Year 10 Curriculum Overview [2020-2021]
Subject – Interactive Media

Autumn Term	Knowledge & Understanding			Literacy Skills Opportunities for developing literacy skills	Employability Skills [if any]	Assessment Opportunities
	Composites	Components [includes understanding of KEY concepts & subject specific vocab]	Formal Retrieval [if any]			
HT1 and HT2	Requirements for developing an interactive media product	• features of interactive media products • target audience • sources • processes • techniques • health and safety issues related to computer use	• Web design elements • Creating for an audience • Web design techniques	• Writing to persuade • Following instructions independently • Verbal and written justification • Report writing • Reading for research • Logging skills • Analytical writing	• Independent learning • Health and Safety • Experimentation • Using Hardware and Software • Web Design • Self-analysis	Assessment in line with exam board criteria: • Understanding features of Interactive media • Experimenting with Interactive media
	Experiment with interactive media products	• experimentation of processes and techniques	• Web design skills • Process and techniques			

Spring Term	Knowledge & Understanding			Literacy Skills Opportunities for developing literacy skills	Employability Skills [if any]	Assessment Opportunities
	Composites	Components [includes understanding of KEY concepts & subject specific vocab]	Formal Retrieval [if any]			
HT3 and HT4	Experiment with interactive media products	• experimentation with software • experimentation with hardware	• Software skills • Hardware skills	• Report writing • Reading for research • Verbal justification • Extended oral answers • Annotating • Descriptive writing	• Meeting Deadlines Planning • Time management • Asset management • Gathering feedback	Assessment in line with exam board criteria: • Experimenting with Interactive media • Reviewing experimentation with Interactive Media • Describe what is required in a proposal
	Review of experimentation	• selection of processes and techniques • use of software • feedback • skills development	• Self-assessment skills • Questionnaires			
	Understand how to produce a proposal to meet a brief	• ideas development • audience/end-user • technical aspects • design aspects • content	• target audience • skills and techniques available			

Autumn Term	Knowledge & Understanding			Literacy Skills Opportunities for developing literacy skills	Employability Skills [if any]	Assessment Opportunities
	Composites	Components [includes understanding of KEY concepts & subject specific vocab]	Formal Retrieval [if any]			
HT 4 and 5	Produce a proposal meeting the requirements of a brief	• ideas development • audience/end-user • technical aspects • design aspects • content	• target audience • skills and techniques available	• Report writing • Annotating • Reading for research • Short oral answers • Expository writing • Open and closed questions	• Planning • Time management • Asset management • Gathering feedback • Meeting Deadlines	• Produce a proposal meeting the requirements of a brief • Planning a product that meets a brief • Evaluate the planning process.
	Produce planning for an interactive media product	• project planning to meet the criteria of the brief • use of recognised design processes for functionality and appearance • selection of assets	• Colour schemes • Layout • Interactive "widgets" available			
	Review the proposal and planning	• how well planning addresses the design brief • choice of interactive media product • the intended platform of the product • selection of assets and processes • feedback • timescales/meeting the deadlines	• Self evaluation skills • Questionnaire production • Skills and techniques			