Year 10 – Half term 2 What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	**R094: Visual identity and digital graphics.** **Topic Area 2 – Plan digital graphics for products.** Lesson 1 Graphic design and conventions. Students will be able to describe the importance of designs that incorporate visual identity and house style. Lesson 2 Students will be able to explain why alignment and typography is important to convey clear messages. Lesson 3 Students will be able to describe how colour systems can be used to convey messages.	Lesson 1 Layout conventions. Students will understand the reason for layout conventions. Lesson 2 Students will be able to describe the common layout conventions for different graphic products. Lesson 3 Properties and use of assets and digital graphics. Students will be able to describe the benefits and limitations of bitmap file formats.	Lesson 1 Students will be able to describe the benefits of limitations of vector file formats. Lesson 2 Students will be able to use a variety of sources to find assets. Lesson 3 Students will be able to understand rights and permission of assets and record assets in an asset log.	Lesson 1 Techniques to plan visual identity and digital graphics. Students will be able to describe the purpose of a mood board. Lesson 2 Students will be able to understand the different types of mood boards. Lesson 3 Students will be able to create a mood board for the practice assignment using relevant content.	Lesson 1 Students will be able to describe the purpose of a visualisation diagram. Lesson 2 Students will be able to create a visualisation diagram using relevant content. Lesson 3 Students will be able to identify assets to be used to create a media product.	Lessons 1 Students will be able to describe the reasons for use of an asset table. Lesson 2 Students will be able to create an asset table for the WhereAbouts travel guide. Lesson 3 Students will be able to justify any design decisions that haven't already been justified in annotations in their report.

Year 11 – Half term 2 What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	**R081 Pre-production skills** **LO2 Be able to plan re-production** Lessons 1 and 2 Students will learn the health and safety considerations when creating digital media products (e.g., use of risk assessments, location recces, safe working practices). Lesson 3 Students will be able to understand the legislation regarding any assets to be sourced, i.e., copyright, trademarks, and intellectual property.	Lessons 1 and 2 Students will learn how legislation applies to creative media production, i.e., data protection, privacy, defamation, certification, and classification and use of copyrighted material and intellectual property. **LO3 Be able to produce pre-production documents** Lesson 3 Students will learn how to create a mood board for a given scenario – both physical and digital.	Lesson 1 Students will learn how to create a mind map/spider diagram for a given scenario. Lesson 2 Students will learn how to create a visualisation diagram for a given scenario. Lesson 3 Students will learn how to create a storyboard for a given scenario.	Lesson 1 Students will learn how to analyse a script (e.g., scenes/locations, characters, resources, and equipment needed) for a given scenario. Lesson 2 Students will learn the properties and limitations of file formats for still images. Lesson 3 Students will learn the properties and limitations of file formats for audio.	Lesson 1 Students will learn the properties and limitations of file formats for moving images, i.e., video and animation. Lesson 2 Students will be able to identify and understand suitable naming conventions (e.g., version control, organisational requirements). Lesson 3 Students will be able to identify appropriate file formats needed to produce pre-production documents of final products in line with client requirements.	**LO4 Be able to review pre-production documents** Lessons 1, 2 and 3 Students will be able to review a pre-production document (e.g., for format, style, clarity, suitability of content for the client and target audience). Students will be able to identify areas for improvement in a pre-production document (e.g., colour schemes, content, additional scenes).