

# IT Year 9 Curriculum Palette



AUTUMN



Practical Topic 1:  
Photopea Introduction & Advanced Skills

- Advanced Photo Editing Skills
- Adjustments & Filters
- Layer Masks
- Distortions
- Spot Healing Tools



Theory Topic 1:  
R093 Creative iMedia Industry



- Traditional Media & New Media Sectors
- Differences
- Use Of Flip Learning Log
- E-Revise Online Learning Platform

Practical Topic 2:  
Construct 3 Game Design Skills

- Sectors Involved
- Examples Of Creative iMedia Product Types
- R093 TAI Learning Log

Theory Topic 1:  
R093 Creative iMedia Industry (cont.)

- Meaning & Importance
- Visual Identity
- Graphical Product Produced For A Specific Client Brief
- Two Challenge Tasks
- Completion Of Range Of Tutorial Tasks For Each Skill Area

Practical Topic 1 (cont.):  
Photopea Photo Editing Advanced Skills



SPRING

CONSTRUCT 3

- Construct 3 Game Design Engine
- Completion Of A Range Of Tutorial Tasks For Each Skill Area
- Use Of Sprites
- Use Of Behaviours
- Use Of Event Screen
- Use Of Sprite Interactions
- Use Of Global Variables
- Use Of Layers
- Use Of Tile Maps
- Leading Onto Challenge Tasks
- Combination & Summary Of Skills Covered

Theory Topic 2:  
R094 Visual Identity & Digital Graphics



Practical Topic 2:  
Construct 3 Game Design Skills

- Particle Effects
- Character Regeneration
- Completion Of 25 Individual Tutorial Activities

- White Space
- Composition
- Colour Theory
- Graphical Design Elements
- Slogans
- Importance
- Elements
- Visual Identity

- R094 TAI Learning Log

Practical Topic 3:  
Elevate Game Design Project



Theory Topic 2:  
R094 Visual Identity & Digital Graphics (cont)

- R094 TAI Learning Log
- Colour Palettes
- Typography
- Business Types
- Brand Values
- Brand Positioning

- Variables
- Timeline Movements
- Leading Onto Challenge Tasks
- Combination & Summary Of Skills Covered

SUMMER

Practical Topic 3:  
Elevate Game Design Project



- Use Of Game Design Skills To Research
- Design & Create A Project Based On A Specific Client Brief



Theory Topic 2:  
R094 Visual Identity & Digital Graphics (cont.)



- Use Of Game Design Skills To Research, Design & Create A Project Based On A Specific Client Brief.