iCommunicate: iGraphics Level 4

Junior Jam

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.
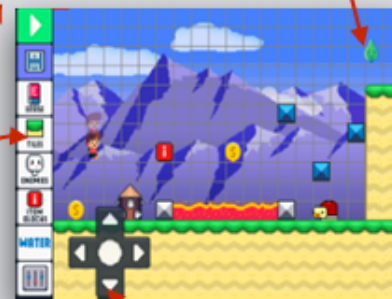
The arrows let us move around the map

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.

Header banner

An image placed at the top of a wesbite.

Pixels

The smallest singular display on a digital screen.

Navigation bar

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

RGB colour

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

Target Audience

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

WYSIWYG

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

Market Research

Gathering information about customer wants and needs.

Design Brief

A plan of how a project should be completed.

Focus group

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

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

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