

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 11	Focus:	R097 Interactive digital media		R093 Exam Content (48 hour)		Re-submit R097	
	Assessment:	R097 Exam board set assessment		Assessment tasks	Assessment tasks	R093 exam	

SMSC: Looking at Data Protection Act, Copyright Law, Trademark Law, and Health and Safety at Work Act. All of these relate to real-life contexts as the course is a vocational course. Looking at case studies of where these have impacted people and how this relates to the iMedia world.

CEIAG: Focus on key industry activities and the roles therein, giving an insight into possible careers. Industry standard software used to stretch students' technical skills. Completion of projects working in groups and individually, highlighting the importance of working to deadlines and to a client brief. Use of reflection and self-evaluation\.

Enrichment: Trip to the local park to complete risk assessments which link to the external exam. Could look at a future trip to the Retro Computer Museum to support the new computer game unit

British Values: Emphasis on working within copyright rules and the importance of not plagiarising work. Health and safety and workers' rights covered in the theory content of the media business unit. Importance of the media industry in the UK and the celebration of success.

Year 10	Focus:	R093 Skills (TA3) R094 (NEA) R094 (30 hour teaching) Visual Identity and digital graphics		R094 (NEA)	R097 Interactive digital media	Teaching of LOs	
	Assessment:	TA3 tasks and NEA	End of unit assessment	R094 exam board set assessment	Peer assessment and Portfolio	R094 Submission	End of unit assessment

SMSC: Looking at Data Protection Act, Copyright Law, Trademark Law, and Health and Safety at Work Act. All of these relate to real-life contexts as the course is a vocational course. Looking at case studies of where these have impacted people and how this relates to the iMedia world.

CEIAG: Focus on key industry activities and the roles therein, giving an insight into possible careers. Industry standard software used to stretch students' technical skills. Completion of projects working in groups and individually, highlighting the importance of working to deadlines and to a client brief. Use of reflection and self-evaluation\.

Enrichment: Trip to the local park to complete risk assessments which link to the external exam. Could look at a future trip to the Retro Computer Museum to support the new computer game unit

British Values: Emphasis on working within copyright rules and the importance of not plagiarising work. Health and safety and workers' rights covered in the theory content of the media business unit. Importance of the media industry in the UK and the celebration of success.