

Year 9 Creative iMedia

Term 1	Topic Practical Theory	Core Skills Photoshop skills Visual Identity
Term 2	Topic Practical Theory	Breaking down assignment and planning Mind Map, Mood Board, Visulisation Diagram, Asset Table
Term 3	Topic Link	Game design Skill Creating Platformers and Space Shooters
Term 4	Topic Link	Game Creation Practice Planning Games (Mind Maps, Mood Boards, Asset tables. Game Creation
Term 5	Topic Link	Game Design Planning Game design documents, Input Output tables. Flow Charts. Test Plans, Asset Gatehring.
Term 6	Topic Link	Theory & Coursework Preparation Purpose, Style, Content and Layout, Research, Workplans, Sectors