

Timeline	Topic	Key concepts and knowledge	Skills development	Rationale
Autumn 1 7 lessons	R087 LO1 – Understand the uses and properties of interactive multimedia products LO2 Be able to plan interactive multimedia products	<p>Student will know:</p> <ul style="list-style-type: none"> • Where different interactive multimedia products are used and their purpose. • What the key elements are that need to be considered when designing an interactive multimedia product. • The different hardware, software and peripherals that can be used. • The types of limitations to creation and running a multimedia product. • The best file formats to support different platforms. <p>Students will know how to:</p> <ul style="list-style-type: none"> • interpret the brief, looking closely at what the purpose is from being informative, educational, testing or entertainment. • Identify the target audience which will inform the design. • identify work plans and how they will vary dependent on the type of digital/multimedia product you are creating. • produce a work plan, plan the structure and features, produce a series of visualisation diagrams, identify the assets and resources, • create and maintain a test plan • identify legislation that applies to the creation of a multimedia product. 	<p>Research skills, literacy skills, numeracy skills.</p> <p>Employability skills, through the creation of project documentation in a professional manner that clearly identifies the information to fit the criteria. A wide range of Microsoft office packages will be used during the coursework to further develop the students understanding of how the office packages are used in a business environment.</p> <p>Careers link – media related careers including multimedia designer</p> <p>British values – mutual respect for different cultures and those with accessibility issues in client and audience need. Rule of law – understand the legislation affecting the production and uses of media products</p>	<p>Using the knowledge from the core units of R081 and R082 studied in year 10, the R087 unit allows an opportunity for users to investigate, plan, create, test and evaluate an interactive multimedia product for a specific client brief. This unit builds on year 10 learning and allows progression to the final audio unit at the end of year 11.</p> <p>To develop a student’s understanding of what they see and use every day is known as a multimedia product will help them to visualise the product that they are being asked to create and therefore plan accordingly.</p>

<p>Autumn 2 7 lessons</p>	<p>R087 LO3 Be able to create interactive multimedia products</p> <p>LO4 Be able to review interactive multimedia products</p>	<p>Students will know:</p> <ul style="list-style-type: none"> • Assets need to be created, and re-purposed for use in a final multimedia product • That assets need to be stored effectively as part of the planning process for multimedia production. • Multimedia products require interactive structure, set up interactions and playback controls, • Interactive multimedia products need to be saved and export assets into appropriate file formats. • Ways to help identify areas for improvements and further development for a multimedia product. <p>Students will know how to:</p> <ul style="list-style-type: none"> • source assets such as graphics, sound, videos, animation and navigation buttons/icons, specific to a multimedia product. • creating, re-purposing, storing and applying these assets • create a multimedia product using features such as navigation, rollovers, triggers, pop-up messages. • Save and export a multimedia in a format suitable for its final intended purpose • How to review an interactive multimedia product against a specific brief. 	<p>Research skills, literacy skills, numeracy skills.</p> <p>Employability skills, through the creation of project documentation in a professional manner that clearly identifies the information to fit the criteria. A wide range of Microsoft office packages will be used during the coursework to further develop the students understanding of how the office packages are used in a business environment.</p> <p>Careers link – media related careers including multimedia designer</p> <p>British values – mutual respect for different cultures and those with accessibility issues in client and audience need. Rule of law – understand the legislation affecting the production and uses of media products</p>	<p>Natural progression from carrying out the pre-production work to the actual creating of the audio product and then developing methods of testing and reviewing how well the product meets the specific needs of the audience and purpose from the client brief.</p>
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<p>Spring 1 6 lessons</p>	<p>R088</p> <p>LO1 understand the uses and properties of digital sound</p> <p>LO2 – Be able to plan a digital sound sequence</p>	<p>Students will know:</p> <ul style="list-style-type: none"> • How different sectors use digital audio products, commercial context from voiceovers and advertising, to entertainment with broadcast radio and computer games, businesses with their desire to impart information and education with the use of podcast and tutorials • what are the best file formats for these digital audio products. • The properties of digital sounds and the different considerations in relation to the recording of digital audio products. • The different methods of pre-production planning for an audio product <p>Students will know how to:</p> <ul style="list-style-type: none"> • Identify the purpose and audience of given audio products over a range of sectors • Identify the most appropriate file type and format to use when saving an audio product. • Identify the properties such as bit depth, sample rate, tonal range, clarity, pitch and timbre • Use Audacity / suitable audio editing software to limit the environmental impact when recording such as distance from audio source, directionality, background noise and wind. • interpret client requirements • identify the target audience • produce a work plan • identify appropriate equipment and software • plan the content and sequence of an audio product • create and maintain a test plan for an audio product • identify the legislation specific to audio product production. 	<p>Research skills, literacy skills, numeracy skills.</p> <p>Employability skills, through the creation of project documentation in a professional manner that clearly identifies the information to fit the criteria. A wide range of Microsoft office packages will be used during the coursework to further develop the students understanding of how the office packages are used in a business environment.</p> <p>Careers link – media related careers including audio engineer, and radio producer</p> <p>British values – mutual respect for different cultures and those with accessibility issues in client and audience need. Rule of law – understand the legislation affecting the production and uses of media products</p>	<p>Using the knowledge from the core units of R081 and R082 studied in year 10, and the previous unit of work in year 11, R088 unit allows an opportunity for users to investigate, plan, create, test and evaluate an interactive multimedia product for a specific client brief.</p> <p>To develop a student’s understanding of what they listening to on an everyday basis, this will help them to look beyond what they are hearing to analyse what goes into to making the audio product, which will help them visualise what they are being asked to create.</p>
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<p>Spring 2 6 lessons</p>	<p>R088</p> <p>LO2 – Be able to plan a digital sound sequence</p> <p>LO3 – Be able to create a digital sound sequence</p>	<p>Students will know:</p> <ul style="list-style-type: none"> • The different methods of pre-production planning for an audio product • the types of audio resources that can be sources and stored and be compatible for use with audacity • that audio production needs to edit and enhance assets to then mix within the audio software • the different capabilities for creating and editing audio using Audacity <p>Students will know how to:</p> <ul style="list-style-type: none"> • identify the target audience • produce a work plan • identify appropriate equipment and software • plan the content and sequence of an audio product • create and maintain a test plan for an audio product • identify the legislation specific to audio product production • record and source sounds to store as assets, using the audacity audio software • import assets, • edit through trimming, copy and paste and the envelope tool to enhancing through fade, gain, filer, noise removal, pitch and invert options • save in the most appropriate format and in a format that allows the product to be exported. • use version control and what to consider when exporting 	<p>Research skills, literacy skills, numeracy skills.</p> <p>Employability skills, through the creation of project documentation in a professional manner that clearly identifies the information to fit the criteria. A wide range of Microsoft office packages will be used during the coursework to further develop the students understanding of how the office packages are used in a business environment.</p> <p>Careers link – media related careers including audio engineer, and radio producer</p> <p>British values – mutual respect for different cultures and those with accessibility issues in client and audience need. Rule of law – understand the legislation affecting the production and uses of media products</p>	<p>Natural progression from carrying out the pre-production work to the actual creating of the audio product</p> <p>Students need to understand the importance of reviewing and finalising their piece of work.</p>
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<p>Summer 1 5 lessons</p>	<p>R088 LO4 – Be able to review a digital sound sequence</p>	<p>Students will know:</p> <ul style="list-style-type: none"> • Ways to help identify areas for improvements and further development for a multimedia product <p>Students will know how to:</p> <ul style="list-style-type: none"> • review a digital sound sequence against a specific brief. • identify areas for improvement and further development of a digital sound sequence. 	<p>Research skills, literacy skills, numeracy skills.</p> <p>Employability skills, through the creation of project documentation in a professional manner that clearly identifies the information to fit the criteria. A wide range of Microsoft office packages will be used during the coursework to further develop the students understanding of how the office packages are used in a business environment.</p> <p>Careers link – media related careers including audio engineer, and radio producer</p> <p>British values – mutual respect for different cultures and those with accessibility issues in client and audience need. Rule of law – understand the legislation affecting the production and uses of media products</p>	<p>Summarising and evaluating performance complete this unit. Students need to understand the importance of reviewing and finalising their piece of work.</p>
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