

Year: 10 Subject: CNAT Creative iMedia Y10 IMPLEMENTATION							
	Half Term 1 -	Half Term 2 -	Half Term 3-	Half Term 4 -	Half Term 5 -	Half Term 6 -	
<p>Key concepts and skills ('Big ideas')</p>	<p>Context: Plan and create digital graphics. This unit prepares learners for R093. Learners will understand visual identity</p> <p>Key Vocabulary: Branding, brand positioning, typography, colour systems, bitmap/raster properties, vector graphic properties (compatibility, file size, scalability), mood board, visualisation diagram, contrast, tone, hue, saturation, assets, file format</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how visual identity can help sell products</p> <p>Numeracy Links Pixel dimensions, dpi resolution, quality, compression</p>	<p>Context: Plan and create digital graphics. This unit prepares learners for R093. Learners will plan graphics for products</p> <p>Key Vocabulary: Digital Graphics, File formats, Properties of digital graphics - pixels, dpi, quality, compression, Suitability, work plan, assets, export, legislation client brief, source, create assets, entertain, inform, advertise, promote, educate, Client requirements</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how digital graphics are used communicate values and core principles to a target audience</p> <p>Numeracy Links Pixel dimensions, dpi resolution, quality, compression,</p>	<p>Context: Plan and create digital graphics. This unit prepares learners for R093. Learners will create visual identity and digital graphics</p> <p>Key Vocabulary: Digital Graphics, File formats, Properties of digital graphics - pixels, dpi, quality, compression, Suitability, work plan, assets, export, legislation client brief, source, create assets, entertain, inform, advertise, promote, educate, Client requirements</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how digital graphics are used communicate values and core principles to a target audience</p> <p>Numeracy Links Pixel dimensions, dpi resolution, quality, compression,</p>	<p>Context: Interactive digital media. This unit prepares learners for R093. Learners will understand interactive digital media</p> <p>Key Vocabulary: Assets, user interface (UI), user experience (UX), typography, house style, alternative, text, pitch tempo, target audiences, applications, file size, file types, resolution, vector, bitmap, navigation, client requirements, accessibility, legislation, hardware, software, navigation, test plan, wire frames, storyboards</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how digital media products are found across the media industry and how they provide effective user experience</p> <p>Numeracy Links Pixel dimensions, quality, dpi resolution</p>	<p>Context: Interactive digital media. This unit prepares learners for R093. Learners will plan interactive digital media</p> <p>Key Vocabulary: Assets, user interface (UI), user experience (UX), typography, house style, alternative, text, pitch tempo, target audiences, applications, file size, file types, resolution, vector, bitmap, navigation, client requirements, accessibility, legislation, hardware, software, navigation, test plan, wire frames, storyboards</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how digital media products are found across the media industry and how they provide effective user experience</p> <p>Numeracy Links Pixel dimensions, quality, dpi resolution</p>	<p>Context: Interactive digital media. This unit prepares learners for R093. Learners will create interactive digital media</p> <p>Key Vocabulary: Assets, user interface (UI), user experience (UX), typography, house style, alternative, text, pitch tempo, target audiences, applications, file size, file types, resolution, vector, bitmap, navigation, client requirements, accessibility, legislation, hardware, software, navigation, test plan, wire frames, storyboards</p> <p>Prior Learning/LTM: KS3 Computing</p> <p>Cultural Capital: Research how digital media products are found across the media industry and how they provide effective user experience</p> <p>Numeracy Links Pixel dimensions, quality, dpi resolution</p>	
	Topic Area 1: Develop visual identity	X	X	X			
	Topic Area 2: Plan digital graphics for products		X	X			
	Topic Area: Create visual identity and digital graphics			X			
	Topic Area 1: Interactive digital media				X	X	X
	Topic Area 2: Create interactive digital media					X	X
	Topic Area: Review interactive digital media						X
IMPACT	<p>Assessment: CW</p> <p>Progression to Post 16: Gives understanding and knowledge of wide variety of visual identities</p>	<p>Assessment: CW</p> <p>Progression to Post 16: Gives understanding of how to plan digital graphics</p>	<p>Assessment: CW</p> <p>Progression to Post 16: Gives students an understanding of how to create digital graphics in preparation for media studies or digital media at KS5</p>	<p>Assessment: Exam</p> <p>Progression to Post 16: Gives understanding and knowledge of interactive digital media</p>	<p>Assessment: Exam</p> <p>Progression to Post 16: Gives understanding and knowledge of how to plan interactive digital media</p>	<p>Assessment: Exam</p> <p>Progression to Post 16: Gives understanding and knowledge of how to create interactive digital media in preparation for media studies or digital media at KS5</p>	