

Year 11 Overview

OCR Level 1/Level 2 Cambridge National in Creative iMedia (New Specification - J834)

In Year 11, students complete the final phase of their Creative iMedia course with significant momentum, having already completed and submitted their first coursework assignment. This initial assignment, typically a project-based unit like R094: Visual identity and digital graphics, has provided them with a foundational understanding of the practical application of media concepts and the assessment process. Building directly on this experience, students immediately transition into the core content for their second, and final, coursework assignment. This is the precise starting point for Year 11, ensuring no time is lost and learning progression is continuous.

The Autumn term and the first half of the Spring term (Spring 1) are dedicated intensively to this second project. This period is not merely about learning new software or techniques in isolation; it is a focused, skills-acquisition phase designed to equip students with the specific competencies required for their upcoming assignment. For a unit such as R097: Interactive digital media, this involves mastering skills in website development, creating interactive elements, and understanding user experience (UX) design. Learning is highly practical and project-oriented, mirroring the workflow of a professional media environment. This sustained focus allows for deep learning, troubleshooting, and iterative refinement, ensuring students are fully prepared to produce high-quality work for their final submission in May.

With the successful completion of both coursework portfolios, which together constitute 50% of their final grade—the pedagogical focus shifts decisively. Students then concentrate on the remaining, untaught content for Unit R093: Creative iMedia in the media industry. This theoretical unit covers essential topics such as media codes, conventions, legislation, and the structure of the media sector. Following this, a structured revision programme begins, consolidating knowledge from the entire two-year course. This final preparation is crucial for the terminal exam, which assesses the entirety of Unit R093 and determines the remaining 50% of the qualification. This clear separation of coursework and exam preparation ensures students can dedicate their full attention to each assessed component, maximising their potential for success.

Year 11 Creative iMedia Curriculum Overview

Year 11 Pathways

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|-----------------------|---|--|--|---|---|----------|
| Pathway – Cohort 2026 | Lesson 1: Expectations Reminder R094: Adjustments (TA3.1 Part 1) R094: Image Editing (TA3.1 part 2) R094: Preparing assets for use (TA3.2) R094: Saving & Exporting (TA3.3) R094: NEA Controlled Assessment Task 2 | R094: NEA Controlled Assessment Task 2 & Finalise for Submission | R093: Work Planning (TA 3.1) R093: Documents for idea generation (TA 3.2) R093: Documents to plan media products (TA 3.3) R093: Legal Issues (TA 3.4) | R093: Distributing considerations (TA 4.1) R093: Image and moving image properties (TA 4.2.1) R093: Audio file properties (TA 4.2.2) R093: Compression (TA 4.2.3) R093: Topic Area 1 Revision | R094 Submission R093: Topic Area 2 - 4 Revision Exam Practice | |

Unit R093: Creative iMedia in the Media Industry

Unit R094: Visual Identity and Digital Graphics

Unit R097: Interactive Digital Media

Year 11 Creative iMedia Curriculum Overview

Year 11 (Cohort 2026)

| Year 11 | Themes/ Topics | Key Knowledge & Skills | Key Assessments/Deadlines | | | | | | | | |
|--------------------------------|---|--|---|---|---------------|--|--------|---|--------|--|---|
| 1-6 Autumn 1 (Cohort 2026) | <p>Lesson 1: Expectations Reminder</p> <p>R094: Adjustments (TA3.1 Part 1) → Lesson 1: Images size & Layout → Lesson 3: Adjustments & Retouching → Lesson 3: Drawing → Lesson 4 & 5: Purposeful Practice</p> <p>R094: Image Editing (TA3.1 part 2) → Lesson 6: Layers & Filters → Lesson 7: Selection & Typography → Lesson 8: Purposeful Practice</p> <p>R094: Preparing assets for use (TA3.2) → Lesson 9: Creating assets from scratch → Lesson 10: Creating assets from existing sources → Lesson 11: Sourcing Assets</p> <p>R094: Saving & Exporting (TA3.3) → Lessons 12: How to save and export your final product</p> <p>R094: NEA Controlled Assessment Lesson 13 - 15: Task 2 Completion</p> | <p>Overview Before summer students began learning and practicing the content and skills needed to complete task 2 of their second controlled assessment piece. This is where we will begin by recapping this content and learning additional skills to finalise their creations. Student will learn to make adjustments and prepare assets for a digital graphic using specialist software such as Photoshop. Task 2 is skill-based meaning students will need to demonstrate a strong knowledge and use of tools within photoshop when producing their digital media product.</p> <p>Learning Outcomes By the end of each topic area students will be able to</p> <table border="1"> <tr> <td>TA 3.1 Part 1</td> <td>→ Know how to set up and create new image documents → Know how to use a range of tools and techniques.</td> </tr> <tr> <td>TA 3.1 Part 2</td> <td>→ Know how to use a range of tools and techniques.</td> </tr> <tr> <td>TA 3.2</td> <td>→ Know how to source and create images from different locations → Know how to resample images for a print product.</td> </tr> <tr> <td>TA 3.3</td> <td>→ Know how to save files for visual identity and digital graphics.</td> </tr> </table> <p>Coursework Outcomes Using the knowledge taught in R094 topic areas 2 & 3 students must complete the following tasks in relation to the summative assessment scenario outlined by OCR.</p> <p>Task 2 → Create the visual identity <ul style="list-style-type: none"> ○ Create the visual identity you designed ○ Save the visual identity for use within your digital graphic product → Create the other assets for your digital graphic product <ul style="list-style-type: none"> ○ Create and/or source assets for use within your digital graphic product ○ Prepare and save the assets for use within your digital graphic product → Create your digital graphic products <ul style="list-style-type: none"> ○ Use image editing software to create your digital product including the visual identity ○ Repurpose your product to meet the consumer need → Export your digital graphic products <ul style="list-style-type: none"> ○ Choose suitable electronic formats and properties for your finished digital graphic products to meet the client requirements </p> | TA 3.1 Part 1 | → Know how to set up and create new image documents → Know how to use a range of tools and techniques. | TA 3.1 Part 2 | → Know how to use a range of tools and techniques. | TA 3.2 | → Know how to source and create images from different locations → Know how to resample images for a print product. | TA 3.3 | → Know how to save files for visual identity and digital graphics. | <p>Boost Topic Area Knowledge Tests</p> <p>Low Stakes Quizzing</p> <p>Rolling progress on R094 controlled assessment</p> |
| TA 3.1 Part 1 | → Know how to set up and create new image documents → Know how to use a range of tools and techniques. | | | | | | | | | | |
| TA 3.1 Part 2 | → Know how to use a range of tools and techniques. | | | | | | | | | | |
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| TA 3.3 | → Know how to save files for visual identity and digital graphics. | | | | | | | | | | |
| 7-13 Autumn 2 (Cohort 2026) | <p>R094: NEA Controlled Assessment → Lessons 1 - 12: Task 2 Completion → Lessons 13 - 15: Feedback, Finalisation & Prep for Submission</p> | <p>Overview This term is dedicated to the completion of task 2 and the finalisation of R094 controlled assessment.</p> <p>Coursework Outcomes Using the knowledge taught in R094 topic areas 2 & 3 students must complete the following tasks in relation to the summative assessment scenario outlined by OCR.</p> <p>Task 2 → Create the visual identity <ul style="list-style-type: none"> ○ Create the visual identity you designed ○ Save the visual identity for use within your digital graphic product → Create the other assets for your digital graphic product <ul style="list-style-type: none"> ○ Create and/or source assets for use within your digital graphic product ○ Prepare and save the assets for use within your digital graphic product → Create your digital graphic products <ul style="list-style-type: none"> ○ Use image editing software to create your digital product including the visual identity ○ Repurpose your product to meet the consumer need → Export your digital graphic products <ul style="list-style-type: none"> ○ Choose suitable electronic formats and properties for your finished digital graphic products to meet the client requirements </p> | <p>Boost Topic Area Knowledge Tests</p> <p>Retrieval Practice Mats</p> <p>Rolling progress on R094 controlled assessment</p> | | | | | | | | |

Year 11 Creative iMedia Curriculum Overview

| Year 11 | Themes/ Topics | Key Knowledge & Skills | Key Assessments/Deadlines | | | | | | | | | | |
|---------------------------------|---|--|---------------------------|--|--------|--|----------|---|----------|--|--|--|--|
| 14-18 Spring 1 (Cohort 2026) | <p>R093: Work Planning (TA 3.1) → Lessons 1: Phases of Production and Work Planning</p> <p>R093: Documents for idea generation (TA 3.2) → Lessons 2 & 3: Purpose, audience, components, layout and conventions of a Mind map → Lesson 4 & 5: Purpose, audience, components, layout and conventions of a moodboard</p> <p>R093: Documents to plan media products (TA 3.3) → Lesson 6: Purpose, audience, components, layout and conventions of a assets log → Lesson 7: Purpose, audience, components, layout and conventions of a Flowchart → Lesson 8: Purpose, audience, components, layout and conventions of a script → Lesson 9: Purpose, audience, components, layout and conventions of a storyboard → Lesson 10: Purpose, audience, components, layout and conventions of a visualisation diagram → Lesson 11: Purpose, audience, components, layout and conventions of a wireframe layout</p> <p>R093: Legal Issues (TA 3.4) → Lesson 12: Intellectual Property → Lesson 13: Regulations certifications and classifications → Lesson 14: Health and Safety</p> | <p>Overview Having completed their second controlled assessment piece students will return to learning content from R093: Creative iMedia in the media industry. Students will start by looking at phases of production and work planning before looking into greater depth at the pre-production documents they have been using to generate ideas and plan their media products. Students will end the term by looking into legislation and health and safety issues when working in the media industry.</p> <p>Learning Outcomes By the end of each topic area students will be able to</p> <table border="1"> <tr> <td>TA 3.1</td> <td>→ Know the three phases of production → Know the components of workplans → Know how and why workplans are used</td> </tr> <tr> <td>TA 3.2</td> <td>→ Know the components, layout and conventions of mindmaps and moodboards → Know why and when mindmaps and moodboards are used → Know the audience for mindmaps and moodboards.</td> </tr> <tr> <td>TA 3.3</td> <td>→ Know the components and purposes of effective asset logs, flowcharts, scripts, storyboards, visualisation diagrams and wireframe layouts.</td> </tr> <tr> <td>TA 3.4</td> <td>→ Know the legal issues relating to media production → Know about intellectual property and copyright → Be able to complete a recce and risk assessment.</td> </tr> </table> | TA 3.1 | → Know the three phases of production → Know the components of workplans → Know how and why workplans are used | TA 3.2 | → Know the components, layout and conventions of mindmaps and moodboards → Know why and when mindmaps and moodboards are used → Know the audience for mindmaps and moodboards. | TA 3.3 | → Know the components and purposes of effective asset logs, flowcharts, scripts, storyboards, visualisation diagrams and wireframe layouts. | TA 3.4 | → Know the legal issues relating to media production → Know about intellectual property and copyright → Be able to complete a recce and risk assessment. | <p>Boost Topic Area Knowledge Tests</p> <p>Retrieval Practice Mats</p> <p>Low Stake Quizzing</p> <p>Wayground Revision homework tasks</p> <p>R093 Mock Exam 2</p> | | |
| | TA 3.1 | → Know the three phases of production → Know the components of workplans → Know how and why workplans are used | | | | | | | | | | | |
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| TA 3.4 | → Know the legal issues relating to media production → Know about intellectual property and copyright → Be able to complete a recce and risk assessment. | | | | | | | | | | | | |
| 19-24 Spring 2 (Cohort 2026) | <p>R093: Image and moving image properties (TA 4.2.1) → Lesson 5: Properties and formats of media files</p> <p>R093: Audio file properties (TA 4.2.2) → Lesson 6: Properties and formats of audio files</p> <p>R093: Compression (TA 4.2.3) → Lesson 7: File compression</p> <p>R093: TA 1 - 4 Revision → Topic area 1: The media industry</p> | <p>Overview During this term students will learn about the final components of their R093 exam before starting whole unit revision. Students will cover properties and file formats of images, moving images and audio as well as lossy and lossless file compression. After this students will have been taught all the content for the exam students will therefore sit a third and final mock exam to help prepare them for the real exam which is just a few weeks away.</p> <p>Learning Outcomes By the end of each topic area students will be able to</p> <table border="1"> <tr> <td></td> <td>→</td> </tr> <tr> <td>TA 4.1</td> <td>→ Understand distribution platforms and media to reach audiences.</td> </tr> <tr> <td>TA 4.2.1</td> <td>→ Know about file formats and properties for image files → Know about file formats and properties for moving image files.</td> </tr> <tr> <td>TA 4.2.2</td> <td>→ Know the properties of digital audio files → Know the file formats commonly used in media products.</td> </tr> <tr> <td>TA 4.2.3</td> <td>→ Know the differences between compressed and uncompressed files → Know the differences between lossy and lossless compression.</td> </tr> </table> <p>Personalised lesson planning based on mock feedback and question level analysis.</p> | | → | TA 4.1 | → Understand distribution platforms and media to reach audiences. | TA 4.2.1 | → Know about file formats and properties for image files → Know about file formats and properties for moving image files. | TA 4.2.2 | → Know the properties of digital audio files → Know the file formats commonly used in media products. | TA 4.2.3 | → Know the differences between compressed and uncompressed files → Know the differences between lossy and lossless compression. | <p>R094 Submission</p> <p>Boost Topic Area Knowledge Tests</p> <p>Retrieval Practice Mats</p> <p>Low Stake Quizzing</p> <p>Wayground Revision homework tasks</p> <p>R093 Mock Exam 3</p> |
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|---------------------------------|--|--|--|
| 25-30 Summer 1 (Cohort 2026) | R093: TA 1 - 4 Revision → Topic area 2: Factors influencing product design → Topic area 3: Pre-production planning → Topic area 4: Distribution considerations Exam Practice | Personalised lesson planning based on mock feedback and question level analysis. | Boost Topic Area Knowledge Tests Retrieval Practice Mats Low Stake Quizzing Wayground Revision homework tasks |
| 31-38 Summer 2 (Cohort 2025) | | | |