Year 10 – Half term 3	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
What?						
When?						
Why?						
Weeks 1 - 6	R094: Visual identity and digital graphics. Topic Area 2: Create visual identity and digital graphics	Lesson 1 Continued From their learning students will be able to create a visual identity	From their learning students will be able to save a visual identity in a suitable format.	Lesson 1 Continued From their learning students will be able to create derivative assets.	From their learning students will be able to modify assets to ensure technical compatibility.	Continued From their learning students will be able to use image editing
	Lesson 1	from planning documents.	Lesson 2	Lesson 2	Lesson 2	software to create a digital graphic.
	From their learning students will be able to describe the different software tools and techniques used to create digital graphics. Lesson 2 From their learning students will be able to start using image editing software to create digital graphics. Lesson 3 From their learning students will be able to create a visual identity from planning documents.	Lesson 2 Continued From their learning students will be able to create a visual identity from planning documents. Lesson 3 From their learning students will be able to assess the success of a visual identity.	From their learning students will be able to source suitable images from a variety of locations. Lesson 3 From their learning students will be able to create derivative assets.	From their learning students will be able to create assets using drawing facilities. Lesson 3 Continued From their learning students will be able to create assets using drawing facilities.	From their learning students will be able to use image editing software to create a digital graphic. Lesson 3 Continued From their learning students will be able to use image editing software to create a digital graphic.	Lesson 2 From their learning students will be able to repurpose a completed graphic for a different purpose. Lesson 3 From their learning students will be able to export a graphic in a suitable format.

Year 11 – Half term 3	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
What?						
When?						
Why?						
Weeks 1 - 6	R097: Interactive digital media Topic Area 2 – Create your interactive digital media Lesson 1 Students will be able to source and create the media assets which will form components for their IDMP. Lesson 2 Students will be able to repurpose the media assets to make them suitable for their IDMP.	Lessons 1-3 Students will use a suitable software to create the IDMP they planned.	Lesson 1 Students will be able to choose a suitable electronic format and properties for their IDMP to meet the client requirements. Lesson 2 Students will be able to review the effectiveness of the assets used in their IDMP for the client and target audience. Lesson 3 Students will be able to test/check and explain	Lesson 1 Students will be able to evaluate the technical properties of their IDMP by testing its functionality. Topic Area 3 — Testing/checking and reviewing your interactive digital media product Lesson 2 Students will be able to review the effectiveness of their IDMP for the client and target audience.	Lesson 1 Students will continue to explain how they could improve their IDMP. Lesson 2 Students will be able to explain how their IDMP could be developed further. Lesson 3 Students will continue to complete their review ready for assessment.	Lessons 1-3 Contingency to complete/evidence their assessment.
	Lesson 3		to what extent the technical properties of their repurposed assets	Lesson 3		
	Students will be able to create the interactive and navigational components for use within their IDMP.		are fit for purpose.	Students will be able to explain how they could improve the assets used in their IDMP.		