

<p align="center">Y10 Autumn 01 Weeks 1 – 7 (7 weeks)</p>	<p align="center">Y10 Autumn 02 Weeks 8 – 15 (8 weeks)</p>
<p>Content Areas 1 & 2:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>Types of interactive media products and their features</p> <ul style="list-style-type: none"> • 1.1 Types of interactive media products in context <ul style="list-style-type: none"> ○ 1.1.2 Interactive features • 1.2 Features of interactive media products <ul style="list-style-type: none"> ○ 1.2.1 Media assets • 1.3 Health and safety • 1.4 Legal and ethical constraints <p>The audiences of interactive media products</p> <ul style="list-style-type: none"> • 2.1 Categorising audiences • 2.2 Audiences’ uses of interactive media 	<p>Content Areas 2 & 3:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>The audiences of interactive media products</p> <ul style="list-style-type: none"> • 2.1 Categorising audiences • 2.2 Audiences’ uses of interactive media <p>The software and hardware options for interactive media products:</p> <ul style="list-style-type: none"> • 3.1 Software • 3.2 Hardware and associated features • 3.3 Storage options and folder structures • 3.4 File types • 3.5 Compression • 3.6 Exporting options
<p>Assessment Objectives</p> <p>This is the knowledge, application and skills assessed by the</p> <p>Mini Test Aut1: Content Areas 1-2</p>	<p>Assessment Objectives</p> <p>This is the knowledge, application and skills assessed by the</p> <p>Mini Test Aut1: Content Areas 2-3 Big Test 1: Practice Project Areas 1-3</p>
<p align="center">Y10 Spring 01 Weeks ...-... (6 weeks)</p>	<p align="center">Y10 Spring 02 Weeks ...- ... (6 weeks)</p>
<p>Content Areas 3 & 4:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>The software and hardware options for interactive media products:</p> <ul style="list-style-type: none"> • 3.1 Software • 3.2 Hardware and associated features • 3.3 Storage options and folder structures • 3.4 File types • 3.5 Compression • 3.6 Exporting options <p>Interactive media product planning and proposals</p> <ul style="list-style-type: none"> • 4.1 Clients and proposals when developing an interactive media product <ul style="list-style-type: none"> ○ 4.1.1 Types of clients ○ 4.1.2 Client needs ○ 4.1.3 Interpreting the client brief ○ 4.1.4 Research and planning ○ 4.1.5 Content and function of a proposal when developing an interactive media product ○ 4.1.6 Presentation of a proposal when developing an interactive media product ○ 4.1.7 Response to client feedback 	<p>Content Areas 4 & 5:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>Interactive media product planning and proposals</p> <ul style="list-style-type: none"> • 4.1 Clients and proposals when developing an interactive media product <ul style="list-style-type: none"> ○ 4.1.1 Types of clients ○ 4.1.2 Client needs ○ 4.1.3 Interpreting the client brief ○ 4.1.4 Research and planning ○ 4.1.5 Content and function of a proposal when developing an interactive media product ○ 4.1.6 Presentation of a proposal when developing an interactive media product ○ 4.1.7 Response to client feedback • 4.2 Review of working processes and development of an interactive media product <p>Developing an interactive media product</p> <ul style="list-style-type: none"> • 5.1 Assets • 5.2 Interactive media product

<ul style="list-style-type: none"> 4.2 Review of working processes and development of an interactive media product 	
<p>Assessment Objectives This is the knowledge, application and skills assessed by the</p> <p>Mini Test Spr1: Practice Project: Content Areas 1-5</p>	<p>Assessment Objectives This is the knowledge, application and skills assessed by the</p> <p>Mini Test Spr2: Practice Project Content Areas 4-7 Big Test 2: Practice Project Content Areas 1-7</p>

<p align="center"><i>Y11 Summer 01</i> <i>Weeks ... – ... (6 weeks)</i></p>	<p align="center"><i>Y11 Summer 02</i> <i>Weeks ... – ... (7 weeks)</i></p>
<p>Content Areas 5 & 6:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>Developing an interactive media product</p> <ul style="list-style-type: none"> 5.1 Assets 5.2 Interactive media product <p>Promotion and presentation of interactive media products</p> <ul style="list-style-type: none"> 6.1 Presenting an interactive media product <ul style="list-style-type: none"> 6.1.1 Purpose of presenting an interactive media 6.1.2 Presenting interactive media work 6.1.3 Types of presentation 	<p>Content Area 7:</p> <p>This qualification will promote the learner’s understanding of:</p> <p>Review of production processes and final product</p> <ul style="list-style-type: none"> 7.1 Processes <ul style="list-style-type: none"> 7.1.1 Pre-production 7.1.2 Production 7.1.3 Post-production 7.2 Summative evaluation
<p>Assessment Objectives This is the knowledge, application and skills assessed by the</p> <p>Mini Test Sum 1: Practice Project: Content Areas 1-6</p>	<p>Assessment Objectives Mini Test Sum 2: Practice Project Content Areas 4-7 Big Test 2: Practice Project Content Areas 1-7</p>

Year 11 Plan – to be completed Sum 1:

Aut 1:

Aut 2:

Spr 1:

Spr 2:

Sum 1:



Sum 2:

