

Year 10 Curriculum Overview [2022-2023]
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	<ul style="list-style-type: none"> • features of interactive media products • target audience • sources • processes • techniques • health and safety issues related to computer use 	<ul style="list-style-type: none"> • Web design elements • Creating for an audience • Web design techniques 	<ul style="list-style-type: none"> • Writing to persuade • Following instructions independently • Verbal and written justification • Report writing • Reading for research • Logging skills • Analytical writing 	<ul style="list-style-type: none"> • Independent learning • Health and Safety • Experimentation • Using Hardware and Software • Web Design • Self-analysis 	Assessment in line with exam board criteria: <ul style="list-style-type: none"> • Understanding features of Interactive media • Experimenting with Interactive media
	Experiment with interactive media products	<ul style="list-style-type: none"> • experimentation of processes and techniques 	<ul style="list-style-type: none"> • Web design skills • Process and techniques 			

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Spring Term	Knowledge & Understanding			Literacy Skills	Employability Skills [if any]	Assessment Opportunities
	Composites	Components [includes understanding of KEY concepts & subject specific vocab]	Formal Retrieval [if any]	Opportunities for developing literacy skills		
HT3 and HT4	Experiment with interactive media products	<ul style="list-style-type: none"> experimentation with software experimentation with hardware 	<ul style="list-style-type: none"> Software skills Hardware skills 	<ul style="list-style-type: none"> Report writing Reading for research Verbal justification Extended oral answers Annotating Descriptive writing 	<ul style="list-style-type: none"> Meeting Deadlines Planning Time management Asset management Gathering feedback 	Assessment in line with exam board criteria: <ul style="list-style-type: none"> Experimenting with Interactive media Reviewing experimentation with Interactive Media Describe what is required in a proposal
	Review of experimentation	<ul style="list-style-type: none"> selection of processes and techniques use of software feedback skills development 	<ul style="list-style-type: none"> Self-assessment skills Questionnaires 			
	Understand how to produce a proposal to meet a brief	<ul style="list-style-type: none"> ideas development audience/end-user technical aspects design aspects content 	<ul style="list-style-type: none"> target audience skills and techniques available 			

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HT 5 and 6	Produce a proposal meeting the requirements of a brief	<ul style="list-style-type: none"> ideas development audience/end-user technical aspects design aspects content 	<ul style="list-style-type: none"> target audience skills and techniques available 	<ul style="list-style-type: none"> Report writing Annotating Reading for research Short oral answers Expository writing Open and closed questions 	<ul style="list-style-type: none"> Planning Time management Asset management Gathering feedback Meeting Deadlines 	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> project planning to meet the criteria of the brief use of recognised design processes for functionality and appearance selection of assets 	<ul style="list-style-type: none"> Colour schemes Layout Interactive “widgets” available 			
	Review the proposal and planning	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Self-evaluation skills Questionnaire production Skills and techniques 			