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 1 - Develop visual identity.** Lesson 1 Students will start Task 1 of their Practice Assignment. They will design a visual identity. Lesson 2 Students will justify their design choices and explain why their visual identity is fit for purpose. Lesson 3 Students will produce relevant planning documents for their digital graphic product.	Lesson 1 Students will continue to produce relevant planning documents for their digital graphic product. 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.

Year 11 – Half term 2 What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	**R097: Interactive digital media** **Topic Area 1 - Plan interactive digital media products** Lesson 1 Students will be able to explain why designers use particular software applications. Lesson 2 Students will be able to assess the positive and negative impacts of hardware and software choices. Lesson 3 Students will be able to describe the pre-production documents used for interface planning.	Lesson 1 Students will be able to describe the pre-production documents used for content planning. Lesson 2 Students will be able to describe the pre-production documents used for user interaction. Lesson 3 Students will be able to understand the requirements of the practice assignment.	Lesson 1 Students will be able to identify a target audience for the practice assignment. Lesson 2 Students will be able to decide on a target audience, identifying who they are and what would appeal to them. Lesson 3 Students will be able to generate original ideas to meet the client brief.	Lesson 1 Students will be able to generate ideas for the content of my IDMP. Lesson 2 Students will be able to explain how my ideas would meet the client brief and appeal to the target audience. Lesson 3 Students will be able to produce relevant planning documents showing the layout of their IDMP.	Lesson 1 Students will continue to produce relevant planning documents showing the layout of their IDMP. Lesson 2 Students will be able to produce relevant planning documents showing the content of their IDMP. Lesson 3 Students will continue to produce relevant planning documents showing the content of their IDMP.	Lesson 1 Students will be able to produce relevant planning documents showing the functionality of their IDMP. Lesson 2 Students will continue to produce relevant planning documents showing the functionality of their IDMP. Lesson 3 Students will be able to decide how they will test/check their IDMP and create any documentation needed.