

ICT Big Picture YEAR 11

<p>Reading through the curriculum: Students are encouraged to practise practical skills in Photoshop and in addition use the iMedia R081 Revision guide to regularly recall subject knowledge in the R081 unit.</p>	
<p>Autumn 01 7 Weeks (weeks 2-8)</p>	<p>Autumn 02 7 Weeks (weeks 9-15)</p>
<p>Subject content -knowledge and skills</p> <p>Unit: R082 Task 3</p> <ul style="list-style-type: none"> ○ Creating backgrounds with effects in Photoshop ○ Creating text with effects in Photoshop ○ Editing Images with effects in Photoshop ○ Creating a Digital Graphic ○ Sourcing assets under copyright <p>Unit: R082 Task 4</p> <ul style="list-style-type: none"> ○ Writing a review based on Client Requirements ○ Suggesting Improvements to a Digital Graphic 	<p>Subject content -knowledge and skills</p> <p>Unit: R082 Task 1 Purposes and Sectors of Digital Graphics, Properties of Digital Graphics, File Formats of Digital Graphics, Design and Layout of Digital Graphics</p> <p>Unit: R082 Task 2 Analysing Client Requirements, Identifying Target Audiences Creating a Work Plan, Creating a Visualisation Diagram, Discussing Legislation surrounding Digital Graphics</p> <p>Unit: R085 Task 1 and 2 Purposes of websites, Devices and Connection Methods, Client Requirements, Audiences and resources for websites</p>
<p>Assessment Objectives Knowledge, application and skills assessed by the Big Test: R082 LO3 – Digital Graphic & LO4 – Digital Graphic Review</p>	<p>Assessment Objectives Knowledge, application and skills assessed by the Big Test: R082 LO1 – Digital Graphic Research, LO2 –Graphic Planning</p>
<p>Independent study format: Fortnightly Task Completion. Big Test is week 29th November to 6th December</p>	
<p>Spring 01 7 Weeks (weeks 16-22)</p>	<p>Spring 02 5 Weeks (weeks 23-27)</p>
<p>Subject content -knowledge and skills</p> <p>Unit: R085 Task 2 House Style, Test Plans, Legislation</p> <p>Unit: R091 Task 1 and 2 Platform Generations, Capabilities and Limitations, Game Genres, Game Objectives, Client Requirements, Target Audience, Relevant Skills and Game Ideas</p>	<p>Subject content -knowledge and skills</p> <p>Unit: R091 Task 3 and 4 Game Proposal, Opportunities and Constraints, Game Components 1, Game Components 2, Visualisation Diagram, Legislation, Proposal Review and Improvements</p>
<p>Assessment Objectives Knowledge, application and skills assessed by the Big Test:</p> <p>R085 LO1 and LO2 – Website R091 LO1 and LO2 – Game Proposal</p>	<p>Assessment Objectives Knowledge, application and skills assessed by the Big Test:</p> <p>R091 LO3 and LO4 – Game Proposal</p>
<p>Independent study format: Fortnightly Task Completion. Big Test is wb 14/03/21</p>	
<p>Summer 01 6 Weeks (28-33)</p>	
<p>Subject content -knowledge and skills</p> <p>R081: LO1 – Purpose & Content of Pre-Production R081: LO2 – Be able to Plan Pre-Production R081: LO3 – Be able to produce Pre-Production documents R081: LO4 – Be able to review Pre-Production documents</p>	
<p>Assessment Objectives R081 Examination Paper</p>	
<p>Independent study format: Fortnightly Task Completion. No dates for external exams set as yet.</p>	