Year		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
group/Term							
Year 10 (KS3 National	Topic	R081 - Pre-Production Skills LO1 & 3 Pre-Production Documents	R081 - Pre-Production Skills LO1 & 3 Pre-Production Documents	R081 - Pre-Production Skills LO2 Planning Pre-Production	R081 - Pre-Production Skills LO2 Planning Pre-Production	R081 - Pre-Production Skills LO4 - Reviewing	R081 - Pre-Production Skills R082 - Graphics
Curriculum)	Core knowledge from this topic	Understanding the purpose and content of pre-production documents. Be able to produce pre-production documents. Key documents; Mind maps, spider diagrams, Moodboards, Storyboards, Scripts, Visualisation diagrams. Properties and limitations of file formats for still images, audio and moving images. Naming conventions and version control.	Understanding the purpose and content of pre-production documents. Be able to produce pre-production documents. Key documents; Mind maps, spider diagrams, Moodboards, Storyboards, Scripts, Visualisation diagrams. Properties and limitations of file formats for still images, audio and moving images. Naming conventions and version control.	Be able to plan pre-production. Understanding client requirements, target audience, work plans and production schedules. Hardware, techniques and software used to digitise or create preproduction documents. Health and safety considerations. Legislation.	Be able to plan pre- production. Understanding client requirements, target audience, work plans and production schedules. Hardware, techniques and software used to digitise or create preproduction documents. Health and safety considerations. Legislation.	Reviewing pre-production documents. Analysing pros and cons of pre-production documents.	R081 - Revision R082 - Understand the purpose and properties of digital graphics.
	Links to the national curriculum	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability. Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability. Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. Create, re-use, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability. Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.
	Previous content	KS3 NC:	KS3 NC:	KS3 NC:	KS3 NC:	KS3 NC:	KS3 NC:
	that this topic builds upon	- Use search technologies effectively, appreciate how	- Use search technologies effectively, appreciate how	- Use search technologies effectively, appreciate how	- Use search technologies effectively, appreciate how	- Use search technologies effectively, appreciate how	- Undertake creative projects that involve selecting, using and

iMedia Curriculum Mapping

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		- Select, use and o	combine a	- Select, use and		- Select, use and	d combine a	- Select, use ar		- Select, use and	combine a	goals, including	
		variety of softwar		variety of softw		variety of softw			ware (including	variety of softw		_	and meeting the
		internet services)	•	internet service	•	internet service	•		es) on a range of	internet service	•	needs of know i	
		digital devices to		digital devices t	•	digital devices t	•	digital devices	•	digital devices to	•	- Create, re-use,	
		create a range of		create a range		create a range of	_	create a range		create a range of		purpose digital	
		systems and cont		systems and co		systems and co		systems and co		systems and cor		given audience,	
		accomplish given		accomplish give			n goals, including	accomplish giv		accomplish give		to trustworthing	
		collecting, analysi		including collec			sing, evaluating		cting, analysing,	including collect		usability	ess, design and
		and presenting da		evaluating and		and presenting		_	I presenting data	evaluating and		Specifically:	
		information	ata anu	and information	-	information	uata anu	and information		and information		Bitmaps and ve	ctor graphics
		- Understand the	opportunities		ne opportunities		e opportunities		he opportunities	Specifically:			phics and Image
		[networks] offer f	• •	[networks] offe		[networks] offe		[networks] off		Analysing docur	nants for	Manipulation u	
		communication a		communication		communication		communicatio		suitability for pu			IIIL.
		collaboration	IIu	collaboration	ı anu	collaboration	allu	Collaboration	II dilu	audience from \	•		
		Specifically:		Specifically:		Specifically:		Specifically:		Publications uni	, ,		
		Storyboards and s	scripts from Voor	Storyboards and	d scripts from	Target audience	from Voor 7	Target audience	se from Vear 7	Publications uni	ι.		
		8 Creative Project		Year 8 Creative		Exploring Public		Exploring Publi					
		Visualisation diag		Visualisation di	•		ty and legislative	Health and saf					
		designing digital g					from Year 7 Cyber		siderations from				
		designing digital g	gaines.	designing digita	ii gaiiles.	Security unit.	Tom real / Cyber	Year 7 Cyber S					
	Varrasahulami	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2		Tier 2	Tier 3	Tier 2	Tier 3
	Key vocabulary								Tier 3 Client				
		Pre-production	Moodboards	Pre-	Moodboards	Planning	Client	Planning		Strengths	Style	Entertain	Bitmap
		Mind maps	Storyboards	production	Storyboards	Research	requirements	Research	requirements	Weaknesses		Advertise	Raster
		Spider diagrams	Scripts	Mind maps	Scripts Visualisation	Specification	Target audience	Specification	Target audience	Improvement		Promote Inform	Vector
		Purpose Audience	Visualisation	Spider		Genre Constraints	Work plans Production	Genre	Work plans	Relevancy Suitability		Educate	Lossy
		Audience	diagrams	diagrams	diagrams	Primary	schedules	Constraints	Production	Critically			compression Pixel
				Purpose Audience		sources	Gantt charts	Primary sources	schedules	review		Layout Content	dimensions
				Addience		Secondary	Milestones	Secondary	Gantt charts	Format		Content	DPI resolution
						sources	Workflow	sources	Milestones	Clarity			Composition
						Copyright	Recces	Copyright	Workflow	Colour scheme			Balance
						Trademarks	Risk	Trademarks	Recces	Content			White space
						Data	Assessment	Data	Risk	Scenes			writte space
						protection	Defamation	protection	Assessment	Sceries			
						Privacy	Detaillation	Privacy	Defamation				
						Privacy		Privacy	Defamation				
	Development of	Helping learners t	to appreciate that	creative media c	ontributes to the	development of	our culture and to	our highly techn	ological future.			<u> </u>	
	cultural capital	How learners nee	d to show cultura	I awareness of th	eir audience who	en communicating	g with creative med	lia.					
		Social issues that	can affect users of	f ICT, including th	ne use and abuse	of personal and p	orivate data, cyber	bullying etc.					
		How creative med	dia can affect the	quality of life exp	erienced by pers	ons with disabilit	ies and the respons	sibility to meet in	ndividuals' access	requirements.			
		Developing know	ledge and unders	tanding of how cr	eative media has	changed the way	y people interact w	ith technology ir	n their daily lives (including commu	nication, shopping	g, gaming, enterta	ainment,
		education and tra	ining, social netw	orking etc.)									
Year		Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
group/Term													
Year 10	Topic	R082 - Graphics		R081 - Pre-Proc		R082 - Graphics		R082 - Graphic	CS	R087 - Multime		R087 - Multime	
				R082 - Graphics	i					(Website) & ROS	2 - Game	(Website) & ROS	92 - Game
										Creation		Creation	
	Core knowledge	LO1 - Understand		Revision of R08	1 Key		plan the creation	LO2 - Be able t		R087 - LO1 Und			erstand the uses
	from this topic	and properties of		documents.		of a digital grap		creation of a d		and properties		and properties	
		LO2 - Be able to p		LO1 - Understa			create and save	LO3 - Be able t		multimedia pro		multimedia pro	
		of a digital graphi	C.	and properties	of digital	a digital graphic	•	save a digital g	raphic.	LO2 Be able to p		LO2 Be able to p	
				graphics.						interactive mult	imedia product.	interactive mult	timedia product.

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iii wapping												
			LO2 - Be able to creation of a dig	gital graphic.			graphics.	o review digital	R092 - LO1 Unde creation hardwa and peripherals. LO2 Be able to p of a digital game	ore, software older the creation e.	R092 - LO1 Unde creation hardwa and peripherals. LO2 Be able to p of a digital game	are, software Dlan the creation e.
Links to the national curriculum (if applicable)	Develop student's creativity and known digital media and technology. Develop and apply problem-solving a Understand how technology affect including new was their online private and how to identificance of concerns	owledge in information y their analytic, and design skills. changes in safety, ys to protect cy and identity, fy and report a second control of the safety.	Develop student creativity and ker digital media are technology. Develop and aperanalytic, problet design skills. Understand how technology affer including new we their online privile identity, and he and report a raise concerns.	nowledge in and information oply their am-solving and w changes in ect safety, ways to protect wacy and ow to identify nge of	problem-solving Understand how technology affe including new w their online privand how to ider range of concer	nowledge in and information ply their analytic, g and design skills. W changes in ct safety, ways to protect vacy and identity, atify and report a rns.	technology. Develop and a analytic, proble design skills. Understand he technology affincluding new their online pridentity, and hand report a reconcerns.	knowledge in and information of information of information of their em-solving and ow changes in ect safety, ways to protect ivacy and ow to identify ange of	Develop student creativity and kr digital media an technology. Develop and appanalytic, problem design skills. Understand how technology affect including new witheir online priviand how to idental range of concerns.	nowledge in d information oly their m-solving and v changes in ct safety, rays to protect acy and identity, itify and report	Develop student creativity and kr digital media an technology. Develop and appanalytic, problem design skills. Understand how technology affect including new witheir online privilentity, and how and report a rank	nowledge in d information ply their m-solving and v changes in ct safety, rays to protect acy and w to identify age of concerns.
Previous content that this topic builds upon	Key documents fr Planning Pre-Proc File formats, desig client requiremen visualisation diagr	luction unit. gn elements, its, workplans,	Key documents Planning Pre-Pr File formats, de client requirem workplans, visu diagrams, legisl	oduction unit. esign elements, ents, alisation	Key documents Planning Pre-Pre File formats, de client requireme visualisation dia legislation. Photoshop skills Graphics and Im Manipulation un	oduction unit. sign elements, ents, workplans, agrams, s from Year 8	Design element requirements, visualisation di legislation, rev documents and relevant improphotoshop skill Graphics and la Manipulation di la	workplans, iagrams, iewing d suggesting vements. Is from Year 8	Key documents Planning Pre-Pro File formats, des client requireme visualisation dia legislation. Year 8 Designing unit genres, type of digital games documents inclu storyboards and	oduction unit. sign elements, ents, workplans, grams, g Digital Games es and audience . Planning uding	Key documents Planning Pre-Pro File formats, des client requireme visualisation dia legislation. Year 8 Designing unit genres, type of digital games documents inclu storyboards and	oduction unit. sign elements, ents, workplans, grams, g Digital Games es and audience . Planning uding
Key vocabulary	Tier 2 Entertain Advertise Promote Inform Educate Layout Content Planning Research Specification Genre Constraints Primary sources Secondary sources Copyright	Tier 3 Bitmap Raster Vector Lossy compression Pixel dimensions DPI resolution Composition Balance White space Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow	Tier 2 Entertain Advertise Promote Inform Educate Layout Content Planning Research Specification Genre Constraints Primary sources Secondary sources Copyright	Tier 3 Bitmap Raster Vector Lossy compression Pixel dimensions DPI resolution Composition Balance White space Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow	Tier 2 Pre- production Mind maps Spider diagrams Purpose Audience Techniques Strengths Weaknesses Improvement Relevancy	Tier 3 Moodboards Visualisation diagrams Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Assets Cropping Rotating Brightness Contrast Colour adjustment	Tier 2 Pre- production Mind maps Spider diagrams Purpose Audience Interpret Techniques Strengths Weaknesses Improvement Relevancy	Tier 3 Moodboards Visualisation diagrams Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Assets Cropping Rotating Brightness Contrast Colour adjustment	Tier 2 Purpose Audience Navigation Colour scheme Accessibility Resources Legislation House Style Storage Review Constraints Requirements File formats Interaction Objectives Concept Movement Scoring Interactions Obstacles Characters	Tier 3 Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed Ethernet Wi-Fi File formats CPU's Monitors	Tier 2 Purpose Audience Navigation Colour scheme Accessibility Resources Legislation House Style Storage Review Constraints Requirements File formats Interaction Objectives Concept Movement Scoring Interactions Obstacles Characters	Tier 3 Client requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed Ethernet Wi-Fi File formats CPU's Monitors

Media Curricul	um Mapping												
	Development of cultural capital	How learners nee Social issues that	ed to show cultura can affect users o	I awareness of the of the office of the offi	eir audience who e use and abuse	en communicating of personal and p	our culture and to g with creative med private data, cyber	lia. bullying etc.			Touch pads Video/Sound cards Platform Genre Visual style Scripting Sprites		Touch pads Video/Sound cards Platform Genre Visual style Scripting Sprites
		Developing know	ledge and unders	tanding of how cr			es and the respons people interact w			· · · · · · · · · · · · · · · · · · ·	nication, shoppin	g, gaming, enterta	ainment,
Year		education and tra	aining, social netw	orking etc.) Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
group/Term		Autumiii		Autum 2		Spring 1		Spring 2		Julillier 1		Julillier 2	
Year 11	Topic	R082 - Graphics		R082 - Graphics		R087 - Multimed (Website) & R09 Creation		R087 - Multime (Website) & R0 Creation		R087 - Multime (Website) & R09 Creation		N/A as course w by May	vill be completed
	Core knowledge from this topic	LO1 - Understand and properties of LO2 - Be able to p of a digital graphit LO3 - Be able to c digital graphic. LO4 - Be able to r graphics.	digital graphics. plan the creation ic. create and save a eview digital	LO1 - Understar and properties of graphics. LO2- Be able to creation of a dig LO3 - Be able to save a digital gra LO4 - Be able to graphics.	plan the gital graphic. create and aphic. review digital	multimedia prod R092 - LO1 Undo creation hardwa peripherals. LO2 Be able to p of a digital game	of interactive ducts. Islan an interactive duct. erstand game are, software and lan the creation	R087 - LO2 Be a interactive mul product. LO3 Be able to interactive mul product. R092 - LO2 Be a creation of a di LO3 Be able to game.	create an timedia able to plan the gital game. create a digital	R092 - LO3 Be a digital game. LO4 Be able to r creation of a dig	review an cimedia product. The cimedia product. The cimedia product. The cimedia product and cimedia product are cimedia product. The cimedia product are cimedia product.		
	Links to the national curriculum (if applicable)	Develop student's creativity and known digital media and technology. Develop and appl problem-solving a Understand how technology affect including new was their online private and how to identify range of concerns.	by their analytic, and design skills. changes in safety, ys to protect cy and identity, ify and report a	Develop studen creativity and kidigital media and technology. Develop and ap analytic, probled design skills. Understand how technology affer including new witheir online prividentity, and how and report a ranconcerns.	nowledge in ad information ply their m-solving and v changes in ct safety, vays to protect racy and w to identify	problem-solving Understand how technology affectincluding new w	nowledge in d information oly their analytic, g and design skills. v changes in ct safety, vays to protect acy and identity, atify and report a	Develop studer creativity and k digital media at technology. Develop and ap analytic, probled design skills. Understand hot technology affeincluding new their online pridentity, and he and report a raconcerns.	enowledge in and information oply their em-solving and w changes in ect safety, ways to protect vacy and ow to identify	Develop studen creativity and kindigital media and technology. Develop and appanalytic, proble design skills. Understand how technology affer including new witheir online privand how to idental a range of concerns.	nowledge in ad information ply their m-solving and v changes in ct safety, vays to protect racy and identity, atify and report		
	Previous content that this topic builds upon	Key documents fr Planning Pre-Prod File formats, design client requirement visualisation diag	duction unit. gn elements, nts, workplans,	Key documents Planning Pre-Pro File formats, de client requireme workplans, visua diagrams, legisla	oduction unit. sign elements, ents, alisation	Key documents Planning Pre-Pro File formats, des client requirements visualisation dia	oduction unit.	Design elements, visualisation di legislation, revi documents and relevant impro-	workplans, agrams, ewing I suggesting	Design element requirements, v visualisation dia legislation, revie documents and relevant improv	vorkplans, grams, ewing suggesting		
	Key vocabulary	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2 Purpose	Tier 3	Tier 2 Navigation	Tier 3	Tier 2 Exporting	Tier 3 Repurposing	Tier 2	Tier 3

	10	Year 10	Year 10	Year 10	Navigation Colour scheme Accessibility Resources Legislation House Style Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed	control Legislation Exporting Interaction	requirements Target audience Work plans Production schedules Gantt charts Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets	Review SWOT Movement Scoring Interactions Obstacles Characters	Triggers Navigation Test plan Resources Assets Visualisation diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial relationships
					Accessibility Resources Legislation House Style Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	Work plans Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed	Exporting	audience Work plans Production schedules Gantt charts Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets	Movement Scoring Interactions Obstacles	Test plan Resources Assets Visualisation diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					Resources Legislation House Style Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	Production schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed		Work plans Production schedules Gantt charts Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets	Scoring Interactions Obstacles	Resources Assets Visualisation diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					Legislation House Style Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	schedules Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed	Interaction	Production schedules Gantt charts Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets	Interactions Obstacles	Assets Visualisation diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					House Style Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	Gantt charts Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed		schedules Gantt charts Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets	Obstacles	Visualisation diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	Milestones Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed		Gantt charts Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets		diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					Storage Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	Workflow Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed		Milestones Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets	Characters	diagrams Visual style Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					Review Constraints Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	Information kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed		Workflow Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets		Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					Requirements File formats Versioning Interaction Capabilities Limitations Objectives Concept	kiosks E-learning products GUI Peripherals Bandwidth Data transfer speed		Interaction Repurposing Rollovers Triggers Navigation Test plan Resources Assets		Scripting Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					File formats Versioning Interaction Capabilities Limitations Objectives Concept	E-learning products GUI Peripherals Bandwidth Data transfer speed		Repurposing Rollovers Triggers Navigation Test plan Resources Assets		Sprites Algorithm Geographic parameters Conversion Scaling Spatial
					File formats Versioning Interaction Capabilities Limitations Objectives Concept	products GUI Peripherals Bandwidth Data transfer speed		Rollovers Triggers Navigation Test plan Resources Assets		Algorithm Geographic parameters Conversion Scaling Spatial
					Versioning Interaction Capabilities Limitations Objectives Concept	products GUI Peripherals Bandwidth Data transfer speed		Rollovers Triggers Navigation Test plan Resources Assets		Geographic parameters Conversion Scaling Spatial
					Interaction Capabilities Limitations Objectives Concept	GUI Peripherals Bandwidth Data transfer speed		Navigation Test plan Resources Assets		parameters Conversion Scaling Spatial
					Capabilities Limitations Objectives Concept	Bandwidth Data transfer speed		Navigation Test plan Resources Assets		Conversion Scaling Spatial
					Limitations Objectives Concept	Bandwidth Data transfer speed		Test plan Resources Assets		Scaling Spatial
					Objectives Concept	Data transfer speed		Resources Assets		Spatial
					Concept	speed		Assets		
										10
					Movement	Ethernet		Visualisation		
					Scoring	Wi-Fi		diagrams		
					Interactions	File formats				
					Obstacles	CPU's				
					Characters	Monitors				
					Characters	Touch pads				
						Video/Sound				
						cards				
						Platform				
						Genre				
						Visual style				
						Scripting				
						Sprites				
evelopment of H	Helping learners t	to appreciate that	at creative media	contributes to th	ne development of		our highly techi	nological future.		
					hen communicating		• ,			
					se of personal and					
					rsons with disabilit			individuals' access	requirements.	