

Alcester Academy Curriculum Planning: Key Stage 4 (Yr10) Cambridge National in Creative iMedia

Department: <i>ICT & Computing</i>						Year Group: 9
Term	Topic/Subject	Assessment Objectives and Knowledge	Skills	Literacy, Numeracy (including wider reading)	Personal Development (SMSC, British Values, Careers, Healthy Living, Citizenship Equality and Diversity, Preparation for next stages)	AFL/Summative Assessment
Autumn 1	R082 Creating Digital Graphics	<p>Learning Objective 1: <i>Understand the purpose & properties of digital graphics</i></p> <p>Learning Objective 2: Be able to plan the creation of a digital graphic</p> <ul style="list-style-type: none"> ● Able to understand why digital graphics are used (e.g. to entertain, to inform, to advertise, to promote, to educate) ● how digital graphics are used (e.g. magazine covers, CD/DVD covers, adverts, web images and graphics, multimedia products, games) ● types of digital graphics, i.e.: ● bitmap/raster 	<ul style="list-style-type: none"> ● produce a visualisation diagram for a digital graphic ● identify the assets needed to create a digital graphic (e.g. photographs, scanned images, library images, graphics, logos) ● identify the resources needed to create a digital graphic (e.g. digital camera, internet, scanner, computer system and software). ● how legislation (e.g. copyright, trademarks, logos, intellectual property use, permissions and implications of use) applies to images used in digital graphics, whether sourced or created. ● images ● graphics ● create assets identified for use in a digital graphic, i.e.: ● images 	<ul style="list-style-type: none"> ● Graphic file types ● Appropriate uses, graphics design industry applications ● Compression of files ● Legislation & other guidelines. <p>‘Creative iMedia L1/2 Pre-Production skills and Creating digital graphics’, by Kevin Wells, published by Hodder education.</p>	<ul style="list-style-type: none"> ● Highlight requirements of copyright, trademarks, copyright free sources, referencing copyright in graphical design work. ● Importance of graphical design industry in UK. 	<ul style="list-style-type: none"> ● All R082 activities are assessed through continual assessment, based on exam board assessment criteria. ● Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses..

		<ul style="list-style-type: none"> • vector • file formats, i.e.: • .tiff • .jpg • .png • .bmp • .gif • .pdf • the properties of digital graphics and their suitability for use in creating images, i.e.: • pixel dimensions • dpi resolution • quality • compression settings • how different purposes and audiences influence the design and layout of digital graphics (e.g. the use of colour, composition, white space and styles).. 	<ul style="list-style-type: none"> • graphics • ensure the technical compatibility of assets with the final graphic (e.g. pixel dimensions, dpi resolution) • create a digital graphic using a range of tools and techniques within the image editing software application (e.g. cropping, rotating, brightness, contrast, colour adjustment) 			
Autumn 2	R082 Creating Digital Graphics	<p>Learning Objective 2: Be able to plan the creation of a digital graphic</p> <p><i>Learning Objective 3:</i> Be able to create a digital graphic</p> <p>Pupils will learn how to:</p> <ul style="list-style-type: none"> • Understand how create assets with suitable technical properties, file 	<ul style="list-style-type: none"> • produce a visualisation diagram for a digital graphic • identify the assets needed to create a digital graphic (e.g. photographs, scanned images, library images, graphics, logos) • identify the resources needed to create a digital graphic (e.g. digital camera, 	<ul style="list-style-type: none"> • Graphic file types • Appropriate uses, graphics design industry applications • Compression of files • Legislation & other guidelines. 	<ul style="list-style-type: none"> • Highlight requirements of copyright, trademarks, copyright free sources, referencing copyright in graphical design work. • Importance of graphical 	<ul style="list-style-type: none"> • All R892 activities are assessed through continual assessment, based on exam board assessment criteria. • Assessed through continual

		<p>types.</p> <ul style="list-style-type: none"> Understand how to use version control. 	<p>internet, scanner, computer system and software).</p> <ul style="list-style-type: none"> create assets identified for use in a digital graphic, i.e.: <ul style="list-style-type: none"> images graphics ensure the technical compatibility of assets with the final graphic (e.g. pixel dimensions, dpi resolution) create a digital graphic using a range of tools and techniques within the image editing software application (e.g. cropping, rotating, brightness, contrast, colour adjustment)save a digital graphic in a format appropriate to the software being used export the digital graphic using appropriate formats and properties for <ul style="list-style-type: none"> print use web use multimedia use. 		<p>design industry in UK.</p>	<p>assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.</p>
Spring 1	R082 Creating Digital Graphics	<p><i>Learning Objective 3:</i> Be able to create a digital graphic</p> <p><i>Learning Objective 4:</i> Be able to review a digital graphic</p> <p>Pupils will learn how to:</p> <ul style="list-style-type: none"> Understand how create assets with suitable 	<ul style="list-style-type: none"> create assets identified for use in a digital graphic, i.e.: <ul style="list-style-type: none"> images graphics ensure the technical compatibility of assets with the final graphic (e.g. pixel dimensions, dpi resolution) create a digital graphic using a 	<ul style="list-style-type: none"> Graphic file types Appropriate uses, graphics design industry applications Compression of files Legislation & other guidelines 		<ul style="list-style-type: none"> All R082 activities are assessed through continual assessment, based on exam board assessment criteria. Assessed through

	R085 Creating a multipage website	<p>technical properties, file types.</p> <ul style="list-style-type: none"> • Understand how to use version control. • Understand how to review and evaluate graphics against given specification. <p>Learning Objective 1: <i>Understand the properties and features of multipage websites</i></p>	<p>range of tools and techniques within the image editing software application (e.g. cropping, rotating, brightness, contrast, colour adjustment)save a digital graphic in a format appropriate to the software being used</p> <ul style="list-style-type: none"> • export the digital graphic using appropriate formats and properties for • print use • web use • multimedia use. <p>• On completion of this unit, learners will be able to explore and understand the different properties, purposes and features of multipage websites, plan and create a multipage website and review the final website against a specific brief</p>	<ul style="list-style-type: none"> • Target audience and purpose requirements. • Accessibility features for disabled users. 		<p>continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.</p> <ul style="list-style-type: none"> • All R085 activities are assessed through continual assessment, based on exam board assessment criteria.
Spring 2	R085 Creating a multipage website	<p>Learning Objective 1: <i>Understand the properties and features of multipage websites</i></p> <p>Learning Objective 2: <i>Be able to plan a multipage website</i></p> <ul style="list-style-type: none"> • This unit will enable 	<ul style="list-style-type: none"> • It will allow them to interpret a client brief and to use planning and preparation techniques when developing a multipage website. • create suitable folder structures to organise and save web pages and asset files using appropriate naming 	<ul style="list-style-type: none"> • Target audience and purpose requirements. • Accessibility features for disabled users. • Client brief requirements. • Master page sizing – pixels. • Hyperlinks (internal and external, file and email). 	<p>Reference to use of copyright materials, sound files, how to use royalty free resources.</p> <p>Discussions regarding purpose, target audience - specific categories of website</p>	<ul style="list-style-type: none"> • All R085 activities are assessed through continual assessment, based on exam board assessment criteria.

		<p>learners to understand the basics of creating multipage websites. It will enable learners to demonstrate their creativity by combining components to create a functional, intuitive and aesthetically pleasing website.</p> <ul style="list-style-type: none"> ● interpret client requirements for a multipage website (e.g. to inform, entertain, promote or sell products and/or services), based on a specific brief (e.g. by client discussion, reviewing a written brief, or specification) ● understand target audience requirements for a multipage website ● identify the assets needed to create a multipage website (e.g. backgrounds, banners, buttons, shapes, text, fonts) ● identify the resources needed to create and publish a multipage website (e.g. internet access, web server, domain name, computer system and software) 	<p>conventions</p> <ul style="list-style-type: none"> ● source and import assets (e.g. graphics, image, texture, sound, video, animation, text) ● create a suitable master page as a template for a multipage website ● use a range of tools and techniques in web authoring software to create a multipage website ● insert assets into web pages to create planned layouts (e.g. text, lists, tables, graphics, moving images, embedded content) ● create a navigation system (e.g. using a navigation bar, buttons, hyperlinks) ● save a multipage website in a format appropriate to the software being used ● publish a multipage website to a location appropriate to client requirements. ● how to use version control when creating multipage websites. 	<ul style="list-style-type: none"> ● Navigation system. ● Site/page dimensions ● Image size & dimensions ● Image compression techniques, file sizes, website suitability. ● https://shortiedesigns.com/2014/03/10-top-principles-effective-web-design/ ● https://www.glidedesign.com/10-principles-of-good-web-design/ ● https://www.voovadigital.com/7-principles-of-good-website-design 	<p>design for eg charities, support websites.</p>	
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<p>Summer 1</p>	<p>R085 Creating a multipage website</p>	<p>Learning Objective 3: <i>Be able to create a multipage website using multimedia components.</i></p> <p>Learning Objective 4: <i>Be able to review a multipage website</i></p> <ul style="list-style-type: none"> identify the assets needed to create a multipage website (e.g. backgrounds, banners, buttons, shapes, text, fonts) identify the resources needed to create and publish a multipage website (e.g. internet access, web server, domain name, computer system and software) 	<ul style="list-style-type: none"> insert assets into web pages to create planned layouts (e.g. text, lists, tables, graphics, moving images, embedded content) create a navigation system (e.g. using a navigation bar, buttons, hyperlinks) save a multipage website in a format appropriate to the software being used publish a multipage website to a location appropriate to client requirements. how to use version control when creating multipage websites. 	<ul style="list-style-type: none"> Target audience and purpose requirements. Accessibility features for disabled users. Client brief requirements. Master page sizing – pixels. Hyperlinks (internal and external, file and email). Navigation system. Site/page dimensions Image size & dimensions Image compression techniques, file sizes, website suitability. https://shortiedesigns.com/2014/03/10-top-principles-effective-web-design/ https://www.glidedesign.com/10-principles-of-good-web-design/ https://www.voovadigital.com/7-principles-of-good-website-design 	<ul style="list-style-type: none"> Reference to use of copyright materials, sound files, how to use royalty free resources. Discussions regarding purpose, target audience - specific categories of website design for eg charities, support websites. 	<ul style="list-style-type: none"> All R085 activities are assessed through continual assessment, based on exam board assessment criteria.
<p>Summer 2</p>	<p>R092 Developing Digital Games</p>	<p>Learning Objective 1: <i>Understand game creation hardware, software & peripherals</i></p> <p>Learning Objective 2: <i>Be able to plan the creation of a digital game</i></p> <ul style="list-style-type: none"> This unit will enable 	<ul style="list-style-type: none"> interpret client/focus group requirements for digital game concepts (e.g. game genre, intended platform, purpose) based on a specific brief (e.g. by client discussion, reviewing a written brief or specification) understand target audience 	<p>https://www.clickteam.com/clickteam-fusion-2-5</p> <ul style="list-style-type: none"> Trigger Event Action Frame editor Event editor Storyboard editor Path movement 	<ul style="list-style-type: none"> Importance of computer programming/coding skills, opportunities in career development. Discussion about game design as career choice, 	<ul style="list-style-type: none"> All R092 activities are assessed through continual assessment, based on exam board assessment criteria.

		<p>learners to understand the capabilities and limitations of a range of platforms.</p> <ul style="list-style-type: none"> ● They will be able to identify core features of digital games and gain the knowledge to create a games design concept proposal that can be presented to a client for critical review. ● This unit will also enable learners to understand the basics of planning and designing digital games for the creative digital media sector. 	<p>requirements</p> <ul style="list-style-type: none"> ● generate a range of original ideas for a new game in line with client requirements, including key game play outlines, i.e.: ● genre ● concept ● narrative ● characters ● locations. 	<ul style="list-style-type: none"> ● Sideways shooter ● ● Numeracy – use of coordinates, angles, timings, frequency. ● ● Target audience, purpose, requirements. 	<p>importance of game design industry in south Warwickshire area.</p>	
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