

# Year 11 iMedia Medium Term Plan

Unit	Duration (lessons)	Learning Objectives/Outcomes
Digital Graphics Coursework	20	<ul style="list-style-type: none"> <li>• Produces a summary of how and why digital graphics are used, demonstrating a thorough understanding of the purpose of digital graphics</li> <li>• Identifies a wide range of file types and formats, which are consistently appropriate to digital graphics</li> <li>• Demonstrates a thorough understanding of the connection between the properties of digital graphics and their suitability for use</li> <li>• Demonstrates a thorough understanding of how different purposes and audiences influence the design and layout of the digital graphics</li> <li>• Produces an interpretation from the client brief which fully meets the client requirements</li> <li>• Produces a clear and detailed identification of target audience requirements</li> <li>• Clearly draws upon relevant skills/knowledge/ understanding from other units in the specification</li> <li>• Produces a clear and detailed work plan for the creation of the digital graphic, which is fully capable of producing the intended final product</li> <li>• Produces a clear and detailed visualisation diagram for the intended final product</li> <li>• Identifies most assets needed to create a digital graphic, demonstrating a thorough understanding of their potential use</li> <li>• Identifies most of the resources needed to create a digital graphic, demonstrating a thorough understanding of their purpose</li> <li>• Demonstrates a thorough understanding of legislation in relation to the use of images in digital graphics</li> <li>• Sources and creates a wide range of assets for use in the digital graphic</li> <li>• Prepares the assets for use in the digital graphic, all of which are technically appropriate and compatible.</li> <li>• Use of a range of advanced tools and techniques to create the digital graphic is effective and therefore creates a complex digital graphic which is appropriate for the client brief</li> <li>• Consistently saves and exports the digital graphic in formats and properties, which are appropriate.</li> <li>• Consistently saves electronic files using file and folder names and structures which are consistent and appropriate</li> <li>• Produces a review of the finished graphic which demonstrates a thorough understanding of what</li> </ul>

		<p>worked and what did not, fully referencing back to the brief</p> <ul style="list-style-type: none"> <li>• Review identifies areas for improvement and further development of the final digital graphic, which are wholly appropriate and justified</li> </ul>
<p>2D 3D Character creation Coursework</p>	<p>20</p>	<ul style="list-style-type: none"> <li>• Demonstrates a thorough understanding of when and where 2D and 3D digital characters are used.</li> <li>• Describes a range of 2D and 3D digital characters and details a range of software, including some complex types, that can be used to create them</li> <li>• Demonstrates a thorough understanding of physical and facial characteristics of a wide range of 2D and 3D digital characters</li> <li>• Produces an interpretation from the client brief for a 2D or 3D digital character which fully meets the client requirements</li> <li>• Produces a clear and detailed identification of target audience requirements</li> <li>• Identifies many assets needed to create a 2D or 3D digital character, demonstrating a thorough understanding of their potential use</li> <li>• Identifies many of the resources needed to create a 2D or 3D digital character, demonstrating a thorough understanding of their purpose</li> <li>• Produces a clear and detailed work plan for the 2D or 3D digital character, which is fully capable of producing the intended final character</li> <li>• Clearly draws upon relevant skills/knowledge/ understanding from other units in the specification</li> <li>• Produces a clear and detailed visualisation diagram for the 2D or 3D digital character</li> <li>• Creates a clear and detailed test plan for the character which fully tests the functionality, listing tests, expected and actual outcomes and identifying re-tests</li> <li>• Demonstrates a thorough understanding of legislation in relation to the use of assets in 2D and 3D digital characters</li> <li>• Sources and stores a wide range of assets for use, consistently uses appropriate methods</li> <li>• Uses a wide range of software tools and techniques to create the visualised character</li> <li>• Adds and applies a wide range of effects to enhance the character</li> <li>• Consistently saves and exports the 2D or 3D digital character in appropriate formats</li> <li>• Consistently saves electronic files using file and folder names and structures which are consistent and appropriate</li> <li>• Produces a review of the finished character which demonstrates a thorough understanding of what worked and what did not, fully referencing back to the brief</li> </ul>

		<ul style="list-style-type: none"> <li>• Review identifies areas for improvement and further development of the final character, which are wholly appropriate and justified</li> </ul>
Digital Animation Coursework	20	<ul style="list-style-type: none"> <li>• Demonstrates a thorough understanding of the purposes and uses of animations</li> <li>• Describes a wide range of animation techniques and types, demonstrating a thorough understanding of the advantages and disadvantages of each</li> <li>• Produces an interpretation from the client brief for a digital animation which fully meets the client requirements</li> <li>• Produces a clear and detailed identification of target audience requirements</li> <li>• Clearly draws upon relevant skills/knowledge/ understanding from other units in the specification</li> <li>• Describes file formats and their properties with accuracy. Judgment of suitability for the digital animation is almost always accurate</li> <li>• Creates a detailed storyboard which identifies a wide range of resources and assets to be used</li> <li>• These choices will consistently be appropriate to the client requirements</li> <li>• Demonstrates a thorough understanding of legislation in relation to the use of assets, ideas and concepts in digital animations</li> <li>• Sources and stores a wide range of assets for use, consistently using methods which are appropriate</li> <li>• Creates a clear and detailed test plan for the animation which fully tests the functionality, listing tests, expected and actual outcomes and identifying re-tests</li> <li>• Uses tools and techniques within the animation software to fully address the client brief, to create the digital animation</li> <li>• Uses many functions within the animation software to enhance and animate movement</li> <li>• Carries out thorough testing of the digital animation at regular intervals during production</li> <li>• Consistently saves and exports the digital animation in an appropriate format</li> <li>• Consistently saves electronic files using file and folder names and structures which are consistent and appropriate</li> <li>• Produces a review of the digital animation which demonstrates a thorough understanding of what worked and what did not, fully referencing back to the brief</li> <li>• Review identifies areas for improvement and further development of the digital animation, which are wholly appropriate and justified</li> </ul>