

Year 11 CDMP 5 lessons per fortnight

	Sept-Oct 8 weeks								Nov-Dec 7 weeks						
Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Autumn Term	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences
	Learning aim A: Understanding digital media sectors, products and platforms	Learning aim A: Understanding digital media sectors, products and platforms	Learning aim A: Understanding digital media sectors, products and platforms	Learning aim B: Understand audiences for digital media products	Learning aim B: Understand audiences for digital media products	Learning aim B: Understand audiences for digital media products	Learning aim B: Understand audiences for digital media products	Learning aim B: Understand audiences for digital media products	Learning aim C: Explore how audiences engage with digital media	Learning aim C: Explore how audiences engage with digital media	Learning aim C: Explore how audiences engage with digital media	Learning aim C: Explore how audiences engage with digital media	Learning aim C: Explore how audiences engage with digital media	Learning aim C: Explore how audiences engage with digital media	Learning aim C: Explore how audiences engage with digital media
Assignment Number	Assignment 1, Task 1	Assignment 1, Task 3	Assessment 1, Task 4	Assignment 1, Task 1	Assignment 1, Task 2	Assignment 1, Task 3	Assignment 1, Task 4	Assignment 1, Task 1	Assignment 1, Task 2	Assignment 1, Task 3	Assignment 1, Task 4	Assignment 1, Task 1	Assignment 1, Task 2	Assignment 1, Task 3	Assignment 1, Task 4
Content	Media Sectors & Media Products and Processes	Digital Media Platforms	Multimedia tech and consumption	Types of Audiences	Audience and Producer Control	Understanding audience through research	Audience profiling	Codes as signs	Stylistic Codes as signs	Creating Meaning	Genre Representation & Narrative	Codes as signs	Stylistic Codes as signs	Creating Meaning	Genre Representation & Narrative
Assessment Criteria															
	Jan-Feb 6 weeks						Feb-April 5 weeks								
Spring Term	16	17	18	19	20	21	22	23	24	25	26				
	B	A	B	A	B	A	B	A	B	A	B				
	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 1 Digital Media Sectors & Audiences	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production				
	REVISION	REVISION	REVISION	REVISION	Learning Aim A - Know 2D and 3D Digital Games Platforms	Learning Aim A - Know 2D and 3D Digital Games Platforms	Learning Aim A - Know 2D and 3D Digital Games Platforms	Learning Aim A - Know 2D and 3D Digital Games Platforms	Learning Aim A - Know 2D and 3D Digital Games Platforms	Learning Aim A - Know 2D and 3D Digital Games Platforms	Learning Aim A - Know 2D and 3D Digital Games Platforms				
Assignment Number					Assignment 1, Task 1	Assignment 1, Task 1	Assignment 1, Task 1	Assignment 1, Task 2	Assignment 1, Task 2	Assignment 1, Task 2	Assignment 1, Task 2				
Content					Explore and describe platforms and audiences for digital games P1, M1, D1	Explore and describe platforms and audiences for digital games P1, M1, D1	Explore and describe platforms and audiences for digital games P1, M1, D1	Explore and describe platforms and audiences for digital games P2, M2, D2	Explore and describe platforms and audiences for digital games P2, M2, D2	Explore and describe platforms and audiences for digital games P2, M2, D2	Explore and describe platforms and audiences for digital games P2, M2, D2				
Assessment Criteria															
	April-May 6 weeks						June-July 7 weeks								
Summer Term	27	28	29	30	31	32	33	34	35	36	37	38	39		
	A	B	A	B	A	B	A	B	A	B	A	B	A		
	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production	Unit 7 Digital Games Production		
	Learning Aim B - Develop the required assets for a digital game	Learning Aim B - Develop the required assets for a digital game	Learning Aim B - Develop the required assets for a digital game	Learning Aim B - Develop the required assets for a digital game	Learning Aim B - Develop the required assets for a digital game	Learning Aim C - Produce and review a digital game demo for a selected platform	Learning Aim C - Produce and review a digital game demo for a selected platform	Learning Aim C - Produce and review a digital game demo for a selected platform	Learning Aim C - Produce and review a digital game demo for a selected platform	Learning Aim C - Produce and review a digital game demo for a selected platform	Learning Aim C - Produce and review a digital game demo for a selected platform	Learning Aim C - Produce and review a digital game demo for a selected platform	Learning Aim C - Produce and review a digital game demo for a selected platform		
Assignment Number	Assignment 2, Task 1	Assignment 2, Task 1	Assignment 2, Task 1	Assignment 2, Task 1	Assignment 2, Task 1	Assignment 3, Task 1	Assignment 3, Task 1	Assignment 3, Task 2	Assignment 3, Task 1	Assignment 3, Task 1	Assignment 3, Task 1	Assignment 3, Task 1	Assignment 3, Task 1		
Content	Produce a set of assets to be used in a digital game	Produce a set of assets to be used in a digital game	Produce a set of assets to be used in a digital game	Produce a set of assets to be used in a digital game	Produce a set of assets to be used in a digital game	Plan and build a demo	Plan and build a demo	Build a demo	Build a demo	Test a demo	Test a demo	Test a demo	Test a demo		
Assessment Criteria	P3, M3, D3	P3, M3, D3	P3, M3, D3	P3, M3, D3	P3, M3, D3	P4, M4, D4	P4, M4, D4	P4, M4, D4	P4, M4, D4	P5, M5, D5	P5, M5, D5	P5, M5, D5	P5, M5, D5		