

Curriculum Summary Document

Year 10 – Creative iMedia

Module/Unit of Learning	Taught During	What will students learn?	How does this prepare students for success in Cambridge National Creative iMedia?	Links to other Subjects
Introduction to Creative iMedia	September	Students explore the media industry, different media products and audiences. They also develop early confidence with pre-production documents.	This builds essential media understanding and introduces the planning skills required for all NEA tasks.	Art & Design Photography Computer Science
General Media Knowledge & Visual Identity Theory	September – October	Students are introduced to branding, colour theory, typography and design principles. They explore how visual identity influences digital products.	This builds theoretical knowledge that underpins both R094 Graphics and R099 Game Design.	
R099 Digital Game Design – Preparation	October – December	Students learn key game design concepts including gameplay mechanics, genre, level design and user interaction. Extended practice projects develop planning and asset-creation skills.	This prepares students for the demands of the R099 NEA by developing structured design thinking and technical confidence.	
R099 Digital Game Design – NEA	January – March	Students complete the full R099 NEA, producing concept documents, level designs, storyboards and gameplay planning. They refine work through feedback.	This develops independence and ensures students can produce high-quality NEA submissions.	
R094 Visual Identity & Digital Graphics – Preparation	March – May	Students learn how to create digital graphics using industry-standard software. They practise composition, layout, typography and image editing.	This provides the technical foundation needed for success in the R094 NEA.	