

## Creative iMedia Revision Plan Year 11 PPE

Week	Topic	Activity	Pages/Link	Exam Question EXTENSION
1	Types of Media	Mind map the media types and give examples for each type.	TYPES: <a href="#">Media Types.pptx</a>	1. The media industry can be divided into two main sectors: traditional media and new media. For each of these sectors: a. write a definition of the sector [4 marks] b. list the four sub-sectors for that sector [4 marks] c. for each sub-sector, give examples of products they produce [4 marks]
	Media Products	Create flash cards with each type of product and group into the 5 purposes.	MEDIA PRODUCTS: <a href="http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/21purpose.pdf">http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/21purpose.pdf</a>	2. List 3 media products that could be used to promote a new film [3 marks]
	Client Briefs	Create cards to match the definition to the correct term	CLIENT BRIEFS: <a href="http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/22types.pdf">http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/22types.pdf</a>	3. Time and what are the most common constraints in any brief? [1 mark]
	Research Methods	Mind map research methods, highlight in different colours for primary and secondary.	RESEARCH METHODS: <a href="http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/24research.pdf">http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/24research.pdf</a>	4. Give an example of both a primary and secondary research method [2 marks]
2	Job Roles	Colour code card sort for different sectors of jobs. Add some key words to the back on what the job entails	JOB ROLES: <a href="http://www.bluesquarething.co.uk/imedia/r093/block1/block1files/mi2jobsslides.pdf">http://www.bluesquarething.co.uk/imedia/r093/block1/block1files/mi2jobsslides.pdf</a>  <a href="http://www.bluesquarething.co.uk/imedia/r093/block1/block1files/mi2jobsdetail.pdf">http://www.bluesquarething.co.uk/imedia/r093/block1/block1files/mi2jobsdetail.pdf</a>	1. What are the 4 main sectors of job roles. [1 mark]  2. A graphic designer would fit into which section of job roles? [1 mark]  3. Identify the most appropriate file format for exporting an audio clip [1 mark]

	File Types	Mind map suitable file types for each product (focus on audio and video but also images)	<p>FILES:</p> <p><a href="https://www.youtube.com/watch?v=fnJnLXOpLok">https://www.youtube.com/watch?v=fnJnLXOpLok</a></p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block4/media42.htm">http://www.bluesquarething.co.uk/imedia/r093/block4/media42.htm</a></p>	4. Explain what is meant by 'image compression' [2 marks]
3	<p>Legal Issues</p> <p>Health and Safety</p>	<p>Keyword cards- copyright, IP, libel, defamation, Data protection etc.</p> <p>Use a film location from one of your favourite films/ TV shows- annotate to explain what you would look for in a reece and what would need to be risk assessed.</p>	<p>LEGAL ISSUES:</p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block34/34legal/lglind.pdf">http://www.bluesquarething.co.uk/imedia/r093/block34/34legal/lglind.pdf</a></p> <p>HEALTH AND SAFETY:</p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block34/34legal/lg4saf.pdf">http://www.bluesquarething.co.uk/imedia/r093/block34/34legal/lg4saf.pdf</a></p>	<p>1. Explain the difference between libel and slander, give an example of each [3 marks]</p> <p>2. What does copyright mean? List 3 examples of products covered by copyright.[3 marks]</p> <p>3. What is fair usage (or fair dealing) when applied to intellectual property? [3 marks]</p> <p>4. In terms of risk assessment what does mitigation mean? Give an example... [2 marks]</p>
4	<p>Pre Production Docs 1</p> <p>Mind Maps, Moodboards and Workplans</p>	Flash cards for each planning tool- focus on the <b>PURPOSE</b> of each planning toll, the <b>AUDIENCE</b> (who would use it) and the <b>CONTENT</b> you would expect to see in the planning tool	<p>MINDMAPS AND MOODBOARDS:</p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block3/media32.htm">http://www.bluesquarething.co.uk/imedia/r093/block3/media32.htm</a></p>	<p>1. Identify two groups of people who could be the audience for a pre-production mind map [2 marks]</p> <p>2. State one item I could find on a digital mood board but would not see on a physical mood board [1 mark]</p>

			<p>WORKPLANS:</p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block3/31workplans/wpkeypres.pdf">http://www.bluesquarething.co.uk/imedia/r093/block3/31workplans/wpkeypres.pdf</a></p>	<p>3. Why are contingencies used on work plans? [2 marks]</p> <p>4. Explain the difference between tasks and activities on a work plan. [2 marks]</p>
5	<p>Pre Production Docs 2</p> <p>Visualisation Diagrams, Wireframes and Asset Logs</p>	<p>Flash cards for each planning tool- focus on the <b>PURPOSE</b> of each planning tool, the <b>AUDIENCE</b> (who would use it) and the <b>CONTENT</b> you would expect to see in the planning tool</p>	<p>DESIGNING:</p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block3/media33.htm">http://www.bluesquarething.co.uk/imedia/r093/block3/media33.htm</a></p> <p>You will need to select the appropriate section.</p>	<p>1. At what stage in production would a visualization diagram be produced? [1 mark]</p> <p>2. List five things that a visualisation diagram should include: [5 marks]</p> <p>3. Name one type of product that would require a wireframe in the planning stages [1 mark]</p> <p>4. Identify 2 headings you would see in an asset log [2 marks]</p>
6	<p>Media Codes and conventions</p> <p>Camera Techniques</p>	<p>Find 3 examples of the same media product (website/ Video game cover/ magazine etc.) Bullet point the 'conventions'</p> <p>Print still images from your favourite films, create sort cards to represent the different camera angles and shots.</p>	<p>CODES AND CONVENTIONS:</p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/25codes.pdf">http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/25codes.pdf</a></p> <p>CAMERA TECHNIQUES:</p> <p><a href="http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/25camerashots.pdf">http://www.bluesquarething.co.uk/imedia/r093/block2/block2files/25camerashots.pdf</a></p>	<p>1. Give an example for each of the 3 groups of media codes [3 marks]</p> <p>2. List the 4 typefaces that all fonts can be divided into [4 marks]</p> <p>3. Draw what you would expect to see in a close up shot of an actor [2 marks]</p> <p>4. What is the name for the movement where the camera is swiveling to show the shot from side to side [1 mark]</p>

	Distribution Platforms	Mind map the 3 main distribution platforms- give examples and add advantages (green) and disadvantages (red)	DISTRIBUTION AND PLATFORMS: <a href="http://www.bluesquarething.co.uk/imedia/r093/block4/block4files/ds1dist.pdf">http://www.bluesquarething.co.uk/imedia/r093/block4/block4files/ds1dist.pdf</a>	5. Give an example of a physical distribution platform[1 mark]  6. State 2 advantages to using an online distribution platform [2 marks]
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