

Autumn Term 1						
Year 10 – Half term 1 R082 Creating Digital Graphics What?When?Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	<p>Understand the purpose and properties of digital graphics</p> <p>Lessons 1-3</p> <p>Students will investigate how and why digital graphics are used in a range of sectors and identify the purpose of digital graphics.</p> <p>Students will be able to understand why digital graphics are used (e.g., to entertain, to inform, to advertise, to promote, to educate)</p> <p>Students will be able to understand how digital graphics are used (e.g., magazine covers, CD/DVD covers, adverts, web images and graphics, multimedia products, games)</p>	<p>Identifying the properties of digital graphics</p> <p>Lessons 1-3</p> <p>Students will consider the properties of digital graphics which affect their suitability and compatibility with the intended purpose and the file formats for different types and uses of digital graphics.</p> <p>Students will understand the types of digital graphics, i.e., bitmap/raster-vector.</p> <p>Students will understand a range of file formats i.e.: .tiff .jpg .png .bmp .gif .pdf</p>	<p>Assess the properties of digital graphics and their suitability for use in creating images.</p> <p>Lessons 1-3</p> <p>Students will be able to define and explain the properties of digital graphics and their suitability for use in creating images, i.e., pixel dimensions, dpi resolution, quality, and compression settings.</p>	<p>Investigate the design and layout of digital graphics</p> <p>Lessons 1 – 3</p> <p>Students will investigate and understand how different purposes and audiences influence the design and layout of digital graphics (e.g., the use of colour, composition, white space, and styles).</p>	<p>Be able to plan the creation of a digital graphic</p> <p>Lessons 1 and 2</p> <p>Students will Interpret client requirements for a digital graphic based on a specific brief (e.g., by client discussion, reviewing a written brief, or specification).</p> <p>Lesson 3</p> <p>Students will understand target audience requirements for a digital graphic.</p>	<p>Lessons 1 and 2</p> <p>Students will decide on a visual style and composition for a digital graphic and produce some initial planning.</p> <p>Lesson 3</p> <p>Students will learn how to plan and produce and work plan for an original graphics creation; to include: tasks, activities, workflow, timescales, resources, milestones, and contingencies.</p> <p>Students will learn how to identify what activities must be completed to create the digital graphic, estimate how long each activity will take, identify the workflow sequence needed to create the digital graphic and describe the assets and resources they will</p>

						need to create the digital graphic.
Autumn Term 2						
Year 10 – Half term 2 R082 Creating Digital Graphics What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	<p>LO2 Be able to plan the creation of a digital graphic</p> <p>Lessons 1 and 2</p> <p>Students will produce a visualisation diagram for a digital graphic</p> <p>Lesson 3</p> <p>Students will understand how legislation (e.g., copyright, trademarks, logos, intellectual property use, permissions, and implications of use) applies to images used in digital graphics, whether sourced or created.</p>	<p>Lesson 1</p> <p>Students will explain any legal issues and restrictions that need to be considered when creating the digital graphic.</p> <p>LO3 Be able to create a digital graphic</p> <p>Lesson 2</p> <p>Students will source and obtain assets identified for use in a digital graphic.</p> <p>Lesson 3</p> <p>Students will create assets identified for use in a digital graphic.</p>	<p>Lesson 1</p> <p>Continued - students will create assets identified for use in a digital graphic</p> <p>Lessons 2 and 3</p> <p>Students will re-purpose and store the assets to ensure their technical compatibility with the intended digital graphic (e.g., pixel dimensions, dpi resolution).</p>	<p>Lessons 1,2 and 3</p> <p>Create the graphic – this task will require the remaining 9 hours of the half term.</p> <p>Students will use a range of tools and techniques from the image editing software to combine the assets into the final graphic (e.g., cropping, rotating, brightness, contrast, colour adjustment).</p> <p>Students will save both versions of the digital graphic in suitable formats as specified in the brief.</p> <p>Students will submit both digital graphic versions in an electronic format.</p>	<p>Lessons 1, 2 and 3</p> <p>Students will use a range of tools and techniques from the image editing software to combine the assets into the final graphic (e.g., cropping, rotating, brightness, contrast, colour adjustment).</p> <p>Students will save both versions of the digital graphic in suitable formats as specified in the brief.</p> <p>Students will submit both digital graphic versions in an electronic format.</p>	<p>Lesson 1</p> <p>Students will learn how to use version control when creating a digital graphic.</p> <p>Lesson 2</p> <p>Students will export the digital graphic using appropriate formats and properties for print use, web use and multimedia use.</p> <p>Lesson 3</p> <p>Students will submit both digital graphic versions in an electronic format</p>

