

**Kings Curriculum Map
iMedia/Digital Media**

	Autumn Term	Spring Term	Summer Term
Year 9	<p style="text-align: center;">Computer Applications Office 365, OneDrive, OneNote GIMP & Inkscape Unity & Visual Studio</p> <p style="text-align: center;">Computer Systems Computer Hardware & Software Computer Architecture</p> <p style="text-align: center;">Introduction to Programming in C#</p>	<p style="text-align: center;">Game Design with Unity & C# Introduction to Programming Structures Unity's Introduction to Coding Course</p> <p style="text-align: center;">Data Representation Storage Binary & Hexadecimal Number systems Images Sound</p>	<p style="text-align: center;">Project Planning & Management Decomposition of problems Planning Tasks GANTT charts and planning tools Storyboarding & Mind Mapping Understanding User Specifications</p> <p style="text-align: center;">Programming Project Researching & planning Using Unity to develop a game Programming, testing, feedback and review</p> <p style="text-align: center;">Preparation for Year 10 Introduction to Computer Science or iMedia</p>
Year 10	<p>R091 – Designing a game concept Teaching and coursework</p>	<p>R092 – Developing Digital Games Teaching and coursework</p>	<p>R082 – Creating Digital Graphics Teaching and coursework</p>
Year 11	<p>R081 – Preparation for exam Teaching and exam</p>	<p>Completing Coursework</p>	
Year 12	<p>Unit 1 – Media Products and Audiences Unit 2 – Pre-production and planning Unit 12 – Game development</p> <p>Teaching</p>	<p>Unit 3 – Create a media product Unit 15 – Audio Visual Promo</p> <p>Teaching and coursework</p>	<p>Unit 1 & 2 revision Unit 6 – Social Media and globalisation</p> <p>Teaching and exam</p>
Year 13	<p>Unit 16 – Create and use audio Unit 9 – Comic Boks</p> <p>Teaching and coursework</p>	<p>Unit 6 – revision Unit 7 – Journalism</p> <p>Teaching, exam and coursework</p>	<p>Unit 4 – Interactive Media Product</p> <p>Teaching and coursework</p>

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