



GCSE ICT – i-Media and Computer Science Curriculum Map

Year 9: IT (iMedia)		
Autumn Term	Spring Term	Summer Term
<p>1. Website Design</p> <ul style="list-style-type: none"> 1.1. Internet/web 1.2. Web address / URL / Domain names 1.3. IP Address 1.4. Bandwidth 1.5. Download/Upload 1.6. Web hosting 1.7. Web browser 1.8. Hardware devices 1.9. Client Brief 1.10. Target Audience 1.11. Component of websites 1.12. Responsive layout 1.13. Wireframe/layout 1.14. Moodboard 1.15. Storyboarding 1.16. Project Plan (Gantt Chart) 1.17. Copyright laws 1.18. Creative commons licenses 1.19. Source tables <p><u>Unit Objectives:</u> Students explore the underlying concepts relevant to the World Wide Web and their impact on designing an effective website to meet a client brief.</p> <p>Research key concepts (e.g. network concepts – IP Address, DNS server, Web hosting, bandwidth, wired and wireless communications, hardware devices, internet connection methods, etc.). They review existing websites to identify their purpose, target audience and key components.</p> <p>They review a client brief and apply their understandings of web design concepts to produce a website prototype</p>	<p>2. Website implementation</p> <ul style="list-style-type: none"> 2.1. HTML 2.2. CSS 2.3. (JavaScript) 2.4. Layout 2.5. HTML tags 2.6. HTML & CSS syntax 2.7. Picture File formats (png, jpg, gif, ico) 2.8. Video file format (mp3, mov, avi) 2.9. Animated gif 2.10. Picture File optimisation 2.11. File compression 2.12. Resizing/Cropping picture files 2.13. Embedding widgets 2.14. Test plan <p><u>Unit Objectives:</u> Students will implement their website using HTML and CSS. (Text based programming)</p> <p>Problem solving through Trial & Error / Troubleshooting & Decomposition</p> <p>ICT Skills (Digital Literacy) (Manipulating files & folders, using different file formats e.g. for graphics files)</p> <p>Communication Skills – Written and visual communication, target audience, purpose of information.</p>	<p>3. Graphic Design</p> <ul style="list-style-type: none"> 3.1. Photo editing vs graphic design 3.2. Raster graphics (Bitmaps) 3.3. Vector based graphics 3.4. File formats 3.5. Resolution 3.6. Colour depth 3.7. Transparency/opacity 3.8. Layering 3.9. Masking 3.10. RGB colour codes 3.11. Gradients 3.12. Filters 3.13. Visualisation Diagrams 3.14. Copyright laws 3.15. Creative commons licenses 3.16. Primary vs secondary assets 3.17. Source tables <p><u>Unit Objectives:</u> Develop ICT skills using creative software packages.</p> <p>Introduce a range of Graphic Design and Photo-editing techniques to boost pupils' confidence in developing a creative use of ICT through experimentation.</p> <p>Students explore a range of Graphic Design concepts and develop the relevant subject terminology. They will be able to apply these concepts and identify the relevant techniques to produce a complex graphic.</p>

matching the client brief. (Moodboard, Storyboard, navigation diagram)		
Assessment: <ul style="list-style-type: none">• Assessment of Research task• Assessment of Pre-production designs	Assessment: <ul style="list-style-type: none">• Assessment of student's websites	Assessment: <ul style="list-style-type: none">• Assessment of Research task• Assessment of student's digital graphics

Year 10: IT (iMedia)		
Autumn Term	Spring Term	Summer Term
<p>2. Website Design</p> <ol style="list-style-type: none"> 3. Internet/web 4. Web address / URL 5. Domain names 6. IP Address 7. Bandwidth 8. Download/Upload 9. Web hosting 10. Web browser 11. Hardware devices 12. Client Brief 13. Purpose & Target Audience 14. Component of websites 15. Responsive layout 16. Wireframe/layout 17. Moodboard 18. Storyboarding 19. Project Plan (Gantt Chart) 20. Copyright laws 21. Creative commons licenses <p>Unit Objectives:</p> <p>Based on the scenario provided by the exam board, students apply their understandings of web design concepts to produce a website prototype matching the client brief.</p> <p>They identify and create the most effective pre-production documents (e.g. mood boards, storyboards, visualisation diagrams, project plan) to help them design their prototype.</p>	<p>3. Website implementation</p> <ol style="list-style-type: none"> 4. HTML 5. CSS 6. (JavaScript) 7. Layout 8. HTML tags 9. HTML & CSS syntax 10. Source tables 11. Picture File formats (png, jpg, gif, ico) 12. Video file format (mp3, mov, avi) 13. Animated gif 14. Picture File optimisation 15. File compression 16. Resizing/Cropping picture files 17. Embedding widgets 18. Test plan <p>Unit Objectives:</p> <p>Students source their own primary and secondary asset and investigate legal considerations relevant to the scenario. They apply graphic design skills to create the relevant primary assets (logo, web banners, buttons, icons, etc.)</p> <p>They implement, test and review their website following their design propositions and the client brief considerations.</p>	<p>4. Graphic Design</p> <ol style="list-style-type: none"> 5. Photo editing 6. Raster graphics (Bitmaps) 7. Vector based graphics 8. File formats 9. Resolution 10. Colour depth 11. Transparency/opacity 12. Layering 13. Masking 14. RGB colour codes 15. Gradients 16. Filters 17. Rule of third 18. Colour wheel 19. Mood board 20. Visualisation Diagrams 21. Copyright laws 22. Creative commons licenses 23. Primary vs secondary assets 24. Source tables <p>Unit Objectives:</p> <p>Students explore a range of Graphic editing concepts and develop the relevant subject terminology. (resolution, file types, compression, filters, layers, masking effects opacity/transparency, colour wheel etc.) They will be able to apply these concepts and identify the relevant techniques to produce a complex graphic.</p> <p>Based on the scenario provided by the exam board, students apply their understandings of graphic editing concepts to produce a proposal for their complex graphic matching the client brief.</p> <p>They identify and create the most effective pre-production documents (e.g. mindmap, moodboard, visualisation</p>

<p><u>Assessment:</u></p> <ul style="list-style-type: none"> • Assessment of Research task • Assessment of Pre-production designs 	<p><u>Assessment:</u></p> <ul style="list-style-type: none"> • Assessment of student's website unit (25% of GCSE) 	<p>diagram, project plan, etc) to help them design their prototype.</p> <p>They source their own primary and secondary asset and investigate legal considerations relevant to the scenario. They apply graphic editing and photo-editing skills to create the relevant primary assets need for their project</p> <p>They produce, export and review their complex graphic following their design propositions and the client brief considerations.</p> <p><u>Assessment:</u></p> <ul style="list-style-type: none"> • Assessment of digital graphics unit • (25% of GCSE)
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Year 11: IT (iMedia)**Autumn Term**

22. Video Editing
23. Client brief
24. Purpose & Target Audience
25. Mind maps
26. Storyboard
27. Script
28. Project Plan (Gantt Chart)
29. Copyright laws / Creative commons licenses
30. Primary vs Secondary assets
31. Source Table
32. Video file formats
33. Sound file formats
34. Video Editing Techniques
35. Sound Editing techniques
36. Layering (videos/sounds)
37. Transition effects
38. Overlapping text / Text scrolling
39. Video effects / Green screen (Keying)
40. Frame rate / Resolution
41. Exporting a video clip
42. Version control

Unit Objectives:

Students explore a range of Video editing concepts and develop the relevant subject terminology. They will be able to apply these concepts and identify the relevant techniques to produce a short video clip.

Based on the scenario provided by the exam board, students apply their understandings of video editing concepts to produce a proposal for their video clip matching the client brief. They identify and create the most effective pre-production documents (e.g. storyboards, scripts, project plan, etc) to help them design their prototype. They source their own primary and secondary asset and investigate legal considerations relevant to the scenario. They use video recording equipment to record primary footage. They apply video editing and sound editing skills to create the relevant primary assets (video footage, soundtrack/sound effects, still pictures, etc.)

They produce, test and review their video clip following their design propositions and the client brief considerations.

Assessment:

- Assessment of video editing unit
- (25% of GCSE)

Spring Term

19. Exam (Pre-Production Skills)
20. Mood board
21. Mindmaps
22. Visualisation Diagrams
23. Storyboard
24. Script
25. Project Plans (Gantt Chart)
26. Software & Hardware
27. Health & Safety
28. Copyright
29. Trademark
30. Intellectual Property
31. Creative Common Licenses
32. Data Protection Act
33. Copyright Design Patent Act
34. File formats
35. Version control

Unit Objectives:

This unit revisits and builds up on all the pre-production concepts covered in the three coursework units.

Students will be confident to describe and evaluate/review the purposes uses and content of pre-production documents (Moodboards, mindmaps, storyboards, scripts and visualisation diagrams).

Students will be able to describe the relevant hardware and software, health and safety and legal considerations relevant to the creation of multimedia content.

Assessment:

- Mock Exam
- Exam (25% of GCSE)