

UNIT OVERVIEW		<p>"The unit builds on units R081 and R082 and learners will be able to apply the skills, knowledge and understanding gained in those units. - The unit is 25% of the final qualification grade; - The unit is examined in the Year 11 summer series; - Students cannot resit this coursework unless it is entered in the January series and the highest grade counts."</p>					
Area	Lesson/Theme	Suggested Hour(s)	Learning Objective	Keywords	Suggested Lesson Activities	Suggested Homework Activities	How does this link to other units?
LO1 Theory & Practice	Research 1 - IMPs	1	<p>By the end of the lesson you should be able to:</p> <ul style="list-style-type: none"> - Identify examples of interactive multimedia products <p>By the end of the lesson you should understand:</p> <ul style="list-style-type: none"> - What an interactive multimedia product is 	Interactive Multimedia Product Kiosk Multimedia Audience Purpose Platform Delivery Method House Style User interface Layout Navigation Method Assets Accessibility	See lesson plan and resources	Either complete the classwork or find some examples of IMPs.	Students need to understand audience and purpose for the R081 exam.
LO1 Theory & Practice	Research 2 - Technical	1	<p>By the end of the lesson you should understand:</p> <ul style="list-style-type: none"> - how access to an interactive multimedia product could be limited by connection, bandwidth and data transfer - the hardware, peripherals and software you need to create and view interactive multimedia products - the file formats used when creating and using interactive multimedia products 	ISP Connection Bandwidth Latency Data Data Transfer Web host File Format Buffer Create View Ethernet Modem Router Wi-fi Mobile broadband 3G/4G/5G Hotspots Upload speed Download speed Hardware Software Peripherals Keyboard Mouse Tablet Smartphone Desktop Computer Laptop Speakers Voice Recorder Digital Camera	See lesson plan and resources	Revise the keywords	Students need to be aware of the hardware (except networking) and software for the R081 exam.
LO2 Theory & Practice	Planning 1 - The Brief	1	<p>By the end of the lesson you should be able to:</p> <ul style="list-style-type: none"> - Identify the key areas included in a client brief for an interactive multimedia product <p>By the end of the lesson you should understand:</p> <ul style="list-style-type: none"> - How to respond to a client brief 	Client Brief Product Target audience Purpose Content Theme House style Genre Timescales Constraints	See lesson plan and resources	https://enjoycomputing.com/exercises-quizzes/creative-media-exercises-quizzes/client-brief-analysis/	Students are required to interpret a client brief in R081.

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LO2 Theory & Practice	Planning 2 - Design & Resources	1	<p>By the end of the lesson you should be able to:</p> <ul style="list-style-type: none"> - Demonstrate your understanding of a client brief through the design document(s) you produce <p>By the end of the lesson you should understand:</p> <ul style="list-style-type: none"> - The types of documents you could use to plan an interactive multimedia product 	Client Brief Work Plan Mind Map Mood Board Visualisation Diagram House Style Structure Diagram Resources Pre-production document Annotation Voice Tone Non-Linear navigation Linear navigation Hardware Software	See lesson plan and resources	Students should watch https://www.youtube.com/watch?v=BZiD5kyqq7A&list=PL4EiD0HVqwxQhQd63UTQKtTY8cRvuDBi&index=3 and make a mind map of the design and resources that they need to consider.	Students are required to understand the structure and use of pre-production documents for the R081 exam.
LO2 Theory & Practice	Planning 3 - Assets	1	<p>By the end of the lesson you should be able to:</p> <ul style="list-style-type: none"> - Source suitable assets to meet a client brief and record the legislation related to the use of them <p>By the end of the lesson you should understand:</p> <ul style="list-style-type: none"> - The importance of legislation when sourcing assets to be used in an interactive multimedia product 	Asset Primary source Secondary source Licence Attribution Intellectual Property Copyright, Designs & Patents Act 1988 Intellectual Property Act 2014 Trade Marks Act 1994 Trademark UK Intellectual Property Office Assets Table Thumbnail Properties Source Legal Issues Use	See lesson plan and resources	Find and summarise a news article about someone or a company/organisation breaching copyright or trademark laws.	Students are required to understand legislation relevant to developing creative products for the R081 exam.
LO2 Theory & Practice	Planning 4 Testing	1	<p>By the end of the lesson you should be able to:</p> <ul style="list-style-type: none"> - Create a Testing Plan <p>By the end of the lesson you should understand:</p> <ul style="list-style-type: none"> - The importance of testing - How testing is marked in Creative iMedia (R087) 	NavigationFunctionalityTesting PlanTestExpe	See lesson plan and resources	Revise the content of the LO2 practice lessons in preparation for the assignment.	Students have to test their websites in R085.
LO3 Theory & Practice 2022 Cohort Only	RocketCake Lesson 1 - Starting A Website	1	<p>To understand:</p> <ul style="list-style-type: none"> - the layout of RocketCake - how saving works - the concept of a template - how to make a navigation menu - the ways in which you can lay out text 	Assets Tool Toolset Properties File Format Template Navigation Menu Parent Child Sibling Template Navigation Menu Parent Child Sibling	See lesson plan and resources	Students should complete the crossword for this lesson.	
LO3 Theory & Practice 2022 Cohort Only	RocketCake Lesson 2 - Decoration	1	<p>To understand how to:</p> <ul style="list-style-type: none"> - add a banner - format text - add images and multimedia - understand floating text and images - create an image slideshow and gallery - make images accessible 	Audience Purpose Banner Container Toolset Tool BackgroundMode Properties Font family Web-safe font Hexadecimal Floating Text / Image	See lesson plan and resources	Students should complete the crossword for this lesson.	Students need to understand audience and purpose for the R081 exam.

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LO3 Theory & Practice 2022 Cohort Only	RocketCake Lesson 3 - Templates & Forms	2	To understand how to: - ensure all your webpages are consistent - change the page properties - save your webpage as a template - create a web form	Consistency Headings Body Text Template Dialog Box Solid Colour Gradient Image Audience Purpose Assets Link Colour Web Form Web Server Form To Email Toolset Properties Input Type Validation Tooltip Test Email Client	See lesson plan and resources	Students should complete the crossword for this lesson.	Students need to understand audience and purpose for the R081 exam.
LO3 Theory & Practice 2022 Cohort Only	RocketCake Lesson 4 - Links	1	- To understand the difference between an internal and external hyperlink - To understand how to link: - to another website - webpages together - from part of an image - to a different part of the same webpage	HyperlinkInternal HyperlinkExternal Hyperlink	See lesson plan and resources	Students should complete the crossword for this lesson.	
LO3 Theory & Practice 2022 Cohort Only	RocketCake Lesson 5 - Publishing	1	To understand the importance of: - Breakpoints - Making your website easy to find on the world wide web - The importance of testing To understand how to: - add page titles - add breakpoints - test your website - publish your website	Properties Tab Web browser Title Keywords Responsive Pixels Test Preview Breakpoint Publish Client	See lesson plan and resources	Students should complete the crossword for this lesson.	Students need to know 'web browser' as a type of software for the R081 exam.
LO3 Theory & Practice	Creation 1 IMP Skills	1	By the end of the lesson you should be able to: - Create a Slide Master to improve consistency - Name your slides - Add sound and video to a presentation - Use animations and transitions - Include interactivity through action buttons and triggers - Save your presentation so it is suitable for a kiosk By the end of the lesson you should understand: - How to make an Interactive Multimedia Product using Microsoft PowerPoint - Ways to prevent a PowerPoint presentation file size increasing when making an interactive multimedia product	Interactive Multimedia Product Information Kiosk Multimedia Action buttons Slide Master Placeholder Kiosk Mode Trigger House style Transparent Sound Video Outline View Embed Link Bookmark Compression ALT Text	See lesson plan and resources	If possible, students should ensure their practice tasks are all complete.	

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LO3 Theory & Practice	Creation 2 Gym 24-7	1	By the end of the lesson you should be able to: - Identify the software features used in the creation of an interactive multimedia product By the end of the lesson you should understand: - How the features chosen will affect how well an interactive multimedia product meets a client brief	Interactive Multimedia Product Information Kiosk Pathways Navigation Non-linear Linear Action Buttons Navigation bar Slide Master Consistency House style File Format Compression Image Size Assets Legislation Intellectual Property Copyright, Designs & Patents Act 1988	See lesson plan and resources	Students should create a mind map of the key aspects they need to consider when creating an IMP using Microsoft PowerPoint.	Students are required to understand legislation relevant to developing creative products as well as the concept of compression for the R081 exam.	
LO3 Theory & Practice	Creation 3 Getting It Right	1	By the end of the lesson you should be able to: - Repurpose an asset - Store assets effectively - Use version control By the end of the lesson you should understand: - The difference between sourcing images from others, repurposing assets and creating your own assets - The importance of being organised - How a non-linear structure is better for an IMP	Repurpose Filename Folder Sub-folder Structure Non-linear Linear File Format Export Version Control	See lesson plan and resources	Students should create a mind map of the key aspects they need to consider when creating an IMP using Microsoft PowerPoint.	Students are required to understand version control for the R081 exam.	
LO3 Theory & Practice	Creation 4 Practice Task	3	By the end of the lesson you should be able to: - Create an IMP based on a Client Brief By the end of the lesson you should understand: - Time management skills	SMART goals Checklist	See lesson plan and resources	Students should complete an allowed research activity to complement the development of their practice task.	Students are required to produce creative products for R082 and R085.	
LO4 Theory & Practice	Review 1 - Evaluation	3	By the end of the lesson you should be able to: = Review an interactive multimedia product By the end of the lesson you should understand: - How to assess your strengths and weaknesses in detail - How to identify improvements and further developments	Review Client Brief P-E-E-L Strength Weakness Improvement Further Development	See lesson plan and resources	Complete the review at home	Students are required to review their creative products in R082 and R085 and write evaluative comments for the R081 exam.	
Minimum Hours Needed		19						