

**Exam Board:** OCR  
**Qualification:** Level 1/2 iMedia  
**Assessment Information:** 1 Exams, 2 x pieces of coursework (10-12 hours each)  
[Link to official specification](#)

**Department Information:**  
 Computing is taught to all KS3 students. Year 7 & 8 have one lesson a week and Year 9 have 3 lessons over a two-week period.  
 iMedia is chosen as an Option for OCR Level 1/2 for GCSE.

**ACHIEVE in the curriculum:**  
 Students are expected to be ambitious during their course. They will have opportunities to collaborate on tasks with their peers. In addition, students can demonstrate their integrity, endurance and versatility particularly when it comes to creating innovative publications for a specified scenario and understanding what is needed for that industry and target audience.  
 Providing revision resources where needed.

**Curriculum Aims & Intent:**  
 The aim is for students to understand and apply the fundamental principles and concepts of iMedia. To research, design and create a range of products for a given scenario and for a particular target audience.

**Resources:**  
 PG Online iMedia teaching resources. OCR sample material, OCR release, Level 1/2 past papers.

**How we keep parents informed:**  
 Year 11 - Progress reports are published 4 times per year, in October, December, February and March, with a face-to-face parents' evening in October.

**How parents can help their child:**  
 Parents/carers can help students by supporting their child's learning and providing a suitable space to study as well as helping them develop good study skills and by encouraging students to be curious, explore and practice their skills in a variety of applications to develop media publications.

What we study and when:					
Term	Unit, Topic Or Summary Of Work Covered	Knowledge, Understanding & Skills Developed	ACHIEVE / Personal Development Focus	How The Work Is Assessed	Careers Links
1	Unit R094: Visual Identity and digital graphics  Topic Area 1: Develop visual identity	1.1 Purpose, elements and design of visual identity. To understand what is meant by visual identity and the purpose of visual identity. To understand the features and elements of visual identity. To understand visual identity design style, including branding. 2.1 Graphic Design and conventions. To understand the concepts of graphic design.	Ambitious, Collaborative, Integrity, Versatility and Excellence.	NEA	Media Industry, TV/radio/social media/graphic design.

	<p>Topic Area 2: Plan digital graphics for products</p>	<p>To understand layout conventions for different graphic products and purposes.</p> <p>2.2 Properties of digital graphics and use of assets. To understand technical properties of images and graphics. To understand licences and permissions to use assets sourced from.</p> <p>2.3 Techniques to plan visual identity and digital graphics. To create pre-production and planning documentation used to generate ideas and concepts for visual identity and digital graphics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Mood board</li> <li><input type="checkbox"/> Mind map</li> <li><input type="checkbox"/> Concept sketch</li> <li><input type="checkbox"/> Visualisation diagram</li> </ul>			
2	<p>Unit R094: Visual Identity and digital graphics</p> <p>Topic Area 3: Create visual identity and digital graph.</p>	<p>3.1 Tools and techniques of imaging editing software used to create digital graphics. To understand software tools and techniques used to create digital graphics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Image/canvas size</li> <li><input type="checkbox"/> Layout tools</li> <li><input type="checkbox"/> Drawing tools</li> <li><input type="checkbox"/> Adjustments to brightness/contrast and colour</li> <li><input type="checkbox"/> Use of selections</li> <li><input type="checkbox"/> Use of layers and layer styles</li> <li><input type="checkbox"/> Retouching</li> <li><input type="checkbox"/> Typography</li> <li><input type="checkbox"/> Filters and effects</li> </ul> <p>3.2 Technical skills to source, create and prepare assets for use within digital graphics: To source assets for use in digital graphics</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Images</li> <li><input type="checkbox"/> Graphics</li> </ul> <p>To create assets for use in digital graphics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Editing sourced assets to create a derivative asset</li> <li><input type="checkbox"/> Creating assets using drawing tools</li> </ul> <p>To modify images and other assets to make sure the technical compatibility for use within print graphics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Resize and resample</li> </ul>	<p>Ambitious, Endurance, Versatility and Excellence.</p>	<p>NEA</p>	<p>Media Industry, TV/radio/social media/graphic design.</p>

	<p>Unit R095: Characters and comics.</p> <p>Topic Area 1: Plan characters and comics</p>	<ul style="list-style-type: none"> <li>□ Modifying image properties</li> </ul> <p>To store assets for use:</p> <ul style="list-style-type: none"> <li>□ Storage location</li> <li>□ Changing the file format</li> </ul> <p>3.3 Techniques to save and export visual identity and digital graphics.</p> <p>To save and export</p> <ul style="list-style-type: none"> <li>□ Proprietary format master files</li> <li>□ Repurpose and export in appropriate file formats</li> </ul> <p>1.1 Character features and conventions.</p> <p>To understand the types of characters:</p> <ul style="list-style-type: none"> <li>□ Cartoon</li> <li>□ Doodle</li> <li>□ Photorealistic</li> <li>□ Geometric shapes</li> <li>□ Minimalist / simplification</li> </ul> <p>To understand the features of characters.</p> <p>To understand characteristics and conventions:</p> <ul style="list-style-type: none"> <li>□ Digital characters' physical and non-physical characteristics.</li> <li>□ Digital characters' facial characteristics and how they are used to convey emotion.</li> <li>□ Use of visual styles to create distinctive and recognisable characters.</li> </ul> <p>1.2 Conventions of comics.</p> <p>Conventions of comic design and layout:</p> <ul style="list-style-type: none"> <li>□ Colour</li> <li>□ Typography</li> <li>□ Text styling for narration and captions</li> <li>□ Text styling for onomatopoeia</li> <li>□ Text styling for communication</li> <li>□ Focal points within panels</li> <li>□ Environment/backgrounds</li> </ul> <p>Conventions for story telling within comics:</p> <ul style="list-style-type: none"> <li>□ Comic panel shape/size</li> <li>□ Comic panel layout</li> </ul>	<p>Ambitious, Endurance, Versatility and Excellence.</p>	<p>NEA</p>	<p>Media Industry, TV/radio/social media/graphic design.</p>
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<p><b>3</b></p>	<p>Unit R095: Characters and comics.</p> <p>Topic Area 2: Create characters and comics</p>	<p>2.1 Techniques to obtain and create components for use within comics. Technical skills to create characters for use as components within comics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Tools within digital character creation (graphics editing/modelling) software.</li> </ul> <p>Techniques for creating assets for use as components within comics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Sourcing assets</li> <li><input type="checkbox"/> Editing assets</li> <li><input type="checkbox"/> Saving/exporting assets</li> </ul> <p>2.2 Technical skills to create comics. Techniques for combining assets into comic panels:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Panel layouts</li> <li><input type="checkbox"/> Typographical styles</li> <li><input type="checkbox"/> Graphical assets</li> <li><input type="checkbox"/> Focal points</li> <li><input type="checkbox"/> Story flow</li> </ul> <p>Techniques and skills to transfer a script, storyline or storyboard into a comic strip:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Integrating the script/story flow using</li> </ul> <p>2.3 Techniques to save and publish characters and comics. Techniques used to save and publish characters in suitable formats:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Native file formats in character creation (graphics editing/modelling) software</li> <li><input type="checkbox"/> Techniques for exporting</li> </ul> <p>Technical skills to save and export/ publish comics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Comic strip native file formats</li> <li><input type="checkbox"/> Techniques for exporting</li> </ul> <p>3.1 Techniques to check and review characters and comics. Techniques to check the technical properties of characters and comics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Methods of checking</li> <li><input type="checkbox"/> Elements of character and comics to check</li> </ul> <p>Techniques to review characters and comics:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Suitability for client requirements</li> </ul>	<p>Ambitious, Endurance, Versatility and Excellence.</p>	<p>NEA</p>	<p>Media Industry, TV/radio/social media/graphic design.</p>
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	Topic Area 3: Review characters and comics	<input type="checkbox"/> Suitability for target audience <input type="checkbox"/> Review of visual quality, aesthetics, appeal and reader engagement 3.2 Improvements and further developments. Constraints which limit the effectiveness of characters and comics: <input type="checkbox"/> Character and comic constraints <input type="checkbox"/> Character improvements <input type="checkbox"/> Comic improvements Further development opportunities for characters and comics: <input type="checkbox"/> Further developments	Ambitious, Endurance, Versatility and Excellence.	NEA	Media Industry, TV/radio/social media/graphic design.
4	Exam Practice/Exams	Exam Practice/Exams	Ambitious, Endurance, Versatility and Excellence.	Exams	Media Industry, TV/radio/social media/graphic design.
5	Exams	Exams/Revision			
6	Exams	Exams/\revision			