



Creative iMedia (IT) Year 10 Curriculum Palette

AUTUMN

Year 10

R094 Visual Identity
& Digital Graphics
Sample Assignment

Client
Brief
Analysis

Mind Map
& Mood
Board
Creation

Visual
Identity

Development
Of Visual
Identity For
Given Brief

Creation Of
Visualisation
Diagram For
Final Graphic
Design
Justifications

Asset
Sourcing

Resampling
Process

Theory Topic 2:
R094 Visual Identity
& Digital Graphics

R094 TA2
Learning
Log

Typography

Colour
Systems

Layout
Conventions

Bitmap &
Raster
Graphics

Compression

Theory Topic 2:
R094 Visual Identity
& Digital Graphics

Sectors
Involved

Examples Of
Creative iMedia
Product
Types

R093 TA1
Learning
Log

Final Graphic
Creation Using
Online Photopea
Software

Resampling
Process

Asset
Sourcing

R094 Visual Identity
& Digital Graphics
Sample Assignment

Visualisation
Diagrams

Concept
Sketches

Mind
Maps

Use Of
Mood
Boards

Licences
&
Permissions

R094 Visual Identity
& Digital Graphics
Live Assignment

Colour
Systems

Layout
Conventions

Bitmap &
Raster
Graphics

Compression

Licences &
Permissions

Use Of
Mood
Boards

Mind
Maps

Concept
Sketches

Visualisation
Diagrams

R094 Visual Identity
& Digital Graphics
Live Assignment

Client
Brief
Analysis

Mind Map
Creation

Mood Board
Creation

Creation Of
Concept
Sketches

Visual
Identity

Development
Of Visual
Identity For
Given Brief

R094 Visual Identity
& Digital Graphics
Live Assignment

SPRING

Combination
& Summary
Of Skills
Covered

Leading
Onto
Challenge
Tasks

Use Of
Tilemaps

Use Of
Layers

Use Of
Global
Variables

Use Of
Sprite
Interactions

Use Of
Event
Screen

Use Of
Behaviours

Use Of
Sprites

Completion
Of A Range
Of Tutorial
Tasks For Each
Skill Area

Construct 3
Game
Design
Engine

Construct Tutorials

Final Graphic
Creation Using
Online Photopea
Software

Resampling
Process

Asset
Sourcing

Development
Of Visual
Identity For
Given Brief

R093 Creative iMedia
Industry Theory

Construct Tutorials

Final Graphic
Creation Using
Online Photopea
Software

File
Exporting
Process

Final
Coursework
Checks

Job Roles
(Creative/
Technical/
Senior)

Purposes
Of Media
Products

Research
Techniques
(Primary,
Secondary)

Completion
Of 25
Individual
Tutorial
Activities

Character
Regeneration

Particle
Effects

Variables

Timeline
Movements

Leading
Onto
Challenge
Tasks

Combination
& Summary
Of Skills
Covered

Construct Tutorials

R099
TA2 Learning Log

SUMMER

R099 TA1 Learning Log

Leading
Onto
Challenge
Tasks

Timeline
Movements

Variables

Particle
Effects

Character
Regeneration

Completion
Of 25
Individual
Tutorial
Activities

Minimum
Viable
Product

Unique
Selling
Points

Media
Codes

Exam
Technique

Structure

Analysis

Sample
Assessment
Materials

Game
Genres

Conventions

Gameplay

Game
Characteristics

Game
Objectives

Creativity

R099 TA2 Learning Log

R093 Creative iMedia
Industry Theory

R093 Exam
Preparation

R099 Game Creation
Live Assignment

Initial
Analysis
Of New Live
Assignment
Brief

Combination
& Summary
Of Skills
Covered

Unique
Selling
Points

Minimum
Viable
Product

Game
Design
Documents

Content
& Layout

Research
Techniques
(Primary/
Secondary)

Media
Codes

Exam
Technique

Structure

Analysis

Sample
Assessment
Materials

Game
Genres

Conventions

Gameplay

Game
Characteristics

Game
Objectives

Creativity

Initial
Analysis
Of New Live
Assignment
Brief

Construct Tutorials

Recap Specific
Skills On
Construct 3
For Live
Assignment
Brief

Tailored
Tutorials