

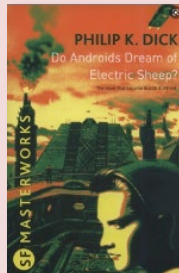


The English Martyrs Catholic School and Sixth Form College

<u>ICT Year 9</u>	<u>Module 1</u>	<u>Module 2</u>	<u>Module 3</u>
<u>Topic Theme and Intent</u>	Gain an understanding of the basics of graphic design across the digital and creative media sector using industry standard software. Further develop an understanding of how products are designed and used .	Develop an understanding of the use of Python as a text-based programming language to further develop logical reasoning skills. Enhance understanding of issues relating to online privacy , particularly those around fake news .	Gain understanding of digital video recording techniques and editing skills utilising good workflow techniques. Enhance skills in pre-production focused on the use of storyboards and scripts used in the digital media industry.
<u>Knowledge</u>	<ul style="list-style-type: none"> • Creative project combining the selection and use of multiple software applications. • Use of digital artefacts for a given audience with attention on design and usability. 	<ul style="list-style-type: none"> • Text based programming to model real world solutions applying Boolean logic and reasoning skills linked to storage and execution of instructions. • Safe, respectful, responsible and secure use of online technology. 	<ul style="list-style-type: none"> • Combination of advanced tools across multiple software applications to plan and create digital media. • Further developed understanding of the use of digital artefacts for a given audience.
<u>Skills</u>	Use of Adobe Photoshop and Illustrator to create graphic designs that meet the need of users. Focus on design and usability of creative projects ensuring suitability for audience.	Use of Python to develop algorithms to solve problems including simple logic and functions. Protecting identity online including recognition of inappropriate content and how to report it.	Recording video footage using various camera shots and movement and editing footage using Adobe Premiere to create and repurpose digital artefact focused on design and usability.
<u>Literacy Links</u>	<p>Reading – Research and identify client requirements by analysing a client brief.</p> <p>Writing – Respond to the needs of a client and visual emphasis of keywords.</p> <p>Oracy – Teacher and peer review of work focused on product improvements.</p>	<p>Reading – Reading code, checking for errors in syntax of the language.</p> <p>Writing – Structuring computer code so that it will run efficiently and error free.</p> <p>Oracy – Challenge questions and class discussion focused on ethical issues.</p>	<p>Reading – Understand client brief and research key aspects of a project.</p> <p>Writing – Respond to client needs and written evaluation of the final product.</p> <p>Oracy – Class discussion, peer and teacher lead feedback on project.</p>
<u>Essential Vocabulary</u>	Anchor, Path, Serif, Skew, Typography, Warp, Vector	Clickbait, Debug, Integer, Newsworthy, Selection, Validity, Variable	Asset, Dialogue, Export, Production, Source, Storyboard, Transition

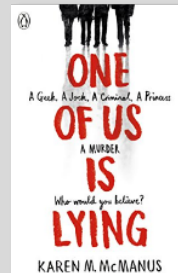
Disciplinary Reading

Do Androids Dream of Electric Sheep?



Reading for Pleasure

One of Us Is Lying



Every Line of you

