

Year 10 – Half term 4	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
What?  When?  Why?						
Weeks 1 - 6	<p><b>R094: Visual identity and digital graphics.</b></p> <p><b>Set Assignment</b></p> <p><b>Task 1 – Planning the visual identity and digital graphic product</b></p> <p>Lesson 1</p> <p>Students will create a folder structure and save the set assignment, student guide and asset table.</p> <p>Lesson 2</p> <p>Students will develop their understanding of the set assignment and associated scenario identifying client requirements and target audience.</p> <p>Lesson 3</p> <p>Students will start to plan their assignment tasks using a mind map including both theory and practical elements.</p>	<p>Lesson 1</p> <p>Students will create 3 concept sketches of their visual identity and identify the pros and cons before deciding on one sketch to take forward into the assignment.</p> <p>Lesson 2</p> <p>Students will produce a report justifying their visual identity, its fitness for purpose and suitability for both the client and target audience/consumer.</p> <p>Lesson 3</p> <p>Students will continue to create and then complete their report.</p>	<p>Lesson 1</p> <p>Students will produce planning documents for their digital graphic – a mood board.</p> <p>Lesson 2</p> <p>Students will continue to create their mood and identify the details of assets to be used including permissions.</p> <p>Lesson 3</p> <p>Students will produce planning documents for their digital graphic – a visualisation diagram – to show what their intended magazine advertisement will look like.</p>	<p><b>Task 2 – Creating the visual identity and digital graphic product</b></p> <p>Lesson 1</p> <p>Students will create the visual identity they designed.</p> <p>Lesson 2</p> <p>Students will save the visual identity for use in their digital graphic product.</p> <p>Lesson 3</p> <p>Students will create and/or source assets for use within your magazine advertisement.</p>	<p>Lesson 1</p> <p>Students will prepare and save the assets for use within your magazine advertisement.</p> <p>Lesson 2</p> <p>Students will use image editing software to create your magazine advertisement including the visual identity.</p> <p>Lesson 3</p> <p>Students will repurpose their magazine advertisement for online use.</p>	<p>Lessons 1</p> <p>Students will choose suitable electronic formats and properties for your finished digital graphic products to meet the client requirements.</p> <p>Lessons 2 and 3</p> <p>Contingency.</p>

Year 11 – Half term 4	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<p>What?</p> <p>When?</p> <p>Why?</p>						
Weeks 1 - 6	<p><b>LO2: Be able to plan the interactive multimedia product.</b></p> <p>Lesson 1</p> <p>Students will consider the client requirements based on the brief.</p> <p>Lesson 2</p> <p>Students will identify the target audience, and what they will want from the interactive multimedia product.</p> <p>Lessons 3</p> <p>Students will produce a work plan for the interactive multimedia product.</p>	<p>Lesson 1</p> <p>Continued</p> <p>Students will produce a work plan for the interactive multimedia product.</p> <p>Lesson 2</p> <p>Students will identify the resources which will be needed to create the interactive multimedia product.</p> <p>Lesson 3</p> <p>Students will use appropriate planning techniques to identify the assets needed to create the interactive multimedia product.</p>	<p>Lesson 1</p> <p>Students will create/complete 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>	<p><b>LO3: Be able to create the interactive multimedia product.</b></p> <p>Lessons 1 and 2</p> <p>Students will create assets to be used in their interactive multimedia product.</p> <p>Lesson 3</p> <p>Students will source assets to be used in the interactive multimedia product and save in an appropriate format</p>	<p>Lesson 1</p> <p>Students will re-purpose assets as needed and save using appropriate file and folder names.</p> <p>Lesson 2</p> <p>Students will prepare the structure of the interactive multimedia product.</p> <p>Lesson 3</p> <p>Students will use multimedia authoring software to combine the assets and create the interactive multimedia product</p>	<p>Lesson 1</p> <p>Students will create the navigation system as planned.</p> <p>Lesson 2</p> <p>Students will add interactive features to the multimedia product.</p> <p>Lesson 3</p> <p>Students will save and export the interactive multimedia product in a suitable format that retains interactivity to meet the client brief</p>