

All lessons will follow the Co-op Academy Lesson Journey and include a (retrieval) Do Now, Lesson Intentions, Success Criteria, Explicit Instruction, Quality Time/Practice, Review

	ROLLOVER												
Week	37	38	39	40	41								
W/C Date	26-Jun 23	03-Jul 23	010-Jul 23	17-Jul 23	24-Jul 23								
Specification		R094: Visua	ial Identity and Digital Graphics										
Topic	1. Developing	Visual Identity	2. Plan digital graphics for products										
	Purpose and	Design of Visual	Graphic Design and	Properties of digital	Create A Digital								
	Elements of Visual	Identity	Conventions	graphics and use of	Graphic								
	Identity			assets									
Key Objectives	Identify the	Create a visual	Explain the graphic	Explain the benefits	Create A Digital								
	purpose of visual	identity design style	design conventions	and limitations of	Graphic								
	identity	related to a		bitmap and vector									
		business		graphics									
	Explain the features	Create a visual	Discuss the	Explain licences and	Create A Digital								
	of visual identity.	identity design style	importance of	permissions to use	Graphic								
		related to a	typography and	assets									
		business	colour systems										
	Describe elements	Create a visual	Assess the different	Use a search engine	Create A Digital								
	of visual identity	identity design style	layout conventions	filter to source	Graphic								
		related to a		graphics and create									
		business		an assets table									
Retrieval /					DIRT								
Assessment /													
DC													

Department Computer Science and ICT

Retrieval and Assessment Key

STAR Assessment / Summative Marking
Quizzes / Formative Assessment and Marking
Student Voice
Live Feedback inc Whole Class Feedback
DIRT / Reflection

Data Capture
Interventions
Assessment Learner Review / Book Reviews / Work Scrutiny

The LTP has declarative (theory) and procedural (practice) knowledge and skills embedded to allow learners to successfully complete the OCR Level 1 /2 Creative iMedia specification.

Year 11 precise powerful knowledge, understanding and skills to be developed:

- To know how to interpret a client brief
- To know how the relationship between a visual identity and its target audience can impact design and output
- To know how to use tools and techniques in digital graphic design and manipulation
- To know how to create pre-production documents
- To know how to source, create, modify characters and assets for a digital media
- To know how to create an asset bank of resources for future use
- To know how to create a digital media graphic
- To know how to develop skills to create a comic strip
- $\bullet\hspace{0.4cm}$ To know how to review projects, make necessary improvements, and justify change



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Week	1	2	3	4	5	6	7	8		9	10	11	12	13	14	15				
W/C Date	04-Sep	11-Sep	18-Sep	25-Sep	02-Sep	09-Oct	16-Oct	23-Oct		06-Nov	13-Nov	20-Nov	27-Nov	04-Dec	11-Dec	18-Dec				
Specification			R094	4: Visual Identity a	nd Digital Graphi	cs	•	•			•	R094: Visual I	dentity and Di	gital Graphics	al Graphics					
Topic	1. Developing	g Visual Identity		2. Plan digital grap	phics for products	5					3	. Create Visual	Identity And	Digital Graphi	cs					
	Purpose and	Design of	Graphic Design	Properties of		To Plan Visual	Tools and	Sourcing		Sourcing and	Save and		Complete Summative Assessment				1			
	Elements of	Visual Identity	and	digital graphics	Identity and [Digital Graphics	Techniques	and		Preparing	Export									
	Visual		Conventions	and use of			used to create	Preparing		Assets	Digital									
	Identity		1	assets			digital graphic	Assets	-	1:0	Graphics		1	1			4			
Key Objectives	identify the	create a visual	explain the	explain the	create a	create a	use software tools used to	source		modify	saving file	assessmen	assessmen	assessmen	assessme	assessment				
	purpose of visual	identity design	graphic design conventions	benefits and limitations of	moodboard	moodboard	create digital	bitmap or/and		graphic for print	as master files	t	1	l t	nt submissio	submission				
	identity	style related to a business	Conventions	bitmap and			graphics	vector		print	illes				n and	and marking week				
	lucitity	a business		vector			graphics	graphics							marking	week				
				graphics				grapines							week					
	explain the	create a visual	discuss the	explain	create a	create a	use	edit	1 _	store	change file	assessmen	assessmen	assessmen	assessme	assessment	1 _ _			
	features of	identity design	importance of	licences and	mindmap	mindmap	techniques	sourced	HALF-TERM	primary and	format to	t	t	t	nt	submission	HALF-TERM HALF-TERM			
	visual	style related to	typography	permissions to		'	to create	bitmap	ĽΊ	secondary	meet client				submissio	and marking	בוצו			
	identity	a business	and colour	use assets			digital	or/and	멸	assets	brief				n and	week				
			systems				graphics	vector	<						marking					
								graphics							week					
	describe	create a visual	assess the	use a search	create	create	use filters and	create an		select	export files	assessmen	assessmen	assessmen	assessme	assessment				
	elements of	identity design	different	engine filter to	concept	concept	affects to	asset using		different file	according to	t	t	t	nt	submission				
	visual	style related to	_ ·	source	sketches and	sketches and	enhance the	the		formats	scenario				submissio	and marking				
	identity	a business	conventions	graphics and	visualisation	visualisation	visual appeal	drawing							n and	week				
				create an	diagram	diagram		tool							marking					
				assets table											week		_			
Retrieval /	SUMMER	LEARNER				STUDENT	STAR	LEARNER							STAR	Y11				
Assessment / DC	WORK & RE- ASSESSMENT	WORK REVIEW				VOICE	DIDT	WORK SCRUTINY							DIDT	DC1 LEARNER				
DC	ON R093	KEVIEW					DIRT	SCRUTINY							DIRT	WORK				
	DONE IN															SCRUTINY				
	JULY															SCRUTIINT				
Intervention	JOET		Intervention	s for R094 (Breakfa	st. Lunch and Aft	ter School)					Interven	tions for R094	(Breakfast Li	unch and Afte	r School)					
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Week	16	17	18	19	20		21	26	27	28	29	30			31
W/C Date	08-Jan	15-Jan	22-Jan	29-Jan	05-Feb		19-Feb	26-Feb	04-Mar	011-Mar	18-Mar	25-Mar			15-Apr
Specification		RO	95: Characters & Co	mics		R095: Characters & Comics									R093: Creative iMedia in The
															Media Industry
Topic		1. Plan Cha	aracters and Comics			2. Create Characters and Comics			3. R	eview and Assess			1. Sectors, Products, Job		
													1		Roles, and Purpose
	Character	Conventions	Resources	Pre-production	Technical Skills		Create Comic	Create	Create Comic	Review	Assessment	Assessment			
	features							Comic							
Key Objectives	Explain the	Discuss the	Describe the	Use a range of	Identify the		Create comic	Create	Create comic	Discuss	Assessment	Assessment			Outline the sectors and
	different types	visual styles in	resources	techniques to	software skills		with script,	comic with	with script,	suitability of	submission	submission and			products of the media
	and features of	Marvel, DC,	needed to	plan characters,	and tools		storyline and	script,	storyline and	final product in	and marking	marking Week			industry
	characters	Manga, Beano,	create the comic	their behaviour	needed to		storyboard	storyline	storyboard	meeting brief	Week				
		Disney, Shultz		and emotions	create a			and		and target					
		and Herge			character	_		storyboard		audience			-	_	
	Describe the	Analyse	Assess the	Create a plot	Use different	HAL	Create comic	Create	Create comic	Discuss	Assessment	Assessment	HALF-TERM	HALF-TERM	Describe the job roles in the
	physical and	conventions of	software used to	structure and	techniques to	.F-TERM	with script,	comic with	with script,	constraints	submission	submission and	_ <u></u>	፲	media industry
	non-physical	comic design and	create	story arc, script,	create assets for		storyline and	script,	storyline and	which limit the	and marking	marking Week	E	ER	
	characteristics	layout	characters	storyline, and	comic	S	storyboard	storyline	storyboard	effectiveness of	Week		S	≤	
				storyboard				and		characters and					
								storyboard		comic					
	Discuss how	Discuss the	Assess the	Create an	Use different		Create comic	Create	Save, export	Discuss further	Assessment	Assessment			Explain how style, content
	facial	conventions for	software used to	annotated panel	techniques to		with script,	comic with	and publish	development	submission	submission and			and layout are linked to the
	characteristics	story telling and	create comics	design with	combine assets		storyline and	script,	comics for	opportunities	and marking	marking Week			purpose
	are used to	creativity		explanation of	into comic		storyboard	storyline	print and	for characters	Week				
	convey			shot types	panels			and	online	and comic					
	emotion							storyboard	distribution						
Retrieval /				STUDENT VOICE	STAR		LEARNER				STAR – Final	LEARNER WORK			
Assessment /							WORK				R095	SCRUTINY AND			
DC					DIRT		SCRUTINY				DIRT	REVIEW			
			2005 (2) 15 1	1.1.6					5 5005 /5	16	Y11 DC2				
Interventions		Interventions For I	R095 (Breakfast, Lun	ch and After School)			Interventions For R095 (Breakfast, Lunch and After School)								



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M/I	1 22	22	24	25	26		10	11	42		42	44	45	16
Week	32	33	34	35	36		40	41	42		43	44	45	46
W/C Date	22-Apr	29-Apr	6-May	13-May	20-May	_	3-Jun	10-Jun	17-Jun	4	24-Jun	1-Jul	8-Jul	15-Jul
Specification		R093: Creat	ive iMedia in The N	ledia Industry				EXAM						
Topic	2. Client Requirements, and Target Audience	3. Research Methods	4. Pre- production planning	5. Distribution	Assessment Practice		Exam Practice	OCR Level 1 /2 Creative iMedia Exam Week						
Key Objectives	Interpret a client brief	Explain the differences between qualitative and quantitative research data	State the purpose, components, hardware and software used for mindmaps, moodboards, and storyboards	Explain the platforms and media to reach audiences	Mock Exam	НАГ	Learn exam technique and practice	Exam Week:	Exam Week:	ROI				
	Discuss the target audience of a given client brief (demographics and segmentation)	Explain ways that meaning, impact and engagement are created	Discuss impact of legal infringement of privacy defamation, and DPA	Explain the properties and limitations of bitmaps and vectors including lossy and lossless	Mock Exam	HALF-TERM	Learn exam technique and practice	Exam Week:	Exam Week:	ROLLOVER				
	Discuss primary and secondary research methods	Discuss the benefits of using work plans	Discuss impact of legal infringement of intellectual property rights	Describe the properties and limitations of audio and video file formats	Mock Exam		Learn exam technique and practice	Exam Week:	Exam Week:					
Retrieval			EXAM	EXAM	STAR – Mock		EXAM	EXAM	Y11					
Assessment /			PRACTICE	PRACTICE	Exam For R093		PRACTICE	PRACTICE	D3					
DC					DIRT									
Interventions		Interventions For R	1 2093 (Breakfast Lur	I nch and After School)		Interventions	I R093 (Breakfast, Lunc	h and After School)					