

	Autumn1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	8 weeks (total 20 lessons)	7 weeks (total 18 lessons)	7 weeks (total 17 lessons)	5 weeks (total 12 lessons)	6 weeks (total 15 lessons)	7 weeks inc exam fortnight (total 12 lessons)
	<p>TEACHER 1 (RBI) Learning Outcome 1 Understand the purpose and content of pre-production. Students will learn what a pre-production document is and learn about the different types that can be used. They will consider mood boards, story boards, mind maps, visualisation diagrams and scripts. For each of these, they will analyse the features, advantages and disadvantages of each.</p> <p>TEACHER 2 (GBR) R082 Learning Outcome 1: Understand the purpose and properties of digital graphics Learners will be taught: • 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.: o bitmap/raster o vector • file formats, i.e.: o .tiff o .jpg o .png o .bmp o .gif o .pdf • the properties of digital graphics and their suitability for use in creating images, i.e.: o pixel dimensions o dpi resolution o quality o 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).</p>	<p>Teacher 1 (RBI) Learning Outcome 2 Be able to plan pre-production Students will put into place the skills they have learned in LO1. They will consider client requirements and the contents of the client brief. They will also learn about different types of research and the advantages of each of these. Methods of creating workplans to monitor projects will also be taught. Students will learn about the various pieces of legislation surrounding pre-production</p> <p>Teacher 2 (GBR) R082 Learning Outcome 2: Be able to plan the creation of a digital graphic Learners will be taught how to: • interpret client requirements for a digital graphic based on a specific brief (e.g. by client discussion, reviewing a written brief, or specification) • understand target audience requirements for a digital graphic • produce a work plan for an original graphics creation; to include: o tasks o activities o workflow o timescales o resources o milestones o contingencies • 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). Learners must be taught: • 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</p>	<p>Teacher 1 (RBI) Learning Outcome 3 and 4 Be able to produce and evaluate pre-production documents Students will practice the skills they have learned in the previous 2 LO's in order to actually produce pre-production documents. This will also link into R083 with the use of digital images. Students will then evaluate their work.</p> <p>Teacher 2 (GBR) R082 Learning Outcome 2: Be able to plan the creation of a digital graphic Learners will be taught how to: • interpret client requirements for a digital graphic based on a specific brief (e.g. by client discussion, reviewing a written brief, or specification) • understand target audience requirements for a digital graphic • produce a work plan for an original graphics creation; to include: o tasks o activities o workflow o timescales o resources o milestones o contingencies • 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). Learners must be taught: • 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</p>	<p>Teacher 1 (RBI) Exam preparation Students will take their practical knowledge and acquired skills and practice answering exam questions relating to planning and pre-production.</p> <p>Teacher 2 (GBR) Learning Outcome 3: Be able to create a digital graphic Learners must be taught how to: • source assets identified for use in a digital graphic, i.e.: o images o graphics • create assets identified for use in a digital graphic, i.e.: o images o 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 o print use o web use o multimedia use. Learners must be taught: • how to use version control when creating a digital graphic.</p>	<p>Teacher 1 (RBI) Mock end of year assessment Revision activities Final assessment. Following the assessment time in teacher 1's lessons is then given to cover the assessment for R082 which has been covered by teacher 2.</p> <p>Teacher 2 (GBR) Learning Outcome 3: Be able to create a digital graphic Learners must be taught how to: • source assets identified for use in a digital graphic, i.e.: o images o graphics • create assets identified for use in a digital graphic, i.e.: o images o 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 o print use o web use o multimedia use. Learners must be taught: • how to use version control when creating a digital graphic.</p>	<p>Teacher 1 (RBI) Time in teacher 1's lessons is then given to cover the assessment for R082 which has been covered by teacher 2.</p> <p>Teacher 2 (RBI) Continue with Learning Outcome 3: Be able to create a digital graphic</p> <p>Followed by Learning Outcome 4: Be able to review a digital graphic Learners must be taught how to: • review a digital graphic against a specific brief • identify areas in a digital graphic for improvement and further development (e.g. cropping, rotating, brightness, contrast, levels, colour adjustment)</p>

Assessments						
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Year 11	8 weeks (total 20 lessons)	7 weeks (total 18 lessons)	7 weeks (total 17 lessons)	5 weeks (total 12 lessons)	6 weeks (total 15 lessons)	7 weeks inc exam fortnight (total 12 lessons)
	<p style="text-align: center;">Teacher 1 (RBI)</p> <p>Learning Outcome 1: Understand the properties and features of multipage websites</p> <p>Learners will be taught:</p> <ul style="list-style-type: none"> • the purpose and component features of multipage websites in the public domain • the devices used to access web pages i.e.: <ul style="list-style-type: none"> o laptops and personal computers o mobile devices and smartphones o tablets o games consoles o digital television • the methods of internet connection i.e.: <ul style="list-style-type: none"> o wired broadband o wi-fi (e.g. private local area networks, public hotspots) o wireless broadband (e.g. 3G, HSDPA, 3GPP, LTE) <p>Learning Aim 1 practice assessment Learning Aim 1 assessment</p>	<p style="text-align: center;">Teacher 1 (RBI)</p> <p>Learning Outcome 2: Be able to plan a multipage website</p> <p>Learners will be taught how to:</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 • produce a work plan for the creation of a multipage website, to include: <ul style="list-style-type: none"> o tasks o activities o workflow o timescales o resources o milestones o contingencies • create a site map with navigation links • produce a visualisation diagram for a web page identifying the house style • identify the assets needed to create a multipage website (e.g. backgrounds, banners, buttons, shapes, text, fonts) 	<p>Continue with Learning Outcome 1: Be able to plan a multipage website</p> <ul style="list-style-type: none"> • identify the resources needed to create and publish a multipage website (e.g. internet access, web server, domain name, computer system and software) • prepare assets for use in web pages • create and maintain a test plan to test a multipage website during production. <p>Learners must be taught:</p> <ul style="list-style-type: none"> • how legislation (e.g. copyright, trademarks, intellectual property use, permissions and implications of use) applies to assets used in multipage websites (e.g. images, graphics, corporate logos, music and video clips), whether sourced or created. 	<p style="text-align: center;">Teacher 1 (RBI)</p> <p>Learning Outcome 3: Be able to create multipage websites using multimedia components</p> <p>Learners must be taught how to:</p> <ul style="list-style-type: none"> • create suitable folder structures to organise and save web pages and asset files using appropriate naming conventions • 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 	<p style="text-align: center;">Teacher 1 (RBI)</p> <p>Continue with Learning Outcome 3: Be able to create multipage websites using multimedia components</p> <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. <p>Learners must be taught:</p> <ul style="list-style-type: none"> • how to use version control when creating multipage websites. 	<p style="text-align: center;">Teacher 1 (RBI)</p> <p>Learning Outcome 4: Be able to review a multipage website</p> <p>Learners must be taught how to:</p> <ul style="list-style-type: none"> • review a multipage website against a specific brief • identify areas for improvement and further development of a multipage website (e.g. text, graphics, moving images, embedded content).
Assessments						