Welcome to Year 10 I Media

Normally, you will have 5 hour long lessons per fortnight (over your 2 week timetable). The course will be as practically based as possible. All the evidence we need for assignments etc. will be completed electronically and stored electronically. There will be theory involved for the examined element

Assessment

R081: Pre-production Skills - this is a written paper (1hr 15min) worth 25% of your overall grade.

R082: Creating a Digital Graphic - this is an externally moderated assignment worh 25% of your overall grade.

R085: Creating a Multipage Website - this is an externally moderated assignment worh 25% of your overall grade.

R086: Creating a Digital Animation - this is an externally moderated assignment worh 25% of your overall grade.

The uniform mark boundaries for each of the assessments are shown below:

Unit GLH	Max Unit Uniform Mark	Unit Grade							
		distinction* at L2	distinction at L2	merit at L2	pass at L2	distinction at L1	merit at L1	pass at L1	u
30	60	54	48	42	36	30	24	18	0

The learner's uniform mark for Unit R081 will be combined with the uniform mark for the centre assessed units to give a total uniform mark for the qualification. The learner's overall grade will be determined by the total uniform mark. The following table shows the minimum total mark for each overall grade:

Qualification	Max Uniform Mark	Qualification Grade							
		Distinction* at L2	Distinction at L2	Merit at L2	Pass at L2	Distinction at L1	Merit at L1	Pass at L1	U
Award	120	108	96	84	72	60	48	36	0
Certificate	240	216	192	168	144	120	96	72	0
Diploma	480	432	384	336	288	240	192	144	0

Course Plan

YR10

Promotion - Summer: R085

September - December: R085 & R081

January - April: R081 Exam & continue R085

May: R082

Creative iMedia Homework Policy

1). Homeworks are NOT Optional. A reasonable amount of time will be given (and some of that time will involve school days see point 5 below) and all homeworks will be explained carefully / shown to you here on Moodle before you get them.

2). All work should be 100% your own, unless instructed otherwise. Do not share your work with anyone else. However, there is nothing to stop you helping and advising, but do NOT let others copy.

3). You must READ all of the homework tasks very carefully and complete EVERYTHING exactly as asked. You should check your work really carefully before handing in to make sure you have done EVERYTHING. This is a common mistake.

4). Do not blame Hardware / Technical problems at home. It all boils down to bad planning and organisation on your part (see point 5 below).

5). You do not need any equipment at home. All homeworks can be done in CR3 after school on any day you choose. Just see any of the Enterprise staff or IT technicians, who will let you in if you ask politely and tell them you are doing Computing / Computer Science homework. However, this requires careful planning and organisation on your part to make sure you can meet the deadlines.

6). Failure to hand in the homework on time will result in a sanction - often a more difficult homework / call home for repeat offenders.

7). Failure to have a reasonable attempt at the homework or copying will have same result as point 6 above.

8). We will listen to valid excuses, but will be far more understanding if you us know about problems as soon as they occur. Telling us at the start of the lesson or when it's too late to do anything about it is simply not good enough.

Setting

There will be 1 big homework per unit. For each unit this is likely to be any research required. This will count towards the overall mark for each unit. The homework will be set the week before you break up for half term, and will be due on your return.

Other smaller homeworks may be set on a ad-hoc basis, particularly finishing work / programs from class / revising for theory topic tests / mock exams / exam preparation etc.