Subject: Interactive Media

Year 11

OVERVIEW

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Students will develop key skills that prove their aptitude in creative media production such as investigating and developing ideas through pre-production, production and post-production of media products. The process of the course underpins effective ways of working in creative media production, such as responding to briefs and feedback, planning and generating ideas.

Component 2	Assessment:
earning outcome A: Develop and apply media pre-production processes, skills and techniques	
Media pre-production processes and practices (generate ideas, practical experimentation, review ideas)	Component 1 and 2 practical assessmen
Create mood boards, a house style, thumbnails, sketches, page mock-ups	
Media post-production skills and techniques (editing text for the articles, designing print products) Review of progress and development (reviewing content, testing and reviewing practical outcomes).	Component 1 will be completed ready for
earning outcome B: Explore how media products are created to provide meaning and engage audiences	moderation.
Production and post-production processors and practices (workflow, sourcing and creating assets, experimentation with different techniques, exporting for digital distribution)	
Skills for the print sector (writing and editing copy, taking photographs, image editing, image manipulation, creating graphics)	
Recap Graphics skills lessons:	
Graphic skills (autoblending, magic cut, opacity, layers, text)	
Creating briefs for a client (target audience, purpose, genre, use of colour, images, tools, wider research around the topic)	

	Component 2	Assessment:
	Learning outcome A: Develop and apply media pre-production processes, skills and techniques	
	 Media pre-production processes and practices (generate ideas, practical experimentation, review ideas) 	Opportunity for Component 3 resit.
Spr	 Create mood boards, a house style, thumbnails, sketches, page mock-ups Media post-production skills and techniques (editing text for the articles, designing print products) Review of progress and development (reviewing content, testing and reviewing practical outcomes). 	Component 1 and 2 practical assessment.
S	Learning outcome B: Explore how media products are created to provide meaning and engage audiences	
	• Production and post-production processors and practices (workflow, sourcing and creating assets, experimentation with different techniques, exporting for digital distribution)	
	 Skills for the print sector (writing and editing copy, taking photographs, image editing, image manipulation, creating graphics) 	

Useful resources for supporting your child at home:	Homework:
Graphics software:	Creating moodboards (digital/physical)
www.photopea.com	Opportunity to watch the films you have chosen to analyse
Snapseed (App)	Practice Photopea skills : <u>Sue Farrimond Tutorials -</u>
Pixlr (App)	Creating Media Products (google.com)