

Year 11 – Half term 3 R087 Creating interactive multimedia products  What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	<p><b>LO1 Understand the uses and properties of interactive multimedia products</b></p> <p>Lessons 1 and 2</p> <p>Students will investigate the types of interactive multimedia products available and where they are used</p> <p>Lesson 3</p> <p>Students will identify design principles used with interactive multimedia products</p>	<p>Lesson 1</p> <p>Students will identify the hardware, software and peripherals required to create and view interactive multimedia products</p> <p>Lesson 2</p> <p>Students will identify the different types of connection which can be used to access interactive multimedia products</p> <p>Lesson 3</p> <p>Students will explain the limitations of connections, bandwidth and transfer speeds required to access interactive multimedia products</p>	<p>Lesson 1</p> <p>Continuing from the previous lesson, students will include suitable file formats for use on different platforms.</p> <p><b>LO2: Be able to plan the interactive multimedia product</b></p> <p>Lesson 2</p> <p>Students will consider the client requirements based on the brief</p> <p>Lesson 3</p> <p>Students will identify the target audience, and what they will want from the interactive multimedia product</p>	<p>Lessons 1 and 2</p> <p>Students will produce a work plan for the interactive multimedia product</p> <p>Lesson 3</p> <p>Students will identify the resources which will be needed to create the interactive multimedia product</p>	<p>Lessons 1 and 2</p> <p>Students will use appropriate planning techniques to identify the assets needed to create the interactive multimedia product</p> <p>Lesson 3</p> <p>Students will create visualisation diagrams, identifying design principles to be used for the interactive multimedia product</p>	<p>Lesson 1</p> <p>Continuing from Week 5 Lesson 3 - students will complete their visualisation diagrams, identifying design principles to be used for the interactive multimedia product</p> <p>Lesson 2</p> <p>Students will plan the structure and navigation of the interactive multimedia product</p> <p>Lesson 3</p> <p>Students will start to consider any legal issues and restrictions on the assets used, sourced or created</p>