

## Topic 1 – Graphic Design and Manipulation

Year 9 builds on knowledge and skills from Year 7 & 8 and introduced more advanced coding, graphics and design skills. Work in Year 9 is based around working to a client brief and undertaking creative projects as well as creating, re-using, revise and re-purposing digitally artefacts .

**1. What makes good design?** – What makes an image visually appealing? You will look at examples of both good and bad design to come up with a set of “key design rules” that you will follow through this unit.

**2. Introduction to Draw Plus** – Learn how to use Serif DrawPlus – a professional graphics design package. Learn how to use advanced tools to both create and manipulate graphics to produce professional looking final products.

**3. The importance of planning** – Learn why the planning stage is often the most time consuming and import part of a project. If you fail to prepare, you prepare to fail! Learn about mind maps, mood boards and visualisation diagrams.

**4. Get creative** – Using the skills and knowledge learnt so far, along with a suitable plan and following the golden design rules, complete a short project based on a real world client brief. This will give you valuable experience of working to a deadline and working alongside a client to make their ideas a reality.



**5. Review and evaluate** – How happy is the client with what has been produced? How do you know? Being able to critically evaluate both your own and other’s work is a key skill to producing the most professionally looking final pieces. Learn how to both take and receive creative feedback in order to produce the best possible final outcomes. Your work will go through several iterations before being “perfect”



**Year 9**

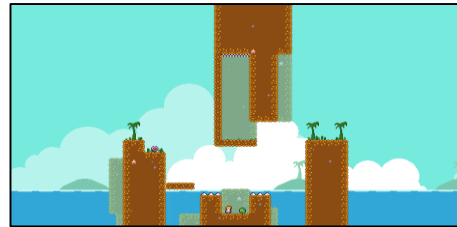
**Half Term 1**

**Half Term 2**

**7-14. Design, Develop and Test a fully functioning game in Construct 2** – This is the start of their extended creative project and assessment for this unit. Working to a client brief, design, plan and create a fully working product. Combine all of the skills and knowledge learned so far in this and the previous units to create a professional final product that will satisfy the requirements of the client brief. The final product will be full tested by both the author and gameplay tested by users to inform areas for improvement.

**6. Experimentation time** – Time to experiment! Game design involves a lot of experimentation time and that there is more often than not more than one way of doing things. Time is allocated to make mistakes, identify what went wrong and find creative and inventive solutions.

**4. Variables** – Explore the use of variables in coding and more specifically in game design. Learn how to create variable to control different element of games such as health, time, ammo. Arithmetic operations are introduced at this point to build more complex code into projects.



**Half Term 4**

**5. Gameplay mechanics** – What is it that makes games fun to play? What keeps players coming back for more? Explore game mechanics by looking at some classic examples and than design, plan and implement game play mechanics to add to individual projects.

**3. Pseudocode** – Introduction to the concept of pseudocode – talking about code in plain English. Use this skill to debug example code and then fix problems in provided coding in examples. Linked to this is the idea of decomposition- breaking down coding problems in to small chunks as well as debugging code.

**2. Events and actions** – Understand how coding in Construct 2 uses a hierarchical structure and a “top down” approach. Explore the concept of “events” and “actions” and the “if this, then that” element of coding. Write code to collect an item when the player collects it and add to a scoring system by learning about both global and instance variables.

**Half Term 3**

**Half Term 5**



## Topic 3 – HTML coding and website development

**1. Website building blocks** – The first lesson looks behind the curtain to help start to understand how web pages are constructed using HTML tags, and how they can be modified to start to resemble the websites. Practise formatting sections of text to improve readability, modify tags to change their appearance in a document. Consider and explore the power of automation for repetitive tasks, before delving into some practical web page formatting activities using HTML tags.

**2. Words are not enough** – Web pages that only use text are not going to be read for long on a screen. The use of images on web pages is important as it can bring them to life and help improve the reader’s experience. Explore the structure and operation of the “img” tag and understand how it can be used to ‘add’ images to web pages. Then try to replicate a given web page design to see if you can use what they have learnt in the most effective way.

**3. Taking shortcuts** – The benefit of using a computer is that it is a device that allows the easy editing of content. Computer scientists like to find efficient ways to automate what they do and in this lesson you will see that CSS is a more efficient way of styling HTML documents. As you become more experienced in the structure of CSS you will look to extend your knowledge and skills by experimenting with the numerous attributes that can be controlled by CSS.

**4-5. Searching the web** – Like artists, web developers create works of art that they want people to see. There is so much content on the World Wide Web, that making sure your web page stands out can be difficult. By considering how search engines find and rank web pages, you will learn how you can make your designs appear towards the top of search engine lists, so that more people will view the content that you have created.

**6-10. Navigating the web** – Investigate advanced search techniques. Understand how search operators can be used to combine or exclude search terms to either expand or narrow search results. Learn how to hyperlink web pages into a complete website allowing navigation between the pages that you have created. **Assessment** – Create a website using HTML based on the requirements of a real world, specific client brief in which you will have to research, plan, create and finally evaluate a fully functional HTML website.

**Half Term 6**

