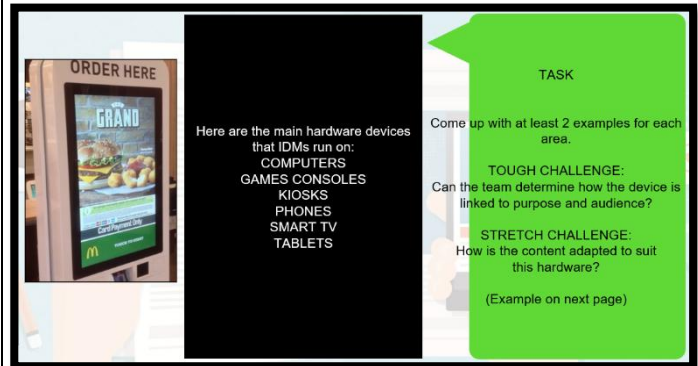


Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** **Autumn Half-Term 1** **Year 11**

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
Digital Literacy: The Essentials 2 lessons – Lesson 1 & 2 To understand: - Logging on to the school network – changing password - Setting up folders and saving work - Formatting a document (Microsoft Office and Google Docs) - ClassCharts (accessing work / upload homework / contact teachers / access whole class feedback, announcements and notifications / view your rewards) - Completing online forms (Microsoft Forms / Google Forms) - Office 365 Login and use of the software - How to email correctly – email etiquette (including attachments)					
Lesson 3 and 4 What are the types of interactive digital media? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop	What sort of companies / people use interactive media products? Where have you used an interactive media product? What's the best device to deliver a multimedia product on and why?	I will be able to: Understand the purpose and audience of these interactive products Explain what an interactive digital media product is. Describe the purpose of interactive digital media products. Describe how audience affects the format of digital media products.	

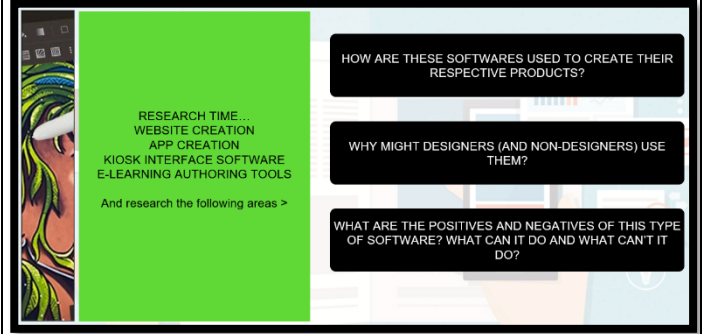
Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** **Autumn Half-Term 1** **Year 11**

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
				Describe how devices used affects the format of digital media products. Describe a range of content that can be used in interactive digital media products. Describe how the form and structure of IDMP is affected by content. Describe how the form and structure of IDMP is affected by audience and purpose.	
Lesson 5 & 6 What content is used in IDM and what hardware is generally used to access it? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop	What formats are used in IDM? How are the audience considered when creating IDM products? What sort of content is the most appealing on social	I will be able to: Understand how content is used, how assets are used. Explore form and structure of IDM products Describe a range of hardware devices used to access interactive digital media products. Describe how the devices used in interactive digital	

Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** **Autumn Half-Term 1** **Year 11**

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
			media and how is it delivered to audiences?	media products are linked to the purpose and the audience. Describe how content can be adapted to suit different access methods.	
Lesson 7 & 8 What makes an effective GUI? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop	What methods of interaction can be found within IDM products? Name any 5 types of content used within IDM products. What is a GUI?	I will be able to: Understand differences, technical limitations, conventions and creativity within IDM Describe the methods of user interaction used to interact with IDMP. Identify appropriate applications for each method of user interaction. Identify the features of a Graphical User Interface (GUI). Describe methods of interacting with digital media products.	 DESIGN TASK You've been asked by a local ZOO to create a DIGITAL MAP that has lots of creative features on it and is new in design. You need only DRAW and ANNOTATE your design for now. What sort of interactive features will you include? How will you demonstrate REAL CREATIVITY?

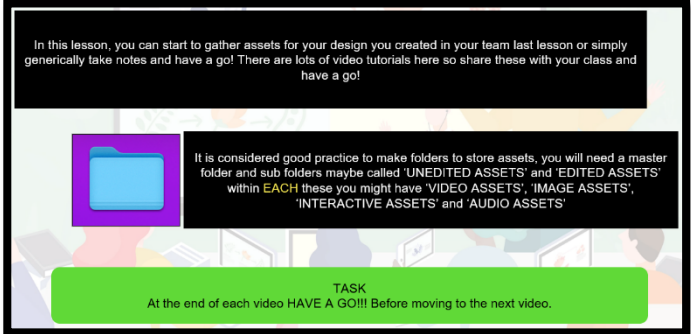
Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** **Autumn Half-Term 1** **Year 11**

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
				Describe how devices can be made more accessible to users' needs. Identify the features of non-linear navigation. Describe ways of creating user friendly intuitive interfaces.	
Lesson 9 & 10 What hardware is required to create digital media products? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop	What is white space? What are the two main conventions of IDM? How can an IDM demonstrate creativity?	I will be able to: Understand software used to create IDM products Identify different hardware and software used to create IDMP. Explain why designers use particular software applications. The positive and negative impacts of hardware and software choices.	

Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** Autumn Half-Term 1 Year 11

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
Lesson 11 & 12 What planning documentation is required for IDM products? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop	What sort of hardware do you use to create IDM products? What is resizable text? What web authoring software is out there? What sorts of things do websites have to consider when they are viewed on a mobile device?	I will be able to: Understand and create the paperwork required Describe the pre-production documents used for interface planning. Describe the pre-production documents used for content planning. Describe the pre-production documents used for user interaction. Understand the requirements of the assignment. Identify a target audience for the assignment.	

Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** Autumn Half-Term 1 Year 11

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
Lesson 13 & 14 How do I source suitable assets? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop Create	What is a file resolution? What are assets? When would you ever use a storyboard in real life? What's the difference between a wireframe and a storyboard?	I will be able to: Understand how to edit images and audio assets Know what the limitations, rights and permissions are to use certain assets Use a variety of sources to find assets Understand rights and permission of assets Record assets in an asset log Source suitable images from a variety of locations. Create derivative assets. Create assets using drawing facilities. Modify assets to ensure technical compatibility.	 In this lesson, you can start to gather assets for your design you created in your team last lesson or simply generically take notes and have a go! There are lots of video tutorials here so share these with your class and have a go! It is considered good practice to make folders to store assets, you will need a master folder and sub folders maybe called 'UNEDITED ASSETS' and 'EDITED ASSETS' within EACH these you might have 'VIDEO ASSETS', 'IMAGE ASSETS', 'INTERACTIVE ASSETS' and 'AUDIO ASSETS' TASK At the end of each video HAVE A GO!!! Before moving to the next video.

Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** **Autumn Half-Term 1** **Year 11**

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
Lesson 15 & 16 What methods of testing and checking can I use? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop	What is version control? Where would you ever use Version control in your life? What do you think an index file is?	I will be able to: Understand the elements of testing and techniques for reviewing the fitness for purpose Understand success criteria and links to both client requirements and target audience	
Lesson 17 & 18 What kind of improvements, constraints and further developments do I need? 2 lessons	Multimedia Interactive Navigation Client Target Audience Properties GUI	Develop	When carrying out testing, why is checking the functions important? How do you make sure your product is fit for purpose? Why might it be important to ensure your client is happy with your IDM?	I will be able to: Understand the sorts of elements you should be exploring here. Identify areas for improvements/developments from testing the product – links to success criteria and client requirements	

Holy Family Catholic School – Faculty of **Mathematics and Technology**
 Subject – **Creative iMedia** **Autumn Half-Term 1** **Year 11**

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
			What makes an IDM aesthetically pleasing?		
R097 Interactice digital media NEA Scenario for the assignment Exhibition in a virtual box You have been commissioned by a local museum C20 (Museum of the 20th century). The museum wants to connect with a wider audience than its current average visitor age of 55. They think that to attract a younger audience a virtual platform may help. The museum wants to create a virtual exhibition on the theme of popular culture in the 20th century. The exhibition will be divided into decades from the last 100 years e.g. 1970s, 1980s, 1990s. You need to create an interactive product for one decade of your choice. Visitors to the virtual exhibition will be given an interactive multimedia experience. The multimedia experience must include text, images, video and sound. This will allow the visitor to see, hear and experience the exhibits. You will need to source, create and repurpose suitable content for the virtual exhibition. Your Tasks and Marking Grids Task 1 – Planning your interactive digital media product Topic Area 1 is assessed in this task. In this task you will generate an original idea for your interactive digital media product (IDMP) and plan the creation of your product. You must: - Produce an interpretation from the client brief ☐ decide on a target audience, identifying who they are and what would appeal to them ☐ generate original ideas to meet the client brief ☐ generate ideas for the content of your IDMP ☐ explain how your ideas would meet the client brief and appeal to the target audience					