

		<b>By the end of the term, students can:</b>	Year 10 Term 1	Year 10 Term 2	Year 10 Term 3	Year 11 Term 1	Year 11 Term 1	Year 11 Term 2	Year 11 Term 3
	<b>KS3 National Curriculum prior learning</b>		R093 Creative iMedia in the media industry & R094 Visual identity and digital graphics	R093 Creative iMedia in the media industry & R094 Visual identity and digital graphics	R094 Visual identity and digital graphics, R095 Characters and comics & R093 Creative iMedia in the Media industry	R082 Creating Digital Graphics	R084 Story telling through comic strips	R084 Story telling through comic strips	R084, R082, R081
<b>What we want our students to know and remember</b>	<p>Curriculum content for Key Stage 2 and 3 including:</p> <ul style="list-style-type: none"> <li>•designing, writing and debugging programs for a specific purpose</li> <li>•decomposing problems to make them more manageable</li> <li>•using variables, input and output</li> <li>•the concept of sequence, selection and iteration</li> <li>•using logical reasoning to explain how simple algorithms work and to detect errors in them</li> <li>•computer networks and the internet and the service they provide</li> <li>•searching the internet effectively</li> <li>•collecting, analysing, evaluating and presenting data for a specific purpose</li> <li>•using a range of software and resources to create content for a specific purpose</li> <li>•using technology safely and responsibly.</li> </ul>	<b>Define the key tier 3 vocabulary:</b>	Traditional media film, television, radio, print publishing, New media, computer games, interactive media, internet, digital publishing, Video, Audio, Music, Animation, Special effects (SFX, VFX), Digital imaging and graphics, Social media platforms/apps, Digital games, Comics and graphic novels, Websites, Multimedia, eBooks, AR/VR,	Purpose, audience, client ethos, content, genre, style, theme, timescales, Recognition/familiarity, Establish, Develop brand loyalty, Visual, communication, audiences, consumers, Logo, Slogan/strap line, shape/symbol, Typography, Colour, palette, Layout, complexity, Brand values, Brand positioning, Alignment, Typography, Headlines, Image, content, mastheads, compression, transparency, Internet, Photographs, Concept, Visualisation	Originality, Imaginative design, Derivative design, Stylus, Touchscreen, Scanner, Storyboard, web designer, camera operator, games programmer/developer, sound editor, audio technician, video editor, web developer, campaign manager, creative director, director, editor, production manager, Purpose, audience, client ethos, content, genre, style, theme, timescales	Assets Design Layout Graphics File formats Image editing software Legislation Properties Resources Technical Compatibility Visualisation diagram Mood board Mind Map	Panel, layout, focal, points, characters, storyline, communication, locations, storyboard, assets, storyline, script, mood board, Mind map, legislation, trademark, intellectual, permissions, logos, sources, characters, gutters, bitmap, raster, jpeg, tiff, export, manga, characters, characteristics, genre, audience, script, storyline, onomatopoeia, speech bubble, thought bubble, focal, background, title, target, communicate.	Panels, integration, gutter, margin, flow, storyline, edit, customise, background, foreground, effect, multipage, format, properties, appropriate, visual, development, brief, characters, development, improvement	Assets, Design, Layout, Graphics, File formats Image editing software Legislation, Properties Resources, Technical Compatibility Visualisation diagram Mood board, Mind Map, Panel, layout, focal, points, characters, storyline, communication, locations, storyboard, assets, storyline, script, mood board, Mind map, legislation, trademark, intellectual, permissions, logos, sources, characters

	<p><i>How will this sequencing support transition from KS4 to KS5 and beyond?</i></p>	<p>Recall the <b>knowledge:</b></p>	<p>What is a design concept, how do we create a brand? What are the main areas of a visual identity? What is meant by traditional media?, What is resolution?, How does resolution effect graphics? What are the job roles in the media industry?, How are style, consent and layout linked to purpose?, What is a client brief?, why is a mind map used? why is a mood board used? What are the categories of an audience? what is qualitative and quantitative data? What is a work plan and how is it used?, What are visualisation, concept and wore frame diagrams?, What is a brand?, what is brand loyalty?, why is typography important? why do we change the bit depth of graphics? What is copyright and the relevant legislation? How do you apply shadows? What effect does 3d text have on a design?, How do you remove a background from a graphic?</p>	<p>What is a design concept, how do we create a brand? What are the main areas of a visual identity? What is meant by traditional media?, What is resolution?, How does resolution effect graphics? What are the job roles in the media industry?, How are style, consent and layout linked to purpose?, What is a client brief?, why is a mind map used? why is a mood board used? What are the categories of an audience? what is qualitative and quantitative data? What is a work plan and how is it used?, What are visualisation, concept and wore frame diagrams?, What is a brand?, what is brand loyalty?, why is typography important? why do we change the bit depth of graphics? What is copyright and the relevant legislation? How do you apply shadows? What effect does 3d text have on a design?, How do you remove a background from a graphic?</p>	<p>What are visualisation, concept and wore frame diagrams?, What is a brand?, what is brand loyalty?, why is typography important? why do we change the bit depth of graphics? What is copyright and the relevant legislation? How do you apply shadows? What effect does 3d text have on a design?, How do you remove a background from a graphic? Describe characters, what are physical and nonphysical Charteris tics of characters?, why would we use facial characteristics on a character?, how does a comic read? what is the gutter? how many panels should you use per page? what is a though bubble? How many speech bubbles should you use in a panel? What is a focal point? Describe creative commons,</p>	<p>Properties of digital graphics and suitability for use          Interpretation of client briefs          Using Advanced tools          Creating Work plans          Source and store assets          Legislation of assets          Exporting features          Reviewing products</p>	<p>Genres of comic strip          Target audience          Country of origin          History of the comic strips          Panel layout          Focal points within panels          Characters          Storyline          Communication          Locations          Identifying assets and resources          Record sources and legislation          Resolutions          Exporting          File size</p>	<p>Source and store assets          Lay out panels          Inserting assets into panels          Creating focal points in panels          Integrating a script          Save a multipage comic strip          Export a multipage comic strip          Using version control          Review a multipage comic          Identify areas for improvement and further development of a multipage comic strip</p>
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<p><b>What we want our students to do</b></p>	<p><i>How are you supporting transition of skills from KS3 to KS4?</i></p>	<p>Demonstrate excellence in these <b>skills:</b></p>	<p>Know the different sectors that form the media industry and how these are evolving, Know the types of products produced by, and used in different sectors, Know that the same product can be used by different sectors How each role contributes to the creation of media products, Know the main responsibilities of each role in the, creation of media products, Know that some job roles are specific to preproduction, production or post-production phases, Know that some job roles span multiple production, phases, Why the size and scale of projects/productions means that individuals may perform more than one role , Know the requirements in client briefs that inform planning, Why requirements in client briefs can constrain planning and production, Know the different categories of audience segmentation, Know the different technical, symbolic and written codes used to convey meaning, create impact and/ or engage audiences, Know the purpose of each document , Know he purpose of work planning, The purpose of, and reasons for, each legal consideration,</p>	<p>How to create a flow charts for a digital presentation interactivity. How to create presentations explaining meaning, purpose, hardware and software. Understand the codes and conventions of a script. They will plan media products, along with codes and conventions to convey meaning. They will be able to discuss the media industry, factors influencing design, pre-production planning, and distribution considerations. They will understand and design/develop brand identifies using design concepts. They will plan digital graphics such as logos, and use these to create a brand. they will model excellence in using the lasts software, adding assets to create a whole. They will be able to export assets using suitable file formats.</p>	<p>How to create a flow charts for a digital presentation interactivity. How to create presentations explaining meaning, purpose, hardware and software. Understand the codes and conventions of a script. They will plan media products, along with codes and conventions to convey meaning. They will be able to discuss the media industry, factors influencing design, pre-production planning, and distribution considerations. They will understand and design/develop brand identifies using design concepts. They will plan digital graphics such as logos, and use these to create a brand. they will model excellence in using the latest software, adding assets to create a whole. They will be able to export assets using suitable file formats They will plan a character and demonstrate motto bring the character to life through stories. They will create comic characters and add to a comic strip. They will plan and write a script for a given scenario. They will review work identifying areas for improvement and further developments. They will be able to respect the relevant legislation and comply with it where necessary.</p>	<p>Understand the purpose and properties of digital graphics Being able to plan the creation of a digital graphic Being able to create a digital graphic Being able to review a digital graphic</p>	<p>Understand the purpose and properties of digital graphics Being able to plan the creation of a digital graphic Being able to create a digital graphic Being able to review a digital graphic Be able to demonstrate a thorough understanding of the origins and history of multipage comic strips Demonstrate a thorough understanding of comic strip characters Creating a storyboard of sketches and an script Identify assets and discuss their potential use Identify resources and their potential use Discuss the implications of legislation</p>	<p>Source and stores a wide range of assets Prepare the page layout Inserting assets into panels Creating key focal points Integrate a script Save and exporting a comic Review a comic Suggest improvements for a comic Suggest further developments for comics</p>	<p>R082 improvements from standardisation R084 Improvements from standardisation Some pupils will be undertaking R081 In May. These pupils will be revising the content.</p>
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<p><b>Key assessment questions:</b></p>			<p>What is a design concept, how do we create a brand? What are the main areas of a visual identity? What is meant by traditional media?, What is resolution?, How does resolution effect graphics? What are the job roles in the media industry?, How are style, consent and layout linked to purpose?, What is a client brief?, why is a mind map used? why is a mood board used? What are the categories of an audience? what is qualitative and quantitative data? What is a work plan and how is it used?, What are visualisation, concept and wore frame diagrams?, What is a brand?, what is brand loyalty?, why is typography important? why do we change the bit depth of graphics? What is copyright and the relevant legislation? How do you apply shadows? What effect does 3d text have on a design?, How do you remove a background from a graphic?</p>	<p>What is a design concept, how do we create a brand? What are the main areas of a visual identity? What is meant by traditional media?, What is resolution?, How does resolution effect graphics? What are the job roles in the media industry?, How are style, consent and layout linked to purpose?, What is a client brief?, why is a mind map used? why is a mood board used? What are the categories of an audience? what is qualitative and quantitative data? What is a work plan and how is it used?, What are visualisation, concept and wore frame diagrams?, What is a brand?, what is brand loyalty?, why is typography important? why do we change the bit depth of graphics? What is copyright and the relevant legislation? How do you apply shadows? What effect does 3d text have on a design?, How do you remove a background from a graphic?</p>	<p>What are visualisation, concept and wore frame diagrams?, What is a brand?, what is brand loyalty?, why is typography important? why do we change the bit depth of graphics? What is copyright and the relevant legislation? How do you apply shadows? What effect does 3d text have on a design?, How do you remove a background from a graphic? Describe characters, what are physical and non-physical characteristics of characters?, why would we use facial characteristics on a character?, how does a comic read? what is the gutter? how many panels should you use per page? what is a though bubble? How many speech bubbles should you use in a panel? What is a focal point? Describe creative commons,</p>	<p>How do we source and creates a range of assets for use in the digital graphic. What techniques do you need to prepares the assets for use in the digital graphic, most of which are technically appropriate and compatible. Recall how you save and export the digital graphic in formats and properties which are appropriate. Be able to produce a review of the finished graphic which demonstrates a thorough understanding of what worked and what did not, fully referencing back to the brief.</p>	<p>What are the origins of comics What are characteristics of characters What are the ages of comics What types of genre exist for comics What is the audience for comics</p>	<p>What is the audience for a comic. What is the client requesting you to create. How is the comic laid out with it panels. How is the script integrated into the panels. How can a storyboard help with design. What assets will be required. What legislation needs to be considered.</p>	
<p><b>Disciplinary Rigour</b></p>		<p>What makes your subject different to other subjects? What are the expectations for students in your subject area in the KS4 National Curriculum if applicable / KS4 qualification specification?</p>	<p>Design concepts of Media. Codes and conventions of Media and advertising materials. Layout conventions of publications. Developing brand awareness. Visual identity creations. Using design concepts to create a visual identity for a client in a media setting. Creating assets for visual identities.</p>	<p>Design concepts of Media. Codes and conventions of Media and advertising materials. Layout conventions of publications. Developing brand awareness. Visual identity creations. Using design concepts to create a visual identity for a client in a media setting. Creating assets for visual identities.</p>		<p>Design concepts of Media. Codes and conventions of Media and advertising materials. Layout conventions of publications. Developing brand awareness. Visual identity creations. Using design concepts to create a visual identify for a client in a media setting. Creating assets for visual identities.</p>	<p>Understanding the origins of comics. Demonstrate a clear awareness of audience. Demonstrate a thorough understanding of comic strip characters. Describes software that can be used to create a comic strip. Demonstrates a thorough understanding of panel placement.</p>	<p>Understanding the origins of comics. Demonstrate a clear awareness of audience. Demonstrate a thorough understanding of comic strip characters. Describes software that can be used to create a comic strip. Demonstrates a thorough understanding of panel placement.</p>	

			repurposing existing assets for use on products. Learning specialist editing techniques for assts and their creation.	repurposing existing assets for use on products. Learning specialist editing techniques for assts and their creation.		repurposing existing assets for use on products. Learning specialist editing techniques for assts and their creation.			
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