



SUBJECT	Creative iMedia		YEAR	10
<p>Why do we study Computing? Students will be able to develop, maintain, and use computer systems, software, and networks for the processing and distribution of data.</p>				
What you will learn this year	What you have learned before	Where you can read more		
The Media Industry				
<p>Understand job roles within the sector</p> <p>Advanced knowledge of factors affecting product design</p> <p>Application of pre-production planning documents such as a visualisation diagram</p> <p>Knowledge of research topics and applying these to a scenario</p> <p>Application of legislation upon a particular scenario</p> <p>Advanced knowledge of how computers store sound, images and characters.</p> <p>Basic knowledge of compression</p>	<p>Knowledge of the legislations that impact on Computer Science.</p> <p>Understanding of how to save files safely on the computer</p> <p>Creating client requirements from a client brief</p> <p>Creating a range of pre-production planning documents, such as visualisation diagram</p> <p>How sound, images and characters are stored on a computer</p>			
Digital Graphics				
<p>Understanding of visual identity</p> <p>Different types of image files, and their characteristics</p> <p>Application of creating a range of pre-production documents, such as visualisation diagram</p> <p>Advanced use of tools to create Digital Graphics</p> <p>Consolidation of how to save files appropriately on computers</p>	<p>Knowledge of the legislations that impact on Computer Science.</p> <p>Understanding of how to save files safely on the computer</p> <p>Tools to create a digital graphics</p> <p>Creating client requirements from a client brief</p> <p>Creating a range of pre-production planning documents, such as visualisation diagram</p> <p>How sound, images and characters are stored on a computer</p>			