understand Digital Graphics and Plan Digital Graphics	In this section students will start to learn about different types of digital images that exist and what types of file formats these can be stored in. They will learn about the different uses of digital imagery across a variety of platforms and will learn about how images are constructed using pixels and appropriate resolutions. Students will learn the skills required to plan out the creation of appropriate digital imagery using the pre-production skills they have learnt in the previous unit.	<ul style="list-style-type: none"> R082 – Coursework Assignment
	Spring 2	R082 – LO3 and LO4: Create Digital Graphics and Review Digital Graphics	Students will be taught the skills they need in order to create a range of digital imagery using industry standard software (Photoshop). Students will learn how to manipulate and customise existing imagery to make it appropriate for its purpose and to create new imagery based on a given scenario. Students will learn about modification of colour settings, ways in which to stretch-skew imagery, skills with regards to rotation and cropping and many more. Students will also then learn how to critique	

			created digital imagery to provide suggestions as to how these images may be further improved.	
	Summer 1	R082 – Coursework Assignment	Students are given a scenario-based coursework assignment where they have 10 hours to complete the required supporting planning documentation, digital graphic and review documentation. This is marked internally and externally moderated.	
Year 11	Summer 2	R081 – Revision R091 – LO1 and LO2: Understanding Games Types and Planning a Game Concept	At the beginning of this section students will be revising in preparation for sitting their R081 external exam assessment. Students are required to have the skills and knowledge from R081 to be able to complete the R082 coursework assignment so students will study R081 at the start of Year 10 then continually revisit these skills in the run up to their exam. Once the exam has concluded students immediately move on the start the preparation of their next coursework unit. In this unit students start to develop a range of knowledge about different digital game platforms (consoles) and different game types (e.g. 2D, 3D, Arcade, Shooters). Students then use this knowledge to start planning out what they would need in order to be able to develop a game concept of their own. This again utilises the skills gained during R081 for planning documentation.	<ul style="list-style-type: none"> • R081 – Exam Students sit the R081 external examination at the end of Year 10. This is a formal exam which takes place during the normal exam season in the sports hall.
	Autumn 1	R091 – LO3 and LO4: Creating a Game Concept and Reviewing a Game Concept	In this section students move forward and learn about how to create a game concept based on a variety of factors, this includes areas such as Game Objectives, Target Audiences and PEGI Ratings, Game Structures, Genres, Narrative Structures, Character Designs, Visual Styles, Audio, Scoring System and Downloadable Content. Students will also then learn how to critique a game concept in order to provide suggestions as to how this could be subsequently improved.	<ul style="list-style-type: none"> • R091 – Coursework Assignment
	Autumn 2	R091 – Coursework Assignment	Students are given a scenario-based coursework assignment where they have 10 hours to complete the required planning documentation, game concept, and review documentation. This is marked internally and externally moderated.	
	Spring 1	R086 – LO1 & LO2: Understanding Digital Animation and Planning Digital Animation	In this section students start the preparation of their final coursework unit. As part of this unit students will learn about a range of different animation products including information about various different styles of animation such as Stop Motion, Time-Lapse, Cel Animation, Cut Out, Flipbook and Digital. They will learn about how animation is created and	<ul style="list-style-type: none"> • R086 – Coursework Assignment

			the appropriate planning documentation required to prepare for the creation of a digital animation such as storyboards that identify aspects such as timings, camera angles and the appropriate hardware and software required to develop digital animation. These skills will be utilised in the research of an animation presentation and the planning of a digital animation as part of their coursework.	
	Spring 2	R086 – LO3 & LO4: Creating Digital Animation and Reviewing Digital Animation	Students start to learn a variety of skills required for the development of digital animations including: frame by frame, onion skinning, key frame, inbetweening, still motion, squash and stretch, layering and user-intersection. Students will develop these skills and learn how to create a range of digital animation products. Once they have learned these skills and demonstrated their ability to animate, students will learn how to review animations against a specific brief and to identify further areas of which the animations could improve and refine.	
	Summer 1	R086 – Coursework Assignment	Students are given a scenario-based coursework assignment where they have 10 hours to complete the required planning documentation, creation of a digital animation, and review documentation. This is marked internally and externally moderated.	
	Summer 2	N/A		•