

TERM 4 – ADVANCED EXAM SKILLS

- Mark scheme analysis
- Common exam mistakes
- Script writing techniques
- Industry regulations & ethics
- Targeted revision by topic

TERM 5 – FINAL EXAM PREPARATION

- Past paper walkthroughs
- Keyword and flashcard revision
- Exam Q&A sessions
- Final mock exam

TERM 6 – EXTERNAL EXAMS

- RO93 written exam
- Course completion

TERM 1 – ANIMATION SET ASSIGNMENT (R096)

- Purposes and uses of animation
- Audio in animation
- Storyboards and scripts
- Green screen techniques
- Asset sourcing and storage
- Planning and testing
- Creating animation and sound

TERM 2 – COMPLETING & SUBMITTING R096

- Final animation production
- Testing and review
- Improvements and refinements
- Final submission
- Catch-up sessions

TERM 3 – R093 EXAM REVISION

- Media sectors and audiences
- Media industry roles
- Media ownership
- Exam technique
- Timed exam practice
- Mock exam

END OF YEAR 11 GOAL – I CAN ANALYSE
MEDIA PRODUCTS AND PRODUCE CREATIVE
DIGITAL MEDIA INDEPENDENTLY.



CONFIDENCE AND
EXAM READINESS



IMPROVING EXAM
ANSWERS



APPLYING KNOWLEDGE IN
EXAM CONDITIONS



FINALISING COURSEWORK
TO DEADLINE



COMPLETING THE R096
CONTROLLED ASSESSMENT



END OF YEAR 10 GOAL - I UNDERSTAND THE MEDIA INDUSTRY AND CAN CREATE DIGITAL MEDIA PRODUCTS



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PREPARING FOR THE WRITTEN EXAM



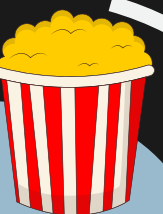
CONTROLLED ASSESSMENT WORK



DEVELOPING ANIMATION AND SOUND SKILLS



CREATING PROFESSIONAL-QUALITY DIGITAL GRAPHICS



UNDERSTANDING HOW MEDIA PRODUCTS ARE PLANNED AND DESIGNED

TERM 4 – SET ASSIGNMENT (RO94)

- Interpreting the client brief
- Moodboards and mind maps
- Designing a visual identity
- Justifying design choices
- Creating and exporting final digital images
- Catch-up and improvement time

TERM 5 – EXAM PREPARATION (RO93)

- Media sectors and audiences
- Media distribution platforms
- Industry regulations and ethics
- Visualisation diagrams & storyboards
- Exam question practice
- Past paper walkthroughs

TERM 6 – MOCK EXAMS & REVIEW

- RO93 mock exam
- Exam feedback and improvement
- Final revision sessions
- Enrichment activities

TERM 1 – THE MEDIA INDUSTRY & VISUAL IDENTITY

- RO93: Media Industry
- Media sectors and products
 - Media job roles
 - Purpose, style and layout
 - Client requirements
 - Target audiences
 - Research methods
 - Media codes and meaning

TERM 2 – CREATING DIGITAL GRAPHICS

- RO94: Visual Identity
- Asset sourcing and creation
 - Using image editing tools
 - Compiling and exporting images
 - Refining and improving designs

TERM 3 – ANIMATION SKILLS

- RO96: Animation & Sound - skills
- Introduction to animation tools
 - Stop-frame animation
 - Motion tweens
 - Guided motion & sound
 - Lip sync
 - Mini animation project