

# iCommunicate: iGraphics Level 4

## Course Evaluation Criteria

**Y6: We would expect all children in Y6 to attain statements 1-6. If any of statements 7-10 are attained, those pupils are exceeding expectations.**

- 1) Pupils know what units are used to measure graphics and colour.
- 2) Pupils can explain what a design brief is and why it is used.
- 3) Pupils know what a WYSIWYG web design program is.
- 4) Pupils can clearly structure, write and send an email.
- 5) Pupils can create a game whilst following a design brief.
- 6) Pupils can explain how HTML is used to code websites.
- 7) Pupils can explain the advantages and disadvantages of HTML against WYSIWYG.
- 8) Pupils can effectively implement the Four C's when designing their game.
- 9) Pupils can change the colour and font of text without assistance.
- 10) Pupils can discuss the pros and cons of technology in graphic design.

## Course Overview

**Course overview:** Participants will work to design and create a new website for Junior Jam. Pupils will be given design briefs to follow which will aid their design process. The websites will include elements of HTML coding as well as using a WYSIWYG developing app to help visualise their designs. The websites must include several different elements including a video game that pupils must also design and create as part of the course.

**Learning Outcome for the course:** Pupils will learn the different ways websites can be designed to industry standards. Learning to follow design briefs to create a finished product. They will also learn a basic understanding of how to code in HTML and use this to code their own website.

## Sam's Level Maker

Play and save the game

The aim of the game is to collect this green item



Blocks, items and enemies that can be added.

The arrows let us move around the map

## Apps Used



**Sam's Level Maker**



**Logo Foundry**



**Strip Design**



**HTML Egg 2**



**Easy HTML**

## Vocabulary Bank

**HTML (Hypertext Markup Language)**

A coding language used to build websites.

**Pixels**

The smallest singular display on a digital screen.

**RGB colour**

How red, green and blue are used to create all colours.

**WYSIWYG**

'What You See Is What You Get' - creating a website in real time.

**Design Brief**

A plan of how a project should be completed.

**The Four C's (Challenge, Choice, Change & Chance)**

**Header banner**

An image placed at the top of a website.

**Navigation bar**

A way users can search for certain things on a website.

**Target Audience**

The specific group of people you are trying to appeal to.

**Market Research**

Gathering information about customer wants and needs.

**Focus group**

An interview with a small group of people about a specific subject.

Four areas where a game will be more entertaining for the consumer.