



Cambridge Nationals in Creative iMedia Learning Journey(2022-24)



L03- File Formats:
-The properties and limitations of file formats
-identify appropriate file formats needed to produce:
- Pre-production and final documents

L03- Producing Pre Production:
create a:
-Mood boards
-Mind maps/spider diagrams
-Visualisation diagrams
-Storyboards
-Scripts

L02- Legislation:
- How legislation (e.g. copyright, trademarks, logos, intellectual property use, permissions and implications of use) applies to assets
- How legislation applies to creative media production

L03- Editing
- Use geometric parameters to manipulate objects and environments
- Edit properties to set parameters of objects and environments

L03- Software
- Identify software features needed for the creation of a game

L02-Assets Table:
- Identify the assets needed to create a digital graphic

L02-Work Plan:
Produce a work plan for an original graphics creation; to include:
-Tasks
- Activities
-Workflow
-Timescales
-Resources
-Milestones
-Contingencies

L02- Target Audience:
-Understand target audience requirements

L02- Client Requirements:
-Interpret client requirements based on a specific brief.

L01- Design and layout of digital graphics :
- The use of colour
- Composition
- white space and styles

L04- Review
-Review website against a specific brief
-Identify areas for improvement of a multipage website

L03- Save/Export:
- Save and export a multipage website

L03- Sourcing /Creating Assets:
-Source and create assets identified for use

L02- Legislation:
- How legislation (e.g. copyright, trademarks, logos, intellectual property use, permissions and implications of use) applies to images used in website development , whether sourced or created.

L02-Assets Table:
- Identify and create the assets needed to create a website

L03- Creating the website
- Create a suitable master page
- Use a range of tools and techniques
- Insert assets into web pages
- Create a navigation system

L03-Folder Structures:
-create suitable folder structures to organise and save web pages and asset files using appropriate naming conventions

L02-Resources Table:
- Identify the resources needed to create a website.

L02-Visualisation Diagram:
- Produce a visualisation diagram using a consistent house style

L01-Devices
-The devices used to access web pages

L02- Client Requirements:
-Interpret client requirements based on a specific brief.

L02-Planning:
- Create a site map

L02-Work Plan:
produce a work plan
-Tasks
-Activities
-Workflow
-Timescales
-Resources
-Milestones
-Contingencies

L01-Purpose of Websites
-The purpose and component features of multipage websites in the public domain

L01-Internet Connections
-The methods of internet connection

L02- Target Audience:
-Understand target audience requirements for multipage websites

L02- Hardware/ Software
- Digitising paper-based documents
-Creating electronic pre-production documents

L02-Work Plan:
produce a work plan for a production schedule creation; to include:
-Tasks
-Activities
-Workflow
-Timescales
-Resources
-Milestones
-Contingencies

L02- Client Requirements:
-Interpret client requirements based on a specific brief.

L01-Content of Pre Production:
-The content for:
-Mood boards
-Mind maps/spider diagrams
-Visualisation diagrams
-Storyboards
-Scripts

L02- Target Audience:
-Understand the importance of identifying the target audience and how they can be categorised

L02- Research Methods:
-Primary and Secondary Research

L01-Purpose of Pre Production:
-The purpose and uses for:
-Mood boards
-Mind maps/spider diagrams
-Visualisation diagrams
-Storyboards
-Scripts

L03- Sourcing Assets:
-Source assets identified for use in a digital graphic

L03-Save/Export
-Save a digital game in a format appropriate-
-export and publish a digital game

L04- Review
-Review a product against a specific brief
-Identify areas in the game for improvement and further development

L02- Legislation:
- how legislation (e.g. copyright, trademarks, logos, intellectual property use, permissions and implications of use) applies

L02- Planning
- Plan the structure of a game

L02- Target Audience:
-Understand target audience requirements for digital games

L01-Game Software:
-Understand the range of hardware and peripherals required to create and test digital games

L01-Game Software:
- Understand the capabilities and limitations of a range of software used for 2D and 3D game creation

L02-Test Plan:
-Create and maintain a test plan to debug and test a digital game during production

L02- Client Requirements:
-Interpret client requirements based on a specific brief.

L04- Review
-Review a digital graphic against a specific brief
-Identify areas in a digital graphic for improvement and further development

L02-Work Plan:
Produce a work plan for an original graphics creation; to include:
-Tasks
- Activities
-Workflow
-Timescales
-Resources
-Milestones
-Contingencies

L02-Assets Table:
- Identify the assets needed to create a digital graphic

L02- Legislation:
- How legislation (e.g. copyright, trademarks, logos, intellectual property use, permissions and implications of use) applies to images used in digital graphics, whether sourced or created.

L03- Creating the Game:
-Create a digital graphic using a range of tools and techniques within the image editing software application

L02-Visualisation Diagram:
- Produce a visualisation diagram for a digital graphic

L02-Resources Table:
- Identify the resources needed to create a digital graphic

L03- Sourcing Assets:
-Source assets identified for use in a digital graphic

L03- Creating Assets:
-Create assets identified for use in a digital graphic

L03- Save/Export:
- Save a digital graphic in a format appropriate
- export the digital graphic using appropriate formats and properties for:
- print use
- web use
- multimedia use.

L01- The properties of digital graphics and their suitability for use :
- Pixel dimensions
- DPI resolution
- Quality
- Compression settings

L01- Purpose of Digital Graphics
-How and why are digital graphics are used?

Introduction:
-Specification requirements.
-Mark Scheme.
-Resources.
- Structure of the course

L01- Types of digital graphics
- Bitmap/raster and vector



Digital Graphics

YEAR 10

welcome



Pre- Production

Report Submission

Games Development

Report Submission

YEAR 11

Report Submission

Exam

Web Design

Report Submission