

**Year Group: 11**

**Subject: Imedia**

**Term: Spring 2020**

<b>Topic</b>	<b>Key Learning points</b>	<b>Assessments</b>
<b>UNDERSTAND THE USES AND PROPERTIES OF INTERACTIVE MULTIMEDIA PRODUCTS</b>	<ul style="list-style-type: none"><li>• Uses of interactive multimedia products.</li><li>• Key elements of interactive multimedia products.</li><li>• Hardware, software and peripherals required to create interactive multimedia products.</li><li>• Limitations affecting access to interactive multimedia products.</li><li>• File formats for different platforms.</li></ul>	<p>Each lesson will enable students to create an output for the teacher to check and give verbal feedback.</p> <p>The end of the unit has a written test that can be used to give formal feedback.</p>
<b>BE ABLE TO PLAN INTERACTIVE MULTIMEDIA PRODUCTS</b>	<ul style="list-style-type: none"><li>• Interpreting client and audience requirements.</li><li>• Developing work plans that show time needed for project development lifecycles.</li><li>• Planning the structure of interactive multimedia products.</li><li>• Designing the content of interactive multimedia products.</li><li>• Creating a test plan for interactive multimedia products.</li><li>• Legislation that covers interactive multimedia products.</li></ul>	<p>Each lesson will enable students to create an output for the teacher to check and give verbal feedback.</p> <p>The end of the unit has a written test that can be used to give formal feedback.</p>