OCR iMedia

# Course Overview

* **Exam Board** – OCR
* **Usual Age Range** – 14-16
* **Qualification** – Equivalent to 1 GCSE
* **Curriculum Time** – Three 50 minute lessons per week in class plus additional work in Independent Learning Time
* **Assessment** – this curriculum is assessed via:
	+ 1 x 75 minute exam
	+ Non-Examined coursework - R082 Creating Digital Graphics (task set by OCR) – students research, plan, create and then review a digital graphic.
	+ Non-Examined coursework - R087 Creating Interactive Multimedia Products (task set by OCR) – students research, plan, create and then review an interactive multimedia product.
	+ Non-Examined coursework - R092 Developing Digital Games (task set by OCR) – students research, plan, create and then review a digital game.
* **Grading** – Distinction\*, Distinction, Merit, Pass, Level 1 Distinction, Level 1 Merit, Level 1 Pass, Unclassified
* **Full specification** - <https://www.ocr.org.uk/Images/115888-specification.pdf>

# Curriculum Intent

The **intent** of the Creative iMedia curriculum is to give UTC students an opportunity to develop their understanding and application of creative media skills through their practical use. The intent is to ensure students have essential knowledge and transferable skills with the aim of enhancing their employability when they leave education, contributing to their personal development and future economic well-being.

The further intent of the curriculum is to equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning and review, working with others and communicating creative concepts effectively.

Students are encouraged to develop their **love of reading** and literacy skills on this course by completing regular extended writing activities.

Students are encouraged to develop their **numeracy** on this course by learning about the importance of the file size of their finished products as well as the possible need for compression.

Suggested next step **destinations** after completion include Level 3 Technical IT or Extended Project Qualification.

Related **careers** include working in the creative media industry, e.g., Graphic Designer, Games Designer, Animator, Media Research and Marketing Executive. This intent of the curriculum is to also provide a good baseline knowledge, skills and understanding for students who undertake an Apprenticeship.

# Study Tips

The below links will be helpful to those studying Creative iMedia:

* GCSEPod – <https://www.gcsepod.com/gcse-learning-and-revision-pods/>
* eRevision - <https://erevision.uk/>
* Hodder Revision Notes – <https://www.hoddereducation.co.uk/subjects/ict/products/vocational-14/ocr-nationals-creative-imedia-l1-2-pre-production>
* Practice Assessments and papers - <https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817/assessment/>
* OCR Demystifying the Assessment - <https://youtube.com/playlist?list=PL6yDqj0yKMyg4r_HtAHDmN0Wlml-BMjMC>

# Curriculum Overview

The learning in Creative iMedia (*equivalent to 1 GCSE*) is sequenced as follows.

*Note: the full Curriculum Plans are available on request to* *info@nefuturesutc.co.uk*

**Key Topics**

* R081 Pre-Production Skills
* R082 Creating Digital Graphics
* R087 Creating Interactive Multimedia Products
* R092 Developing Digital Games

**Year 10:**

**Year 11:**