YEAR 10	YEAR 11	YEAR 12	YEAR 13
R081: Pre-production skills **Learning Outcome 1: Understand the purpose and content of pre-production** • mood boards • mind maps/spider diagrams • visualisation diagrams • storyboards • scripts **Learning Outcome 2: Be able to plan pre-production** • interpret client requirements for pre-production based on a specific brief • identify timescales for production based on target audience and end user requirements • how to conduct and analyse research • the importance of identifying the target audience • legislation regarding any assets to be sourced • how legislation applies to creative media production **Learning Outcome 3: Be able to produce pre-production documents** • analyse a script • the properties and limitations of file formats for still images • the properties and limitations of file formats for audio and moving images • suitable naming conventions • identify appropriate file formats **Learning Outcome 4: Be able to review pre-production documents** • review a pre-production document • identify areas for improvement in a pre-production document **R082: Creating digital graphics** **Learning Outcome 1: Understand the purpose and properties of digital graphics** • why and how digital graphics are used • types of digital • file formats graphics • the properties of digital graphics and their suitability for use in creating images. • how different purposes and audiences influence the design and layout of digital graphics **Learning Outcome 2: Be able to plan the creation of a digital graphic** • interpret client requirements for a digital graphic based on a specific brief • understand target audience requirements • produce a visualisation diagram for a digital graphic • identify the assets needed to create a digital graphic • identify the resources needed to create a digital graphic **Learning Outcome 3: Be able to create a digital graphic** • source and create assets for use in a digital graphic. • ensure the technical compatibility of assets • create a digital graphic using a range of tools and techniques • save a digital graphic in a format appropriate to the software being used • export the digital graphic using appropriate formats and properties for **Learning Outcome 4: Be able to review a digital graphic** • review a digital graphic against a specific brief • identify areas in a digital graphic for improvement and further development	**R084: Storytelling with a comic strip** **Learning Outcome 1: Understand comic strips and their creation** • multipage comic strips • a range of multipage comic strip characters, including their physical and non-physical characteristics • software and tools can be used to create multipage comic strips • how panel placement and layout create the flow of a story **Learning Outcome 2: Be able to plan a multipage comic strip** • interpret client requirements for a multipage comic strip • understand target audience requirements for multipage comic strips • construct an original script and storyline • construct a storyboard • identify assets needed to create a multipage comic strip • identify the resources needed to create a multipage comic strip **Learning Outcome 3: Be able to produce a multipage comic strip** • source and store assets to be used in a multipage comic strip • lay out panels • insert assets into panels • establish focal points in panels • integrate a script into a visual storyline • save a multipage comic strip in formats and properties appropriate to the software being used • export multipage comic strips in a file format appropriate to client requirements **Learning Outcome 4: Be able to review a multipage comic strip** • review a multipage comic strip against a specific brief • identify areas for improvement and further development of a multipage comic strip **R091: Designing a game concept** **Learning Outcome 1: Understand digital game types and platforms** • the evolution of digital game platforms from generations 1 to 8 • the evolution of the characteristics of a range of digital games • game objectives of a range of digital games • digital game genres **Learning Outcome 2: Be able to plan a digital game concept** • interpret client/focus group requirements for digital game concepts • understand target audience requirements • generate a range of original ideas for a new game in line with client requirements, including key game play outlines **Learning Outcome 3: Be able to design a digital game proposal** • identify design constraints and opportunities • produce a range of visualisations for a game proposal • create a game proposal **Learning Outcome 4: Be able to review a digital game proposal** • review a game proposal for a client or focus group • identify areas for improvement and further development of a game design concept.	**UNIT 29: 2D DIGITAL GRAPHICS** **Learning aim A: Investigate the purposes and characteristics of 2D digital graphics** • A1 Purposes of 2D digital graphics • A 2 Characteristics of 2D digital graphics **Learning aim B: Explore the use of digital graphics tools and techniques for specific media purposes** • B1 Visual communication • B2 2D digital vector graphic tools and techniques **Learning aim C: Create digital graphics for media products** • C1 Planning 2D digital graphics • C2 Producing 2D digital graphics **UNIT 12: WEBSITE PRODUCTION** **Learning aim A: Understand the codes and conventions of website production** • A1 Audience and purpose • A2 Common components of a web page • A3 Accessibility features **Learning aim B: Prepare materials for website production** • B1 Sourcing assets • B2 Selecting assets • B3 Preparing assets for inclusion in a website **Learning aim C: Produce a website for a specific purpose and audience** • C1 Structure and organisation File management • C2 Creating a page layout • C4 Navigation	**UNIT 14: DIGITAL MAGAZINE PRODUCTION** **Learning aim A: Understand the considerations, codes and conventions of a specific genre of magazine for print and digital platforms** • A1 Magazine genres • A2 Codes and conventions • A3 Platform considerations **Learning aim B: Develop materials for magazine production** • B1 Source, log and generate appropriate content • B2 Preparing content in appropriate formats **Learning aim C: Produce magazine layouts in the codes and conventions of a genre** • C1 Magazine production stages • C2 Creating magazine layouts **UNIT 28: IMAGE MANIPULATION TECHNIQUES** **Learning aim A: Examine approaches to image manipulation** **A1 Approaches to image manipulation** **Learning aim B: Explore the use of digital manipulation for a specific media product** • B1 Digital image manipulation techniques **Learning aim C: Create a digitally manipulated image for a specific purpose** • C1 Generating and selecting ideas • C2 Producing a digitally manipulated image • C3 Evaluating a digitally manipulated image **Unit 3: Digital media skills** **A: Source and create assets** • A1 Understanding the brief • A2 Identifying assets and required material • A3 Creating assets and materials • A4 Index of sources • A5 Storing assets **B: Preparing editing and/or manipulating assets** • B1 E-portfolio • B2 Editing material/assets • B3 Manipulations and modifications • B4 E-portfolio of preparation, editing and/or manipulation process **C Create/build a media product** • C1 Meeting the brief • C2 Digital skills • C3 Saving final media product