Year 10 – OCR National Creative iMedia Programme of Study

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Units	R081/R082	R081/R082	R081/R082	R081/R082		
Key Content	**R081:** • Pre-production documents overview. • Moodboards, visualisation diagrams. • Design vocabulary. **R082:** • Content to support the investigation task (LO1), including purpose of digital graphics (DG), components, file formats, properties and suitability for use. • Creating and manipulating graphics using software.	**R081:** • Continued work on PPDocs, including introduction and purpose of storyboards, mindmaps, workplans. • Critique of existing PPDoc examples towards robust responses for exams. **R082:** • Creating PPDocs for range of design briefs. • Using software to create artefacts to a given specification. • Reviewing own and others' work.	**R081:** • Workplans, health and safety concerns; revisiting prior PPDocs with exam questions. **R082:** • Coursework: creating suitable PPDocs to support specified design brief. • Realising work using in software. Reviewing product.	**R081:** • Workplans, health and safety concerns; revisiting prior PPDocs with exam questions. **R082:** • Coursework: creating suitable PPDocs to support specified design brief. • Realising work using in software. Reviewing product.	**Revision for R081 (sat during Y10).** **Completion and submission of R082.**	**Introduction to Y11 units, including taster sessions and upskilling with software packages.**
Assessment and coursework		R081 PPDocs tests R082 LO1 completed		R081 past papers practice R082 LO2 and LO3 ongoing	R081 real examination R082 submitted	

The units:	
R081	Pre-production documents: a 75min exam sat at the end of Year 10.
R082	Using digital images. A mandatory coursework unit completed throughout Year 10, and submitted at the end of Year 10.
R085	The website unit, planning and creating a website to a given specification. Taken as an optional unit in the first half of Year 11.
R091	Games Concept Design. Generating and inventing new or significantly improved ideas for digital games. Taken as an optional unit in the first half of Year 11.
R092	Games Development. Creating a game for a given specification using GDevelop software. Taken as an optional unit in the second half of Year 11.
R090	Photography. Planning, shooting and creating a portfolio of photographs for a given brief. Taken as an optional unit in the second half of Year 11.