Year 10 – Half term 2	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
) A/h = +2						
What?						
When?						
NATE: 2						
Why?						
Weeks 1 - 6	R094: Visual identity	Lesson 1	Lesson 1	Lesson 1	Lesson 1	Lesson 1
	and digital graphics.					
		Students will continue	Layout conventions.	Students will be able to	Techniques to plan	Students will be able
	Topic Area 1 - Develop	to produce relevant	Students will	describe the benefits of	visual identity and	to describe the
	visual identity.	planning documents for	understand the reason	limitations of vector file	digital graphics.	purpose of a
		their digital graphic	for layout conventions.	formats.	Students will be able to	visualisation diagram.
	Lesson 1	product.			describe the purpose of	
		1.	Lesson 2	Lesson 2	a mood board.	Lesson 2
	Students will start Task	Lesson 2	Charles and the college	Charles will be able to	1 2	Carrella nata contilla a la la la
	1 of their Practice	Students will be able to	Students will be able to	Students will be able to	Lesson 2	Students will be able
	Assignment. They will		describe the common	use a variety of sources to find assets.	Students will be able to	to create a
	design a visual identity.	explain why alignment and typography is	layout conventions for different graphic	to find assets.	understand the	visualisation diagram using relevant
	Lesson 2	important to convey	products.	Lesson 3	different types of mood	content.
	LE33011 2	clear messages.	products.	Lesson 5	boards.	content.
	Students will justify		Lesson 3	Students will be able to		Lesson 3
	their design choices and	Lesson 3		understand rights and	Lesson 3	
	explain why their visual		Properties and use of	permission of assets		Students will be able
	identity is fit for	Students will be able to	assets and digital	and record assets in an	Students will be able to	to identify assets to be
	purpose.	describe how colour	graphics. Students will	asset log.	create a mood board for	used to create a
		systems can be used to	be able to describe the		the practice assignment	media product.
	Lesson 3	convey messages.	benefits and limitations of bitmap file formats.		using relevant content.	
	Students will produce		o. o.map me rormato.			
	relevant planning					
	documents for their					
	digital graphic product.					

Topic Area 1 - Plan describe the pre- identify a target generate ideas for the to produce relevant to produce rel	Year 11 – Half term 2	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6 R097: Interactive digital media Students will be able to describe the pre-production documents Topic Area 1 - Plan interactive digital Topic Area 1 - Plan interactive digital Students will be able to describe the pre-production documents Lesson 1 Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents Students will be able to describe the pre-production documents	What?						
Weeks 1 - 6 R097: Interactive digital media Students will be able to describe the pre-interactive digital interactive digital Topic Area 1 - Plan interactive	When?						
media Students will be able to Topic Area 1 - Plan interactive digital Students will be able to describe the pre- production documents Students will be able to identify a target audience for the students will be able to generate ideas for the content of my IDMP. Students will be able to generate ideas for the content of my IDMP. Students will be able to produce relevant planning documents planning documents	Why?						
Lesson 2 Students will be able to explain why designers use particular software applications. Lesson 2 Students will be able to explain why designers use particular software applications. Lesson 2 Students will be able to describe the preproduction documents used for user interaction. Lesson 3 Lesson 3 Lesson 2 Students will be able to describe the preproduction documents used for user interaction. Lesson 3 Lesson 3 Students will be able to assess the positive and negative impacts of hardware and software choices. Lesson 3 Students will be able to assess the positive and negative impacts of hardware and software choices. Lesson 3 Students will be able to generate original ideas to meet the client brief. Lesson 3 Students will be able to generate original ideas to meet the client brief. Lesson 3 Students will be able to produce relevant planning documents showing the layout of their IDMP. Students will be able to produce relevant planning documents showing the layout of their IDMP. Students will be able to produce relevant planning documents showing the layout of their IDMP. Students will continue to produce relevant planning documents showing the layout of their IDMP. Students will be able to produce relevant planning documents showing the layout of their IDMP. Students will continue to produce relevant planning documents showing the content of their IDMP. Students will be able to produce relevant planning documents showing the content of their IDMP.	Weeks 1 - 6	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 preproduction documents used for interface	Students will be able to describe the preproduction documents used for content planning. Lesson 2 Students will be able to describe the preproduction documents used for user interaction. Lesson 3 Students will be able to understand the requirements of the	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	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	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 showing the content of their showing the content of	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