

Scheme of Learning: Year 7 Computing

Topic Sequence:

1	2	3
R093 Creative iMedia in the media industry	R094 Visual identity and digital graphics	R097 Interactive digital media

Topic Overview:

Interactive digital media products are found across the media industry, in games, websites and apps, learning and knowledge based systems, simulations and in commerce. At the heart of digital media products is a fusion of media rich content including text, images, sounds, video and animation. This content is combined with UX and UI design to create an immersive and engaging environment which can promote, educate, entertain, inform or influence.

In this unit pupils will learn to design and create interactive digital media products for chosen platforms. They will learn to select, edit and repurpose multimedia content of different kinds and create the structure and interactive elements necessary for an effective user experience. Completing this unit will provide the basic skills for further study or a range of creative and technical job roles within the media industry.

Lesson Sequence:

Lesson 1 Format types of interactive digital media: This lesson covers the different formats interactive digital media takes and how those formats link to the purpose of interactive digital media products.

Lesson 2 Content used in interactive digital media: Learners will investigate how each type of content is used in interactive digital media products and how the form and structure of interactive digital media products is affected by the audience and purpose.

Lesson 3 Features of GUI design: Learners will find out what makes an effective GUI and how differences between types of interface and interaction styles is advantageous to users.

Lesson 4 Hardware to create interactive digital media: This lesson covers how different hardware is used to create interactive digital media products and how different software applications and their tools are used to create interactive digital media.

Lesson 5 Pre-Production for interface planning: Learners will create designs which include all aspects of interactive digital media and use suitable pre-production documents when planning the content of interactive digital media products.

Lesson 6 Techniques for sourcing suitable assets: Learners will be revising how to use search tools to source assets which are suitable for use within interactive digital media and where to locate and use libraries and stock media, when identifying and selecting pre-made digital media content.

Lesson 7 Moving image assets: This lesson will cover importing video footage to create assets and using software tools and techniques to repurpose video assets.

Lesson 8 Product Folder Management: This lesson revisits the structuring product folders within creation software and using naming conventions to facilitate file management within product creation software.

Lesson 9 Techniques to test/check tech properties: Learners will revise the structure, content and use of test plans, checklist and success criteria.

Lesson 10: Constraints which limit effectiveness: Learners will cover how the quality of created interactive digital media products are constrained by time, resources, hardware, software, budget, legislation, skills and suggest feasible improvements to created interactive digital media products in terms of client requirements and target audience engagement.

Sequence of Lessons:

1	Format types of interactive digital media
2	Content used in interactive digital media
3	Features of GUI design
4	Hardware to create interactive digital media
5	Pre-Production for interface planning
6	Techniques for sourcing suitable assets
7	Moving image assets
8	Product Folder Management
9	Techniques to test/check tech properties
10	Constraints which limit effectiveness

Topic Resources:

Knowledge Map:	Knowledge Map R097	Any other Resources:	Access to Canva
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Assessment:

Knowledge:	Assessments after lesson 10
Application of Knowledge:	Class Activities / Mastery Book / Practice Assignments A & B

Supportive Reading:

Online Revision	R097 – Study iMedia
Revision Guide	Cambridge National in Creative iMedia Cambridge National in Creative iMedia Cambridge University Press