



Exam board: OCR

Specification: <http://www.ocr.org.uk/Images/115888-specification.pdf>

Course

Content: **Year 10**

Autumn: Mind maps, mood boards, visualisation diagrams, Photoshop skills

Spring: Storyboards, scripting, work plans, developing digital graphics project

Summer: Combining pre-production skills for a project, testing and evaluating digital graphics project

Year 11

Autumn: Digital game type and platforms, developing and proposing a game concept

Spring: Game creation hardware, software, peripherals and planning & creating a digital game

Summer: Reviewing, testing and evaluating a game.

Assessment: The qualification consists of four units of work. Examples of possible units are mentioned below:

- Pre-production skills (exam)
- Creating digital graphics (coursework)
- Creating 2D and 3D digital characters (coursework)
- Creating a multipage website (coursework)
- Creating interactive multimedia products (coursework)
- Creating a digital animation (coursework)
- Developing a digital games (coursework)

Useful websites: <http://www.ocr.org.uk/qualifications/creative-imedia-level-1-2-award-certificate-j807-j817/>

<https://www.photoshoptutorials.ws/category/photoshop-tutorials/>

<http://www.bbc.co.uk/schools/gcsebitesize/dida/multimedia/>

