

Creative iMedia KS4 Learning Journey



Top 3 tips for parents and carers during KS4

- ✓ Purchase a revision guide
- ✓ Use flashcards to test your child
- ✓ Ensure your child is practicing programming and creating algorithms at home



What's your Plan A?

FE: A Level Computer Science or Cambridge Technical in I.T.

HE: Creative iMedia open doors to hundred of careers!

Career: A.I Programmer, Games Design, Robotics, Social Media, options are endless!



Online learning during KS4

[Seneca Learning](#)

[GCSE Pod](#)

[Google Classroom](#)



PPE preparation for KS4

Practising exam style questions. Practise creating and evaluating pre-production documents. Use Seneca and GCSE Pod. cards. Use Google Classroom for online learning. Use the recorded lesson on Google Classroom.



Study skills for KS4

Complete the extended learning opportunities provided in each unit. Complete past paper questions. Practise the creation of pre-production documents. Use GCSE Pod and Seneca to revise.

Knowledge, skills and understanding

Theory Plan Pre-Production Documents

Learn how to plan scripts, storyboards, spider diagrams, mood boards, visualisation diagrams.

Year 10

Year 10

**Theory
Pre-Production Documents**
Review and evaluate the need for Pre-Production documents.

Theory - Create Pre-Production Documents
Learn how to create and evaluate pre-production documents.

Year 10

Theory - Health and Safety
Learn about the health and safety requirements of a creating creative media products.

Year 10

Coursework - Digital Graphics Coursework

Review types of digital graphics, plan graphics for a target audience, then create and evaluate graphics.

Year 10

Theory - Legislation

Learn about legislation and the impact of copyright laws of creative products.

Year 10

Coursework - Games Design and Proto-Typing

Review types of games, plan a game proto-types for a target audience, then create and evaluate a game proto-type

Year 11

Coursework - Multimedia

Review types of multimedia products, plan graphics for a target audience, then create and evaluate an interactive presentation.

Year 11