

**Y11 2018-19 – 1 Year Plan**

| Dates                               | Summer 2:2<br>4 Weeks   | Autumn 1:1<br>8 Weeks  | Autumn 2:2<br>7 Weeks   | Spring 1:1<br>6 Weeks   | Spring 2:2<br>7 weeks   | <b>w/b 11 March All content to be finished</b> | Summer<br>1:1 |                                   |
|-------------------------------------|---|--|---|---|---|--|---------------|-----------------------------------|
| Knowledge/<br>Skills                | <ul style="list-style-type: none"> <li>-Review a pre-production document (e.g. for format, style, clarity, suitability of content for the client and target audience)</li> <li>-Identify areas for improvement in pre-production documents (e.g. colour schemes, content, additional scenes)</li> </ul> | <ul style="list-style-type: none"> <li>-The purpose and use of preproduction documents (Mood board, Mind Map, Storyboard, Script and Visualisation Diagram)</li> <li>-The content of preproduction documents</li> <li>- The creation of preproduction documents</li> </ul> | <ul style="list-style-type: none"> <li>-Interpret clients requirements for pre-production documents</li> <li>-Identify timescales for preproduction documents</li> <li>-Primary and secondary sources</li> <li>-The creation of work plans</li> <li>-The importance of identifying target audience and how they can be categorised</li> <li>-Hardware and software</li> <li>- Health and Safety in the work place</li> <li>- Legislation</li> </ul> | <ul style="list-style-type: none"> <li>-The uses and properties of digital video</li> <li>-The sectors in which digital video are used</li> <li>- Equipment used to create digital videos</li> <li>- Storyboard and Script creation</li> <li>- Video techniques</li> <li>-Review of the digital video</li> </ul> <p>The uses and properties of digital graphics</p> <ul style="list-style-type: none"> <li>-The sectors in which digital graphics are used</li> <li>- Equipment used to create digital graphics</li> <li>- Visualisation diagram creation</li> <li>- Software editing techniques</li> <li>-Review of the digital graphic</li> </ul> | <ul style="list-style-type: none"> <li>-The uses and properties of digital game</li> <li>- Equipment used to create digital games</li> <li>- plan of pathways</li> <li>- algorithm techniques</li> <li>-Review of the digital game</li> </ul> |  |               | <b>Revision sessions in class</b> |
| Key assessment                      | Y11 Exams - July  |  | Y11 Mocks - Dec   | Y11 Exam - January  |   |  |               |                                   |
| Key assessment linked to REG?       | no  | CF1  | CF2   | CF3   | CF4   |  |               |                                   |
| Assessment deadlines/<br>coursework | n/a   | CF1 window   | CF2 window  | CF3 window  | CF4 window  |  |               |                                   |
| Home learning                       | iMedia key terms holiday project  | LO1 HW Sheets<br>The purpose of preproduction documents  | LO2 & LO3 HW Sheets<br>Planning and creating preproduction documents  | R089 HW Sheets  | R092 HW sheets  |  |               |                                   |