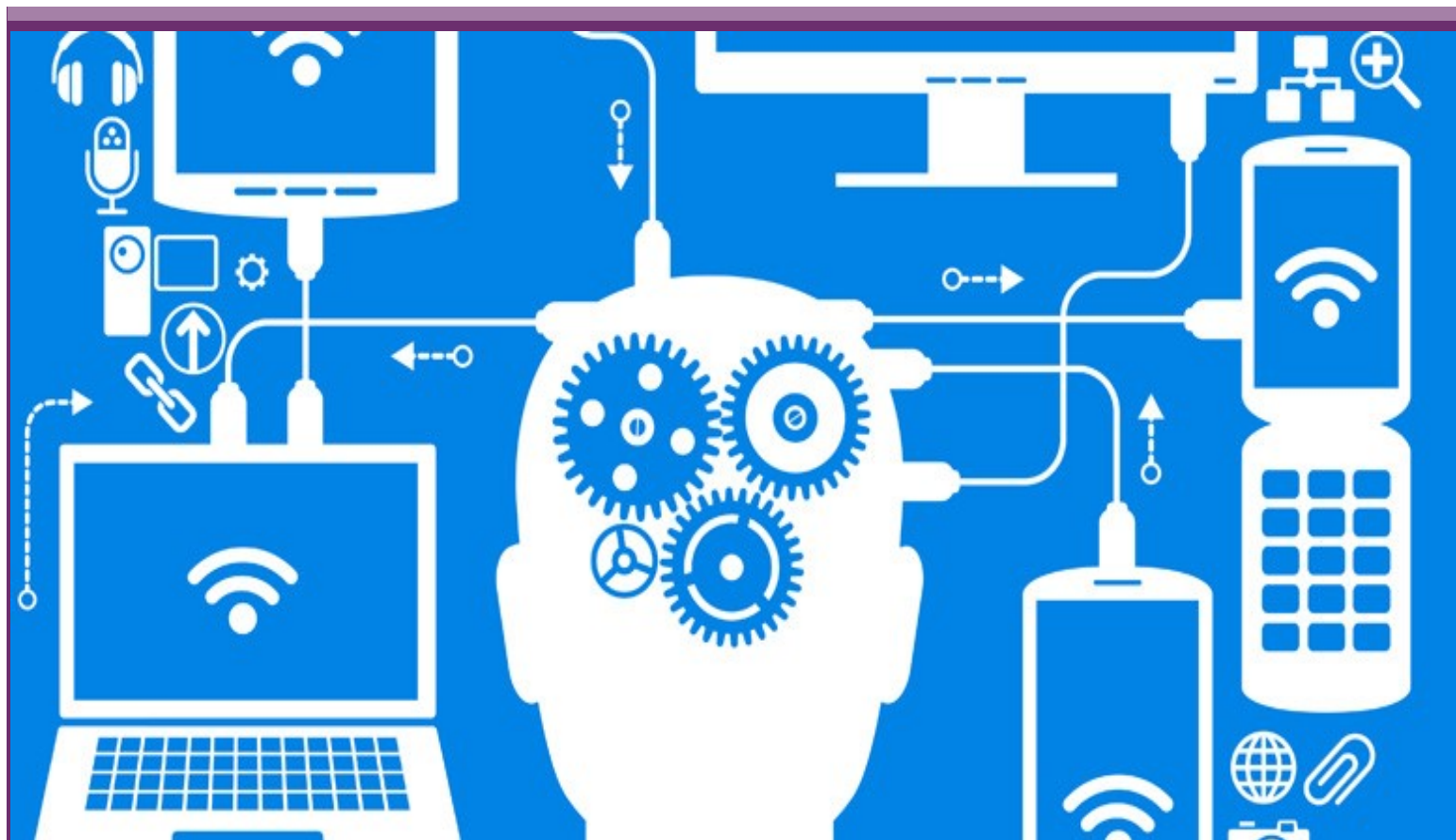




**QUEENSBURY**  
ACADEMY



**ICT Department**  
*KS3 Overview*

*Cambridge Nationals Level 2 Creative iMedia*

## KS3 Overview

*"I think it's fair to say that personal computers have become the most empowering tool we've ever created. They're tools of communication, they're tools of creativity, and they can be shaped by their user."*

**Bill Gates**

The department is well equipped with specialist ICT suites containing interactive whiteboards and printing facilities. There is a wide selection of software available including Microsoft Office 2013 and Adobe Suite. ICT enables pupils to develop their skills in preparation for the world of work where technology is rapidly evolving. Pupils use ICT tools to find, explore, analyse, exchange, and present information responsibly, in a unique way and without bias. They learn how to use and manipulate ICT which encourages the use of initiative as well as independent and experiential learning. Students learn to make informed judgements and to consider the implications of the uses of ICT.

	<b>Term 1</b>	<b>Term 2</b>	<b>Term 3</b>
Year 7	Good Working Practice	Understanding Algorithms Scratch Programming	Databases
Year 8	Hardware and Software	Python Programming Graphics	HTML/Web Design Animation



## WHAT QUALIFICATION WILL I GET?

OCR Cambridge Nationals Level 2 Creative iMedia

## WHICH EXAM BOARD?

OCR

## HOW WILL I BE ASSESSED?

### 2 Mandatory Units and 2 Optional Units

Unit R081: Written paper 1 hour 15 minutes

Unit R082: Centre assessed task, OCR moderated

Unit R085: Centre assessed task, OCR moderated

Unit R086: Centre assessed task, OCR moderated

## Cambridge Nationals Level 2 Creative iMedia

### OVERVIEW

Digital Media is a key part of many areas of our everyday lives and vital to the UK economy. Production of digital media products is a requirement of almost every business so there is huge demand for a skilled and digitally literate workforce. This qualification will help pupils develop specific and transferable skills such as research, planning, and review, working with others and communicating creative concepts. The qualification's hands-on approach has strong relevance to the way young people use the technology required in creative media.

Pupils will cover two mandatory units and two optional units.

#### Mandatory Units:

##### Unit R081: Pre-production skills

This first unit underpins the other learning in this qualification. Pupils will learn about how to plan pre-production effectively including understanding of client requirements and reviewing pre-production briefs. They will use this knowledge in the optional units when they develop their own media products. This unit also provides excellent transferable skills such as project planning which will be useful in a wide variety of contexts.

##### Unit R082: Creating Digital Graphics

Digital graphics are a key part of most digital products and this mandatory unit will help support the other optional units in the suite. Pupils will learn the basics of digital graphics editing for the creative and digital media sector, considering client requirements that they learnt about in R081.

#### Optional Units:

##### Unit R085: Creating a multipage website

This unit enables pupils to understand the basics of creating multipage websites. Pupils will use their creativity to combine components to create a functional, intuitive and aesthetically pleasing website against a client brief.

##### R086: Creating a digital animation

Digital animation is used in a wide range of applications in the creative and digital media sector. This unit enables pupils to understand the basics of digital animation for the creative and digital media sector. They will plan a digital animation to a client brief, use software to create the animation and be able to store, export and review the final animation.