

<p align="center"><b>Y11 Autumn 01</b> <b>Weeks 1 – 7 (7 weeks)</b></p>	<p align="center"><b>Y11 Autumn 02</b> <b>Weeks 8 – 15 (8 weeks)</b></p>
<p><b>Content Area 7:</b></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"> <li>• 7.1 Processes <ul style="list-style-type: none"> <li>○ 7.1.1 Pre-production</li> <li>○ 7.1.2 Production</li> <li>○ 7.1.3 Post-production</li> <li>○ 7.2 Summative evaluation</li> </ul> </li> </ul> <p>Task 1: Preparation &amp; Research Task: 2 Hours Task 2: Product proposal: 2 Hours</p>	<p><b>Synoptic Project: 17 Hours</b></p> <p>Non Examined Assessment:</p> <p>Task 3 – Planning: 2 Hours Task 4: Developing assets: 4 Hours Task 5: Creating the interactive media product: 5 Hours</p>
<p><b>Assessment Objectives</b></p> <p>This is the knowledge, application and skills assessed by the</p> <p>Mini Test Aut1: Content Areas 7</p>	<p><b>Assessment Objectives</b></p> <p>This is the knowledge, application and skills assessed by the</p> <ol style="list-style-type: none"> <li>1 – Types of interactive media products and their features</li> <li>2 – Interactive media and the audience</li> <li>3 – Software and hardware options for interactive media products</li> <li>4 – Product proposals and planning for interactive media products</li> <li>5 – Developing an interactive media product</li> </ol>
<p align="center"><b>Y11 Spring 01</b> <b>Weeks ...-... (6 weeks)</b></p>	<p align="center"><b>Y11 Spring 02</b> <b>Weeks ...-...(6 weeks)</b></p>
<p><b>Synoptic Project: 17 Hours</b></p> <p>Non Examined Assessment:</p> <p>Task 5: Creating the interactive media product: 5 Hours Task 6: Summative evaluation of the product: 2 Hours</p>	<p><b>Content Areas 1-7: Exam Preparation</b></p> <p>This is the knowledge, application and skills assessed by the</p> <ol style="list-style-type: none"> <li>1 – Types of interactive media products and their features</li> <li>2 – Interactive media and the audience</li> <li>3 – Software and hardware options for interactive media products</li> <li>4 – Product proposals and planning for interactive media products</li> <li>5 – Developing an interactive media product</li> <li>7 – Review of production processes and final product</li> </ol>
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