

## Long Term Planning with Needs Led Focus 2017-2018

Subject: iMedia Year Group: 6 <sup>th</sup> Form iMedia3						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Number of weeks</b>	7.0	7.0	6.0	6.0	6.0	7.0
<b>Needs Led Strand</b>	<b>Myself and Others Emotional Resilience</b>	<b>Team workers</b>	<b>Number</b>	<b>Narrative</b>	<b>Composition</b>	<b>Functional Motor and Sensory</b>
<b>Topic Area</b>	Pre-production skills	Pre-production skills	Game design concepts	Game design concepts	Game design concepts	Review/Submit work
<b>Criteria</b>	Describe the purpose and uses for a) a mood board b) mind maps/spider diagrams c) visualisation diagrams d) a storyboard Identify client requirements based on their brief to include the target audience Produce a work plan for the preparation of the pre-production documents; to include tasks, timescales and resources needed	In line with client requirements, produce a: a) mood board b) mind map/spider diagram c) visualisation diagram or sketch d) storyboard Critically review the quality of the finished products and their fitness for purpose Identify areas for improvement and further development of the preproduction documents and process	Research and describe current and historical digital games to include a) hardware platform capability b) their purpose c) trends in genre and popularity d) target audiences Identify a range of emerging technologies for gaming platforms and the opportunities created	2.1 Identify client requirements based on their brief to include the target audience 2.2 Generate a range of original ideas for the digital game identifying the a) genre b) theme c) gameplay d) objectives	Create a range of visualisations to illustrate key aspects of the game 3.5 Create the game proposal to include a) game structure b) game components c) narrative, characters d) interactivity e) gameplay	Students will be going over with teacher to ensure all criteria are fully met. Pupils will format all work and make submissions to exam board.
	<b>Cross Curricular links</b> Science Maths	<b>Cross Curricular links</b> English Maths Science	<b>Cross Curricular links</b> English Maths Science	<b>Cross Curricular links</b> English Maths Science	<b>Cross Curricular links</b> English Maths Science	<b>Cross Curricular links</b> English Maths Science
	<b>Pupil/Student Led Learning</b> Teaching of research process, planning & design process and techniques	<b>Pupil/Student Led Learning</b> Teaching/demo of software	<b>Pupil/Student Led Learning</b> Investigation techniques and suggestions for pupils to use.	<b>Pupil/Student Led Learning</b> Teaching of research process, planning & design process and techniques	<b>Pupil/Student Led Learning</b> Teaching/demo of software	<b>Pupil/Student Led Learning</b> <b>Demonstration of final piece of work</b>