

<p>Year 10 – Half term 4</p> <p>R094 Assignment</p> <p>What?</p> <p>When?</p> <p>Why?</p>	<p>Week 1</p>	<p>Week 2</p>	<p>Week 3</p>	<p>Week 4</p>	<p>Week 5</p>
<p>Weeks 1 - 5</p>	<p>Lesson 1</p> <p>Students will start Task 1 of their Assignment. They will design a visual identity.</p> <p>Lesson 2</p> <p>Students will justify their design choices and explain why their visual identity is fit for purpose.</p> <p>Lesson 3</p> <p>Students will produce relevant planning documents for their digital graphic product.</p>	<p>Lesson 1</p> <p>Students will be able to use a variety of sources to find assets.</p> <p>Lesson 2</p> <p>Students will be able to understand rights and permission of assets and record assets in an asset log.</p> <p>Lesson 3</p> <p>Students will be able to identify assets to be used to create a media product.</p>	<p>Lesson 1</p> <p>From their learning students will be able to start using image editing software to create digital graphics.</p> <p>Lesson 2</p> <p>From their learning students will be able to create a visual identity from planning documents.</p> <p>Lesson 3</p> <p>From their learning students will be able to save a visual identity in a suitable format.</p>	<p>Lesson 1</p> <p>From their learning students will be able to create derivative assets.</p> <p>Lesson 2</p> <p>From their learning students will be able to create assets using drawing facilities.</p> <p>Lesson 3</p> <p>Continued...</p> <p>From their learning students will be able to create assets using drawing facilities.</p>	<p>Lesson 1</p> <p>From their learning students will be able to modify assets to ensure technical compatibility.</p> <p>Lesson 2</p> <p>From their learning students will be able to use image editing software to create a digital graphic.</p> <p>Lesson 3</p> <p>Continued...</p> <p>From their learning students will be able to use image editing software to create a digital graphic.</p>

<p>Year 11 – Half term 4</p> <p>R097 Assignment</p> <p>What?</p> <p>When?</p> <p>Why?</p>	<p>Week 1</p>	<p>Week 2</p>	<p>Week 3</p>	<p>Week 4</p>	<p>Week 5</p>
<p>Weeks 1 - 5</p>	<p>Lesson 1</p> <p>Students will be able to identify a target audience for the assignment.</p> <p>Lesson 2</p> <p>Students will be able to decide on a target audience, identifying who they are and what would appeal to them.</p> <p>Lesson 3</p> <p>Students will be able to generate original ideas to meet the client brief.</p>	<p>Lesson 1</p> <p>Students will be able to generate ideas for the content of my IDMP.</p> <p>Lesson 2</p> <p>Students will be able to explain how my ideas would meet the client brief and appeal to the target audience.</p> <p>Lesson 3</p> <p>Students will be able to produce relevant planning documents showing the layout of their IDMP.</p>	<p>Lesson 1</p> <p>Students will be able to produce relevant planning documents showing the content of their IDMP.</p> <p>Lesson 2</p> <p>Students will be able to produce relevant planning documents showing the functionality of their IDMP.</p> <p>Lesson 3</p> <p>Students will be able to decide how they will test/check their IDMP and create any documentation needed.</p>	<p>Lesson 1</p> <p>Students will be able to source and create the media assets which will form components for their IDMP.</p> <p>Lesson 2</p> <p>Students will be able to repurpose the media assets to make them suitable for their IDMP.</p> <p>Lesson 3</p> <p>Students will be able to create the interactive and navigational components for use within their IDMP.</p>	<p>Lesson 1</p> <p>Students will use a suitable software to create the IDMP they planned.</p> <p>Lesson 2</p> <p>Students will be able to choose a suitable electronic format and properties for their IDMP to meet the client requirements.</p> <p>Lesson 3</p> <p>Students will be able to review the effectiveness of the assets used in their IDMP for the client and target audience.</p>