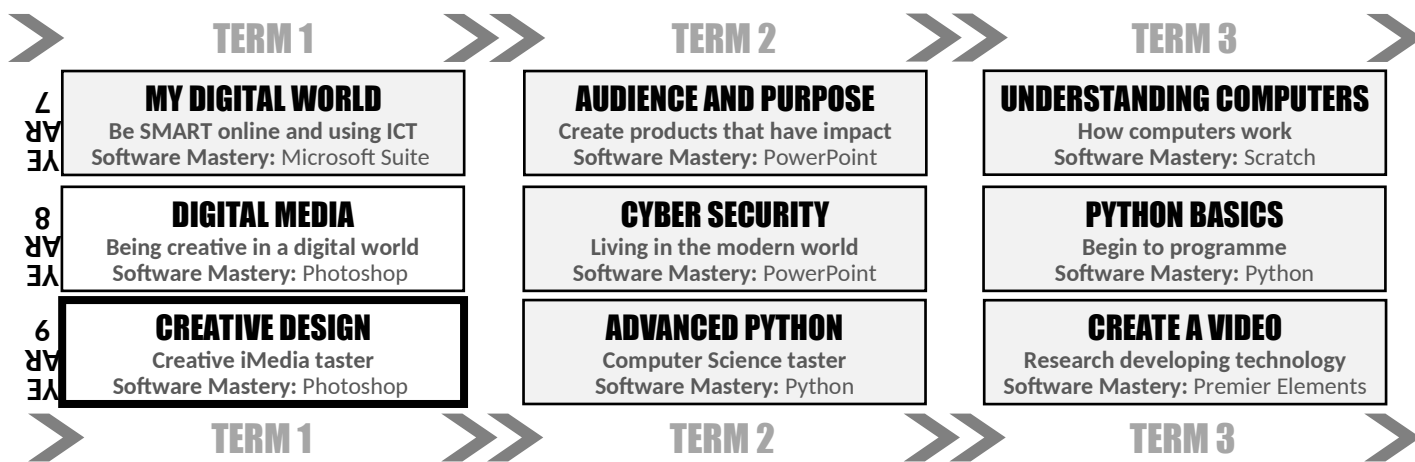# UNIT OVERVIEW & LEARNING JOURNEY
YEAR 9 – COMPUTING: TERM 3

DIGITAL MEDIA – Being creative in a digital world

OVERALL LEARNING JOURNEY FOR KEY STAGE 3 COMPUTING

	TERM 1	TERM 2	TERM 3
YEAR 7	**MY DIGITAL WORLD** — Be SMART online and using ICT — Software Mastery: Microsoft Suite	**AUDIENCE AND PURPOSE** — Create products that have impact — Software Mastery: PowerPoint	**UNDERSTANDING COMPUTERS** — How computers work — Software Mastery: Scratch
YEAR 8	**DIGITAL MEDIA** — Being creative in a digital world — Software Mastery: Photoshop	**CYBER SECURITY** — Living in the modern world — Software Mastery: PowerPoint	**PYTHON BASICS** — Begin to programme — Software Mastery: Python
YEAR 9	**CREATIVE DESIGN** — Creative iMedia taster — Software Mastery: Photoshop	**ADVANCED PYTHON** — Computer Science taster — Software Mastery: Python	**CREATE A VIDEO** — Research developing technology — Software Mastery: Premier Elements

This is an introductory unit for students wishing to study Creative iMedia at Key Stage 4. This unit will give them a taster of what this course is like and whether they would like to study this next year.

Aim of this unit:

This unit will take the whole of this term to complete. Topics students will cover:

- Understand how digital graphics are used in the creative and digital media sector and whether they meet the purpose and the needs of the intended audience
- Understand client requirements and how to meet their needs
- Be able to plan the creation of digital graphics using visualization diagrams
- Create new digital graphics using a range of editing techniques on Adobe Photoshop

Students will be using Adobe Photoshop to create the DVD cover.

Assessment:

Each lesson contains tasks for students to work through independently and as whole class, some of which their class teacher will mark and add to their exercise book.

At the end of this unit there will be a 40-minute exam on all the topics covered this term.

This test, as well as the skills demonstrated on the poster will determine their final grade for this unit.
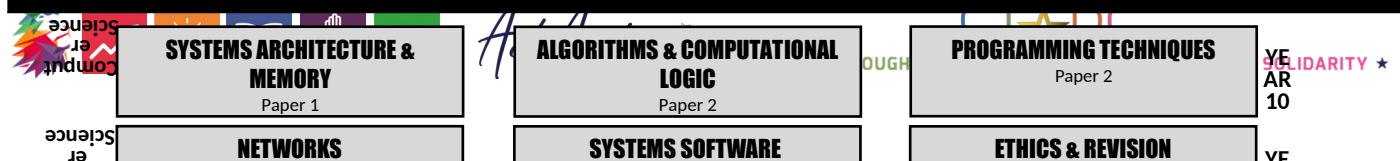
Homework:

Each fortnight students will receive at least one homework, for which they should only spend 20 minutes completing. These will be a combination of written, research, investigative tasks.

How you can help:

Encourage them to research and then reduce and summarise information rather than copying from the internet.

Encourage them to read out their work to you and explain it in their own words to ensure that they understand it. Get them to check through their work and correct errors with spellings and presentation.

LEARNING JOURNEY FOR COMPUTER SCIENCE OR CREATIVE iMEDIA

			YEAR 10
SYSTEMS ARCHITECTURE & MEMORY — Paper 1	ALGORITHMS & COMPUTATIONAL LOGIC — Paper 2	PROGRAMMING TECHNIQUES — Paper 2	
NETWORKS	SYSTEMS SOFTWARE	ETHICS & REVISION	

Creativ e iMedia			

DATE:

RAG rate your understanding:		
:(	:|	:)

TERM 1	**TERM 2**	**TERM 3**

LESSON 1: Welcome

AUP | Passwords | Secure | E-mails | Etiquette | Respectful

DATE:

RAG rate your understanding:		
:(	:|	:)

LESSON 2: Images

Graphics | Folders | Organised | Digital Graphics | Types | Print | Electronic

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DATE:

RAG rate your understanding:		
:(	:|	:)

LESSON 3: Client and planning

Purpose | Fit for purpose | Audiences | Client | Client Requirement | Brief | Visualisation Diagrams | Annotations

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DATE:

RAG rate your understanding:		
:(	:|	:)

LESSON 4 - 6: Create DVD cover

Photoshop | Tools / Effects | Basic Tools | Advanced Tools | Resolution | Criteria

AdAstra

STARS ★ SINCERE ★ THOUGHTFUL ★ ASPIRATIONAL ★ RESILIENT ★ SOLIDARITY ★