

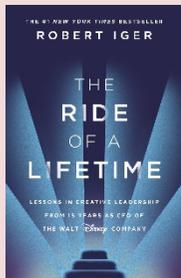


The English Martyrs Catholic School and Sixth Form College

<u>Y13 Digital Media</u> (DOUBLE)	<u>Module 1</u>	<u>Module 2</u>	<u>Module 3</u>
<u>Topic Theme and Intent</u>	Develop photographic skills to produce a portfolio of images utilising processing techniques. Understand graphic novels and comic books focused on content and characters and plan an original graphic novel or comic book.	Apply processing techniques and export a portfolio of images adding meta data. Further develop a character to create the planned comic book using industry standard tools and multiple software applications effectively.	Gain a range of practical skills in game development , plan and produce a single level of a new video game in Construct . Create suitable assets appropriate for a given brief and program the game events effectively.
<u>Knowledge</u>	<ul style="list-style-type: none"> Plan and carry out a photographic shoot for a client and edit and export images in a suitable format. Comic book industry structure and plan comic production based around an original character. 	<ul style="list-style-type: none"> Select, edit and export photographic images for a client brief. Propose content, generate ideas and produce a comic from the planned story to meet the client requirements. 	<ul style="list-style-type: none"> Develop a concept for a new digital game and plan a single level for an original game. Combine created components with an environment and carry out testing in line with the intended plan.
<u>Skills</u>	Adjust various camera settings including aperture, shutter speed and white balance for a photo shoot. Research comic book industry and generate ideas for an original story and character.	Considerations for selecting images and processing techniques including file formats and use of colour profiles. Create a comic book with visual appeal which is tested and evaluated.	Research features and capabilities of video games focused on engaging game play and platform restrictions . Create a game using Construct , test the game and identify further developments.
<u>Literacy Links</u>	<p>Reading – Research key aspects and understand client and audience needs.</p> <p>Writing – Respond to client needs, analyse research & identify legal issues.</p> <p>Oracy – Discussion on key issues, focused questioning and feedback discussion.</p>	<p>Reading – Analyse client requirements with a focus on the context of the brief.</p> <p>Writing – Script writing, legislative issues and evaluative techniques.</p> <p>Oracy – Response to challenge questions and presenting work for feedback.</p>	<p>Reading – Research key aspects and analyse set text provided by a client.</p> <p>Writing – Describe legislative issues and evaluate using technical terminology.</p> <p>Oracy – Discussion of key issues, verbal discussion and presentation of product.</p>
<u>Essential Vocabulary</u>	Aperture, ISO, Shutter, Stabilisation, Iconography, Narrative, Synopsis	Colour Profile, Metadata, Metering, Pixel Dimensions, Focal Point, Script	Environment, Functionality, Game Play, Immersion, Platform, Terrain

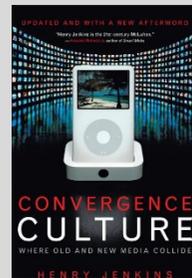
Disciplinary Reading

The Ride of a Lifetime

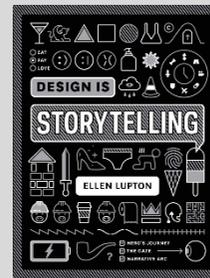


Reading for Pleasure

Convergence Culture



Design is Storytelling



Book of Ideas



Make Comics Like the Pros

