

# REMOTE CLASSROOM



DETERMINED TO MAINTAIN ACCESS TO HIGH QUALITY LESSONS

## CREATIVE iMEDIA

work for students NOT attending school

**Monday 14 – Friday 25 September**

SUBJECT	Creative iMedia
Year Group	9
Fortnight beginning	14 <sup>th</sup> September
Remote Classroom work	<ul style="list-style-type: none"> <li>Lesson 2 – Analysing Digital Graphics</li> <li>Students to analyse a graphic of their choice, paying specific attention to the use of colour, composition, layout and style.</li> <li>Lesson Presentation and any additional materials can be found:</li> <li>S:\ICT\Key Stage 3\Year 9\Creative iMedia\Unit 1 - Creating Digital Graphics\Lesson 2 – Analysing Digital Graphics</li> <li>Lesson 3 – Image File Types · Students to investigate the properties of different images, looking specifically at the difference between raster and vector images.</li> <li>Lesson Presentation and any additional materials can be found:</li> </ul> <p><i>S:\ICT\Key Stage 3\Year 9\Creative iMedia\Unit 1 - Creating Digital Graphics\Lesson 3 – Image Properties</i></p>

SUBJECT	Creative iMedia
Year Group	10
Fortnight beginning	14 <sup>th</sup> September
Remote Classroom work	<ul style="list-style-type: none"> <li>Please make sure that your work on the Client Brief from the last two weeks has been completed and is typed up in Word. We are now looking at how to plan a project and the documents that you need when considering starting a project. One of the most important factors is time – how much you have and how you can manage it. Read through the PowerPoint called Pre Production documents from slide 1 to 13. Create a work plan that shows the different tasks and how much time you would allocate to each task. Assume there will be no more than 10 tasks :</li> <li>Identify the solution</li> <li>Planning</li> <li>Designing the solution</li> </ul>

	<ul style="list-style-type: none"> <li>• Testing</li> <li>• Evaluation and feedback</li> <li>• Final product</li> <li>• You have 20 hours to complete them in. Not all tasks will take the same amount of time so you have to decide what time to give to them.</li> <li>• S:\Business and ICT\REMOTE LEARNING\Creative iMedia\Year 10\Friday 11 September 2020</li> <li>• Examples of work plans can be found here: <a href="https://templatelab.com/work-plan/">https://templatelab.com/work-plan/</a></li> <li>• The work plan can be created using Excel on the computer or by hand. Take care and use a ruler if completing by hand.</li> </ul>
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<b>SUBJECT</b>	Creative iMedia
<b>Year Group</b>	11
<b>Fortnight beginning</b>	14 <sup>th</sup> September
<b>Remote Classroom work</b>	<ul style="list-style-type: none"> <li>• Following on from our work on Moodboards and Pre Production planning, we are not looking at designers use mindmaps to help plan their work.</li> <li>• Read through slides 12-14 and make your own notes to refer back to for the examination. Highlight and keywords using colour to help you learn them. On slide 15 and 16 there are two tasks that you need to complete. Slide 15 needs to be completed first and then slide 16 should be easier to do. Produce the design either by hand or on a computer. You can use something like <a href="https://www.mindmup.com/">https://www.mindmup.com/</a></li> <li>• If drawing by hand please take care to make this neat and use colour to highlight different nodes. Open the PowerPoint call LO1 Pre Production tasks from the shared area :</li> <li>• Student resources – Business and ICT – Remote Learning – Creative iMedia – Year 11 – Friday 11 September – LO1 Pre Production tasks</li> </ul>

<b>SUBJECT</b>	Digital Media
<b>Year Group</b>	12
<b>Fortnight beginning</b>	14 <sup>th</sup> September
<b>Remote Classroom work</b>	<p><b>Mr Murphy</b></p> <ul style="list-style-type: none"> <li>• Lesson 2 – Task – Develop a concept for a music video, Estimate the different costs involved, rank order the costs and justify decisions made. Extension – Graphic Novel Concept</li> <li>• Lesson 3 – Task – Find examples of digital media products which have been funded through the five identified revenue streams. Extension – Find an additional revenue stream and example</li> <li>• Lesson 4 – Construct Gantt charts for the two scenarios and answer the example exam questions.</li> <li>• All lesson presentations for this topic are contained in one overall presentation Unit 2 – (LO1) Pre-Production Presentation (Use lessons 2, 3 and 4 Only)</li> <li>• Unit 2 – Worksheet 2 (Finance)</li> <li>• Unit 2 – Worksheet 3 (Revenue)</li> <li>• Unit 2 – Worksheet 4 (Time Constraints)</li> <li>• All resources can be found at the following location S:\ICT\Mr Murphy\Key Stage 5\CTEC Digital Media\Unit 2 - Pre Production\LO1 - Factors When Planning a Media product</li> </ul>

	<p><b>Mr Allan</b></p> <ul style="list-style-type: none"> <li>We are continuing with the Models of Media unit. This lesson, you will need to access the following presentations:</li> <li>S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and Audiences\1. Models of Media\1. Models of Media - 2 Media Organisations.pptx</li> <li>S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and Audiences\1. Models of Media\1. Models of Media - 2 Media Organisations.pptx</li> <li>Go through the presentation and take notes on the information before undertaking the following tasks</li> <li>S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and Audiences\1. Models of Media\ 2 - Media Organisations.docx</li> <li>S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and Audiences\1. Models of Media\ 3 - Media Organisation Structures.docx</li> </ul> <p><b>Mr Rigby</b></p> <ul style="list-style-type: none"> <li>Students will be completing research into the scenario centred around the history of Channel 4 and E4. Students need to research the history of the channel, looking at the type of programmes that air and the demographic that they are aimed at. Students need to also look at the competitors of E4 who may divert viewership away from E4 (this could include Netflix, Amazon Prime, ITV2 etc.) during the 9pm Thursday slot.</li> </ul>
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<b>SUBJECT</b>	Digital Media
<b>Year Group</b>	13
<b>Fortnight beginning</b>	14 <sup>th</sup> September
<b>Remote Classroom work</b>	<p><b>Mr Murphy</b></p> <ul style="list-style-type: none"> <li>Students to make a decision on the digital media product they would like to create and analyse 3 existing similar products looking for elements they could pastiche in their own work. Students should then create basic sample materials to give an idea of what the final product may look like.</li> <li>Task 3 - Analysis of Similar products</li> <li>Task 4 – Creating Sample Materials</li> <li>Unit 3 - LO1 Create a Digital Media Product (Presentation Slides 1-15)</li> <li>Students to retain all work to build up a coursework portfolio</li> <li>S:\ICT\Mr Murphy\Key Stage 5\CTEC Digital Media\Unit 3 - Creating a Digital Product</li> </ul> <p><b>Mr Allan</b></p> <ul style="list-style-type: none"> <li>We are completing some of unit 1 that we didn't cover during the previous year so that we can put examples of this work in the website that we are creating for the next unit: Creating a Media Profile</li> <li>Access the following presentation: S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and Audiences\5. Evaluating Research\ 5. Evaluating Research - 1 Audience Entities.pptx</li> <li>Then complete the following task based on this presentation: S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and Audiences\5. Evaluating Research\1 - Audience Entities.docx</li> <li>Secondly, read the following presentation about different types of research and make notes.</li> <li>S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and</li> </ul>

Audiences\5. Evaluating Research\ 5. Evaluating Research - 2 Qualitative and Quantitative Research.pptx

- Then attempt the next task, located here: S:\ICT\Key Stage 5\Cambridge Technicals - Digital Media\Unit 1 - Media and Audiences\5. Evaluating Research\ 2 - Types of Research.docx

**Mr Rigby**

- Students will be looking at the history of the web, looking at the different eras - these include the PC era, Web 1.0, Web 2.0 and Web 3.0 - and will need to research into the different features of each era. Students will also need to create a mind map to show the different features and functions available to business when using different Social Media. Students should look at four different social media - YouTube, Snapchat, Instagram and Twitter - and identify the features of each which could be used to help support a business.