

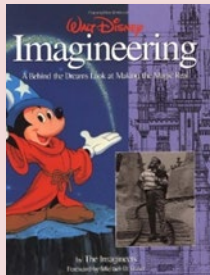


## The English Martyrs Catholic School and Sixth Form College

<u>Y11 Creative iMedia</u>	<u>Module 1</u>	<u>Module 2</u>	<u>Module 3</u>
<b><u>Topic Theme and Intent</u></b>	Understand the basics of <b>digital graphics</b> , including client, time frames, deadlines and preparation techniques. Understand the <b>purpose</b> and <b>properties</b> of graphics and create a digital graphic for a specified purpose.	Develop understanding of the basics of comic strip creation exploring <b>genre</b> and <b>history</b> . Understand the influence of comic book <b>characters</b> and design a <b>multi-page comic book</b> according to client requirements.	Further understand the basics of comic strip creating by designing and creating a <b>multi-page comic strip</b> based on a brief. Use relevant production techniques and software and <b>review</b> the final outcome against client requirements.
<b><u>Knowledge</u></b>	<ul style="list-style-type: none"> <li>Plan for the creation of a digital graphic using industry standard methods.</li> <li>Create and review a digital graphic sourcing material and creating original assets.</li> </ul>	<ul style="list-style-type: none"> <li>Comic strips, their origins, history and the importance of comic book characters and page layout.</li> <li>Plan a multi-page comic strip using pre-production methods including a storyboard and script.</li> </ul>	<ul style="list-style-type: none"> <li>Produce a multi-page comic book for a client based on pre-production plans and research.</li> <li>Review the multi-page comic strip identifying strengths and weaknesses and using technical terminology.</li> </ul>
<b><u>Skills</u></b>	Interpret client requirements effectively and understand the target audience. Prepare pre-production documents including sourcing, creating and developing assets.	Research comic strip genre, target audience, country of origin, history, characters, software and panel placement. Use of a script, storyboard and identification of assets required.	Source and store assets, create the layout of panels and insert assets establishing focal points. Review the comic strip against the brief, identifying areas for improvement & development.
<b><u>Literacy Links</u></b>	<p><b>Reading</b> – Read and analyse client brief and target audience requirements.</p> <p><b>Writing</b> – Response to client needs and evaluate against the client brief.</p> <p><b>Oracy</b> – Discussion of key issues and verbal feedback to peers.</p>	<p><b>Reading</b> – Research comic books and interpret findings accordingly.</p> <p><b>Writing</b> – Summarise findings and respond to the client and audience needs.</p> <p><b>Oracy</b> – Verbal discussion focused on research findings and improvements.</p>	<p><b>Reading</b> – Proof read captions and dialogue throughout creation.</p> <p><b>Writing</b> – Create comic making use of well-structured storylines and dialogue.</p> <p><b>Oracy</b> – Peer feedback focused on coursework improvement.</p>
<b><u>Essential Vocabulary</u></b>	Compression, Context, Dimensions, Layout, Purpose, Style, Technical	Appeal, Client, Dialogue, Investigate, Panel, Resource, Software	Flow, Genre, Improve, Investigate, Requirement, Restriction, Storyline

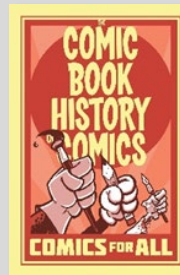
### Disciplinary Reading

#### Imagineering: A Behind the Dreams Look



### Reading for Pleasure

#### Comic Book History



#### Ready Player One

