The Fisher Way: Curriculum

The Fisher Way aims to educate and inspire with joy, faith and love because we are an inclusive Catholic community.

Successful and resilient learners who aspire to and achieve excellence

Confident individuals who can explore and communicate effectively

Responsible citizens who are active, loving and wise in all their endeavours

Subject	Creative iMedia
Year Group	Year 11
Intent	**Successful and resilient learners:** who can understand, and then apply a range of technology to make effective and creative digital artefacts for a clear purpose **Confident individuals:** who can use digital technology effectively, creatively and safely in their personal lives and future careers

	Responsible citizens: who understand the social and cultural impact that technology has on their lives and the lives of others
Narrative	In Year 11 the key focus for both the production and planning elements of the course focus on completing the coursework elements of the course, and all learners will apply to practical and theoretical skills developed in completing R083 and R092. The course work completed in Y11 will build on topics covered throughout Y9 and Y10, and will require learners to combine the modular skills and knowledge already gained and apply them together into a combined project. Once completed, the practical elements of the course will ensure that learners can understand, and then apply a software and hardware to make effective and creative digital artefacts for a clear purpose. Once completed, the planning and theoretical elements of the course will ensure that learners can use digital technology effectively, creatively and safely in their personal lives and future careers.

Half term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge (topics studied)	Games Design and Development Using Fusion 2.5	R092 Coursework	R092 Coursework	R092 Coursework	Resubmit and/or Resit Opportunities	
Key skills	Creative application of software. File management and organisation. Accurate souring and logging of assets.	R092 Coursework	R092 Coursework	R092 Coursework	Resubmit and/or Resit Opportunities	

Cultural capital	History of games design, ethical considerations for violent video games.	R092 Coursework	R092 Coursework	R092 Coursework	Resubmit and/or Resit Opportunities	
Assessment	Mini Project Assessment, R081 Exam and R082 and R083 Coursework (summative)	R081 Exam and R082, R083 and R092 Coursework (summative)	R081 Exam and R082, R083 and R092 Coursework (summative)	R081 Exam and R082, R083 and R092 Coursework (summative)	R081 Exam and R082, R083 and R092 Coursework (summative)	