



Year 9 - iMedia – Summer Term 1 – KNOWLEDGE OVERVIEW

Subject: Creative I-Media				
Year group: 9		Unit: Creating Interactive Multimedia products	Date (from and to): 12 th April – 28 th May 2021	
Wk.	Big question / concept: What are multimedia products and how are they used?	Learning intentions: Learners must be able to:	Resources	
			Offline:	Online including links on how to access these:
1	<p>What is the purpose of interactive multimedia products?</p> <p>WHAT TYPE OF HARDWARE & SOFTWARE IS REQUIRED TO CREATE MULTIMEDIA PRODUCTS?</p>	<ul style="list-style-type: none"> Identify the uses and purposes of a multimedia product <p>Identify hardware and software that is used for interactive multimedia products.</p>	<ul style="list-style-type: none"> Work packs can be made available if needed. 	Resources to be made available on teams. Pupils to join live lessons and complete work via teams.
2	<p>Access limitations for interactive multimedia products</p> <p>File formats for creating interactive multimedia products</p>	<ul style="list-style-type: none"> Identify various types of access limitations such as accessibility needs <p>Types of file formats suitable / compatible with interactive multimedia products</p>	Work packs can be made available if needed.	Resources to be made available on teams. Pupils to join live lessons and complete work via teams.
3	<p>How to interpret client brief?</p> <p>Creating work plans</p>	<p>Key information to extract from client brief to create product</p> <p>Create a work plan that reflects the process for creating an interactive multimedia product.</p>	Work packs can be made available if needed.	Resources to be made available on teams. Pupils to join live lessons and complete work via teams.

4	Structure of interactive multimedia products Content design of interactive multimedia products	<ul style="list-style-type: none"> How to create an intuitive structure for an interactive multimedia product Designing the content of the product	Work packs can be made available if needed.	Resources to be made available on teams. Pupils to join live lessons and complete work via teams.
5	Test plans Legislation Sourcing assets	<ul style="list-style-type: none"> Creating test plans to ensure all features within the product work as expected Legal considerations when creating a product Obtaining assets for use within product	Work packs can be made available if needed.	Resources to be made available on teams. Pupils to join live lessons and complete work via teams.
6	Using range of features to create interactive multimedia products	<ul style="list-style-type: none"> Students can identify tools and techniques used to create the product. Students can identify what effects match with tools and techniques 	Work packs can be made available if needed.	Resources to be made available on teams. Pupils to join live lessons and complete work via teams.
7	Reviewing multimedia product Contingency	<ul style="list-style-type: none"> Review final product against client requirements and evaluate the success of the project. 	Work packs can be made available if needed.	Resources to be made available on teams. Pupils to join live lessons and complete work via teams.