



JOURNEY DIAGRAM - CREATIVE iMEDIA - KS4

Year
10

Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

- **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:** Work planning and documents used to support ideas generation (TA3)
- **R093:** Documents used to design/plan media products (TA3)
- **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:** 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)
- **R095** (or alternative optional unit): TA1 Introduction (with R093 key content embedded)

- **R095:** Features and conventions of animation and audio
- **R095:** Creativity in animation and audio
- **R095:** Resources required to create animation with audio

Year
11

Summer 2

Summer 1

Spring 2

Spring 1

Autumn 2

Autumn 1

- **R093:** Revision and mock papers/tests
- **R093:** Examination (Terminal unit) Exam 9/10 June

- **R095:** (submit for moderation)
- **R093:** Sources of research and types of research data (TA2)
- **R093:** The legal issues that affect media (TA3)
- **R093:** Job roles in the media industry (TA1)

- **R095:** NEA Assessment (Working on)
- **R093:** Distribution platforms and media to reach audiences (TA4)
- **R093:** Properties and formats of media files (TA4)

- **R095:** Techniques to save and export animation with audio
- **R095:** Techniques to test/check and review animation with audio
- **R095:** Improvements and further developments

- **R095:** Techniques to obtain, create and manage assets
- **R095:** Techniques used to create animation with audio

- **R095:** Pre-production and planning documentation and techniques for animation with audio

