

Preparing students for tomorrow, bit by bit

The Computing department will help to create, share, and apply knowledge in all branches of Computer Science and ICT. We will educate students to be successful, ethical, and effective problem-solvers with a passion to innovate and create, rather than just passive consumers and users of technology. We will develop an understanding and appreciation of all aspects of digital products, from how they work to how they look. We will foster curiosity and encourage exploration to create students who can contribute positively to the well-being of our society and who are prepared to tackle the complex 21st Century challenges facing the world.

Summary focus areas:

- Innovate, create, develop
- Solving 21st Century problems
- Active developers not passive consumers

Autumn		Spring		Summer
Unit 1 Digital Graphic Prep	Unit 2 Graphical Editing Prep	Unit 3 Comic Design Prep	Unit 4 Website Design Prep	Unit 5 Sound effects editing

Homework for iMedia is set weekly to support and extend the students' studies from their lessons. Work may be a mixture of practical, computer-based tasks and paper-based written work or design tasks. Activities set as homework may be:

- Preparatory work or research ahead of a new topic or concept being discussed in lessons.
- Extension work that allows the student to explore a topic in more depth or in other contexts.
- Application work that allows students to practise skills or demonstrate abilities.

Students are expected to spend around an hour on a homework activity each week and work is marked promptly to help students to identify and understand their weaknesses to make incremental improvements over the course of the year.

Unit	Duration (lessons)	Learning Objectives/Outcomes
Digital Graphics Skills	20	<ul style="list-style-type: none"> • What is Creative iMedia? • What skills will we need to obtain to be successful? • What skills and tasks will we complete through iMedia? • What are the different file types for images and why are there different file types? • How can we use graphical editing software? • Can I follow a client's requirements? • Can I alter and change my designs to a specific requirement? • Can I manipulate an image to suit the needs of the task? • Can I use advanced tools in Fireworks? • Can I calculate resolution and DPI? • Am I able to research copyright information? • Can I design and create based on a specific task and audience?
Graphical Editing Skills	20	<ul style="list-style-type: none"> • What is graphical editing? • What types of software is suitable? • Where would I be able to use graphic editing? • Am I able to identify the different software needed? • Do I know advantages and disadvantages of using a particular piece of software? • Am I able to use the basic and advanced tools in the software chosen? • Am I able to use my previous knowledge and skills to complete the assessment?
Comic Design Skills	20	<ul style="list-style-type: none"> • Do I know the different types of comic books and how they originated? • Can I review the different types of comic books identifying what styles they have used and the good points and bad points about the design with reasons why? • Am I able to look at the client brief and create and introduction into what the client is asking for? • Can I create ideas for comic books using mind maps and moodboards to generate ideas for the comic book needed in line with the client requirements? • Explanation why there are different styles of comic books and how are they used for different audiences? • Plan out time and resources needed in order to complete the unit and how it will help the client • Can I create a rough designs of the different comic book ideas to be created with explanations of the layout and design?

Website Design Skills	20	<ul style="list-style-type: none"> • Do I know about websites and their uses? • Can I explain the different ways websites are used? • Do I know the advantages and disadvantages of different websites comparing their layout and ease of use? • Do I have knowledge of Dreamweaver, the different tools that are used, how to design a template webpage, how to create buttons etc? • Explanation why Dreamweaver would be the best program to design and create a website what are the tools that can be used • Plan out time and resources needed in order to complete the unit and how it will help the client • Can I complete a rough design of the different webpages to be created with explanations of the layout and design?
Sound Effects Editing	20	<ul style="list-style-type: none"> • Assess the different types of sound editing software and what they have in common. How are different types of sound effects used? • Develop and understanding of the different types of sound effects (background etc.) and the different ways they can be created (Foley, digital etc.) along with the advantages and disadvantages? • Look into the different sound editing software that are available mainly Audacity. Students will use Audacity to complete practice tasks before the assessment • Explanation about the different types of sound effects that can be used in a video and how they could be created? • Plan out time and resources needed in order to complete the unit and how it will help the client • Create a timeline in link with the example video to plan out the different sound effects needed • Record and edit the different sound effects needed in line with the client requirements and age range • Assets table with the different sound files created • Evaluation of the unit as a whole explaining what went well and what did not along with valid improvements that could be made in the future