

## Year 10 Creative iMedia

Below are the topic areas covered over this academic year. Please use the resources to help improve and embed the learning you have completed in school.

<b>Autumn Term</b>	
<b>Topic Area</b>	<b>Resources</b>
1.1 Media Sectors and products	<ol style="list-style-type: none"> <li>1. Traditional Media - <a href="#">Traditional Media - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>2. New Media - <a href="#">New Media - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>3. Products 1 - <a href="#">Products in the Media Industry pt1 - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>4. Products 2 - <a href="#">Products in the Media Industry pt2 - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>5. Products 3 - <a href="#">Products in the Media Industry pt3 - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>6. Products 4 - <a href="#">Products in the Media Industry pt4 - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> </ol>
1.2.1 Creative Roles	7. <a href="#">Creative Job Roles - R093: Creative iMedia in the Media Industry (youtube.com)</a>
1.2.2 Technical Roles	8. <a href="#">Technical Job Roles - R093: Creative iMedia in the Media Industry (youtube.com)</a>
1.2.3 Senior Roles	9. <a href="#">Senior Job Roles - R093: Creative iMedia in the Media Industry (youtube.com)</a>
2.1 Purpose, Style and content of Media Products	10. <a href="#">Purpose of Media Products - R093: Creative iMedia in the Media Industry (youtube.com)</a>
2.2 Client Requirements	11. <a href="#">Client Requirements - R093: Creative iMedia in the Media Industry (youtube.com)</a>
2.2.1 Client Brief Formats	12. <a href="#">Client Brief Formats - R093: Creative iMedia in the Media Industry (youtube.com)</a>

<b>Spring Term</b>	
<b>Topic Area</b>	<b>Resources</b>
2.3 Audience Demographics and Segmentation	1. <a href="#">Audience Segmentation - R093: Creative iMedia in the Media Industry (youtube.com)</a>
2.4 Research Methods, Sources and Types of Data	<ol style="list-style-type: none"> <li>2. <a href="#">Audience Research - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>3. Primary Research - <a href="#">Primary Research Methods - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>4. Secondary Research - <a href="#">Secondary Research Methods - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> </ol>
2.5 Media Codes	<ol style="list-style-type: none"> <li>5. <a href="#">Understanding Media Codes - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>6. Camera and Lighting - <a href="#">Camera &amp; Lighting - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> <li>7. Movement/Transition - <a href="#">Movement, Transitions &amp; Interactivity - R093: Creative iMedia in the Media Industry (youtube.com)</a></li> </ol>

2.6 Mise En Scene	8. <a href="#">Mise en Scene, Audio &amp; Animation - R093: Creative iMedia in the Media Industry (youtube.com)</a>
3.1 Work Planning	9. <a href="#">Components of Workplans - R093: Creative iMedia in the Media Industry (youtube.com)</a>
3.2 Documents used to support idea generation	10. <a href="#">Mind Maps &amp; Mood Boards - R093: Creative iMedia in the Media Industry (youtube.com)</a>
3.3 Documents used to design and plan media products	11. <a href="#">Asset Logs, Flow Charts &amp; Scripts - R093: Creative iMedia in the Media Industry (youtube.com)</a> 12. <a href="#">Storyboards, Visualisations &amp; Wireframes - R093: Creative iMedia in the Media Industry (youtube.com)</a>
3.4.1 Legal Considerations to protect individuals	13. <a href="#">Legal Considerations to Protect Individuals - R093: Creative iMedia in the Media Industry (youtube.com)</a>

<b>Summer Term</b>	
<b>Topic Area</b>	<b>Resources</b>
3.4.2 Intellectual Property Rights	1. <a href="#">Intellectual Property Rights - R093: Creative iMedia in the Media Industry (youtube.com)</a>
3.4.3 Regulation, Certification and Classification	2. <a href="#">Regulation, Certification &amp; Classification - R093: Creative iMedia in the Media Industry (youtube.com)</a>
3.4.4 Health and Safety	3. <a href="#">Health &amp; Safety - R093: Creative iMedia in the Media Industry (youtube.com)</a>
4.1 Distribution Platforms and media to reach audiences	4. <a href="#">Distribution Platforms &amp; Media - R093: Creative iMedia in the Media Industry (youtube.com)</a>
4.2.1 Image Files	5. <a href="#">Image Files - R093: Creative iMedia in the Media Industry (youtube.com)</a>
4.2.2 Audio Files	6. <a href="#">Audio Files - R093: Creative iMedia in the Media Industry (youtube.com)</a>
4.2.3 Moving Image Files	7. <a href="#">Moving Image Files - R093: Creative iMedia in the Media Industry (youtube.com)</a>
4.2.4 File Compression	8. <a href="#">File Compression - R093: Creative iMedia in the Media Industry (youtube.com)</a>