Year 10 CiDA Program of Study

The CiDA course is made up of 75% Controlled Assessment and 25% Exam. We will mainly focus on the Controlled Assessment element in year 10. The Controlled Assessment we have chosen this year is Unit 2 Creative Multimedia. Students will be taught all the skills needed and then work mostly independently.

Term	Topic	What is Covered?
Autumn 1	Copyright Law	Learn what is meant by copyright • Avoid plagiarism and understand its effects on people and acknowledge sources • Understand the moral and ethical implication of illegal media downloads and file sharing • Explain that an ISP can deny services in specific circumstance
	Assets Table	• Understand the importance of asking permission before using other's work. • Understand the different Copyright rules that are applied to images • Know how to complete the Assets Table for your Controlled Assignment.
	What makes a good Website? Website Features	• Learn how multimedia is used in a variety of contexts. • Learn how to evaluate the techniques and technology used in each type of product by considering features that are used
	Proposal/ Getting to know the SPB	• Read the SPB • Identify what needs to be created • Consider Audience and Purpose • Complete the Proposal sheet • Get feedback and act upon it.
	Rough outline of the whole Action Brochure website Complete Welcome Screen and Navigation Screen	Design multimedia product Produce user-centred designs that are fit for purpose and meet the needs of the intended users. You will learn how to create and use: • Storyboards and visuals to map out the intended layout and content of each screen
Autumn 2	'Activities' Movie	• Timeline storyboards to map out the intended content and structure of time-related products • Structure charts or site maps to provide a graphical representation of the overall structure of the product • Flowcharts to indicate the paths that the user can take through the product. Learn how to make use of feedback from others on your initial designs to ensure that your final products will meet the needs of the target audience. Collect and create digital assets Collect suitable content for your multimedia products, bearing in mind the purpose of the application and the intended users. You will learn about:

		• Ready-made assets that can be found • How to use simple editing techniques • How to use a range of digital tools to create original assets • How to select appropriate file names and formats for the assets you collect. • Compression techniques for keeping file sizes as small as possible. Develop multimedia products
Spring 1	'Try Surfing' Animation	There is a wide range of software available to enable you to create multimedia products. You will need to learn to use features of the software. You will learn how to produce products that meet technical specifications Create products that are fit for purpose. You will learn to: • Use colour options • Create and modify tables or divisions • Optimise resolution and file size • Add lines and simple shapes • Use hyperlinks to link pages • Implement animations, moving images and sound • Create and use colour schemes • Create and use master slides and templates • Create slide transitions • Embed or link components to ensure functionality • Use frames
Spring 2	'New This Year' Gallery and 'Find out more' Contact Screen Complete Action Brochure with fully working hyperlinks to all elements.	Prototype and Test the Products Produce working versions of all products at various stages during its development and test them with users to find and iron out problems as you go along.
Summer 1	Project Review	Learn how to undertake a review of your products once they are completed. Evaluate: • How well they work • How easy they are to use. You should: • Consider feedback from end reviewers • Make valid suggestions for further improvement of the final products.
Summer 2	Feedback and Improvements/ Catch-up	Feedback on Controlled Assessment given. Students given time within lessons to make improvements.
	Contingency Time	Contingency time allocated to any missed lessons

Year 11 CiDA Program of Study

The CiDA course is made up of 75% Controlled Assessment and 25% Exam. We will mainly focus on the Controlled Assessment element in year 10. The Controlled Assessment we have chosen this year is Unit 2 Creative Multimedia. Students will be taught all the skills needed and then work mostly independently.

Term	Topic	What is Covered?
Autumn 1	E-portfolio	Learn about what an e-portfolio is and how it is used to create an interactive showcase for your achievements. Learn how about how to construct an e-portfolio, making decisions about: • Content • Home page • Context pages with commentaries • Multimedia products Supporting evidence: • Organisation • Structure • Links • User interface
	Feedback and Improvements/ Catch-up	Feedback on final Controlled Assessment given. Students given time within lessons to make improvements.
	Contingency Time	• Contingency time allocated to any missed lessons
Autumn 2 Spring 1 Spring 2 Summer 1	Prepare for unit 1 (2.5 hour Computer based Exam) Practice Past Papers – building upon skills listed below.	
	Audience and purpose	• Create a web product for a specified audience and purpose. • Understand that there will be marks available for the ability to create a web product that demonstrates good awareness of audience and purpose as outlined in the client brief.
	Client briefs and the project lifecycle	• Learn to use the client brief when creating the web product. • Develop knowledge of the project lifecycle approaching the task in an organised and effective way.
	Site structure	• The client brief will specify some aspects of the site structure. Learn to decide how exactly the site is structured. • Understand that there will be marks available for the ability to create a site structure which meets client requirements.
	Consistency	• The client brief will specify some information about the template. It will also include other layout and design information. • Understand the importance of a consistent layout and design, including the ability to apply the template consistently.

	Composition and page Design	• Use your knowledge of composition and page design to create a web product that meets client requirements. • Learn to create a web product that presents content in an effective way.
	Accessibility	• You should aim to make your website accessible for the visually impaired. • Learn to use appropriate accessibility features.
	Content preparation and selection	• The client brief will specify some of the content • Practice to select and use content appropriately.
	Coding	• Learn to meet the coding requirements in the client brief.
	Testing	Understand the importance of testing the web product during the exam to ensure that it is fully functional and meets all requirements. Marks will not be awarded directly for testing but failing to test the web product could mean that some aspects do not work as intended or do not meet client requirements.
	Evaluation	Develop the skills needed to evaluate the web product.
Summer 2	Course will be finished by this term – Exam Leave	