

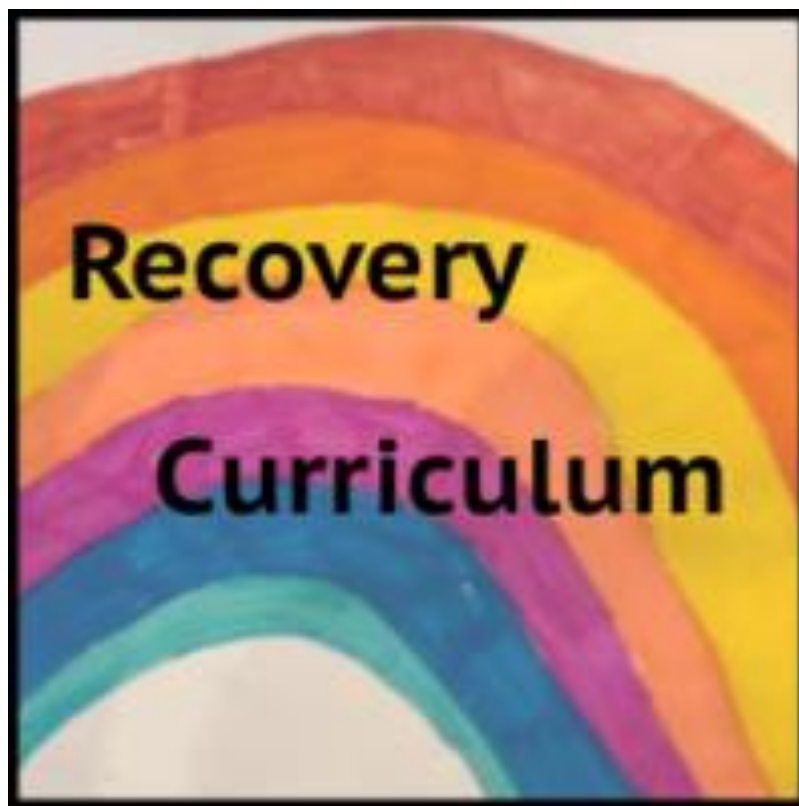
RECOVERY CURRICULUM

Subject: IMedia

Author: ACR/GMA

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Subject:	IMedia	Teacher:	Lead: GMA
Year:	11	Class:	All
Unit title:	R082 - Creating Digital Graphics /R081 revision		
Duration:	Term 1		

Intent

Intent Statement - at Landau Forte Amington, we believe learning powerful knowledge helps students achieve and creates a fairer society. How are you trying to accomplish this, with this unit/topic?

This topic will focus on student recovery following the pandemic, which has resulted in students experiencing the following possible losses: routine, structure, friendship, opportunity and freedom. It will support students academically, socially and emotionally, in order to transition students back to Academy life and support with the issues resulting from loss.

Aims - what do you want pupils to be able to know and do by the time they finish this unit/topic?

To provide learners with essential knowledge and a range of creative media skills to create fit-for-purpose creative media products based on a real world context.

To provide learners with transferable skills and tools to improve their learning in other subjects with the aims of enhancing their employability when they leave education contributing to their personal development and future economic well-being.

To introduce pupils to the course structure and layout.

To allow learners the freedom to explore the areas of creative media that interest them therefore encouraging independence, creativity and awareness of the digital media sector.

Academy values – at Landau Forte Amington, we want students to be ambitious, brave and kind. How are these values promoted in this PoS?

Ambitious:

Learning to create to specification, and project management by Utilising creative media for fulfilling client brief, learning new creative skills and developing personal expression.

<p>Brave: Learners are challenged to use a range of creative media software to meet user requirements and step out of their comfort zone by developing skills that they may need in later life.</p> <p>Kind: The course is client based and encourages learners to consider the needs of customers based on a real world context. Whilst fostering independence pupils have to ensure that the needs of others are met to ensure success.</p>	
Content – what is being covered, ensuring breadth & depth?	National Curriculum/Exam Specification - how does the content link to the NC or Exam Spec?
<p>R082 Creating Digital Graphics.</p> <p>Understand the purpose and properties of graphics including file formats, types and uses.</p> <p>Plan the creation of a digital graphic based on user needs by creating: a work plan, visualisation diagram, identifying assets and resources, considering legal and ethical implications.</p>	<p>Learning Outcome 1: Understand the purpose and content of pre-production</p> <p>Learning Outcome 2: Be able to plan pre-production</p>
Powerful Knowledge - what powerful knowledge is included in this SoW? Consider what knowledge is it important for our students to know, so that when they leave school they can engage in and lead discussions, with people from the most advantaged backgrounds?	
<p>Employment skills: Project management and organisation.</p> <p>Creative / Entrepreneurial skills: Encouraging pupils to seek creative solutions based on user / client requirements.</p> <p>Digital Literacy: Providing pupils with the knowledge and skills to use a variety of media software programs.</p>	
Implementation	
GAPS	
Identification – how are you going to identify the gaps in knowledge/skills?	Triage – how are you going to rank order these gaps in knowledge/skills and 'fill' them, in order of importance?

<p>Use of knowledge audit to tailor learning in future terms or adapt learning based on pupil needs. Identified there may knowledge/skill gaps in core computer science principles that need to be addressed/revisited</p> <p>Identify computer access outside of school, so pupils can be supported by the academy if needed.</p> <p>Provide R081 mock paper to identify areas requiring attention. It is our intention to enter pupils into the autumn entries to allow them two attempts at the exam</p>	<p>The results of the knowledge audit will determine if a group needs to revisit a year 9 topic or spend extended time on a topic in GCSE. Knowledge audits will determine which pupils will require more support in specific topics for example: 1 to 1, teacher support, scaffolded answers or support from a peer.</p> <p>Audit review will determine if wider planning needs to be amended, E.G. revisiting a topic of spending more time on a topic.</p> <p>As we intend to enter pupils into the autumn exam series, the mock and the audit will determine which subjects are revised, a recap of the R081 knowledge will be interwoven to the delivery of R082</p>
KEY CONCEPTS	
Key Concepts – what are the key concepts being taught?	Progression – how will studying these key concepts support progression to the traditional curriculum that has been planned?
<p>Ability to understand the purpose of and ability to create preproduction documents. The importance of meeting the requirements of a customer brief. Knowledge of legal and ethical obligations. Purpose and uses of different Hardware / software. Understand File formats e.g. JPER, RAW, WAV. Understand the purpose and properties of graphics including file formats, types and uses. E.g. colour depth, resolution, file size. Confident users of the Adobe suite and office package. Understand File formats.</p> <p>Knowledge elements of the R081 exam.</p>	<p>These key concepts follow the traditional curriculum plan in the initial implementation document.</p> <p>Taken from the existing traditional curriculum and modified to suit the needs of an extended leave of absence.</p> <p>IF A BLENDED LEARNING APPROACH IS REQUIRED, modified versions of each lesson in the SOW have been created</p> <p>The alternative series of lessons covers the same topics in a more user-friendly format for pupils studying at home.</p> <p>As we intend to enter pupils into the autumn exam series, the mock and the audit will determine which subjects are revised, a recap of the R081 knowledge will be interwoven to the delivery of R082</p>
WELLBEING	
Lockdown – how will students share their experiences of lockdown?	Social and Emotional – how will student social and emotional health be supported?

<p>Discussion of how the government use digital graphics to represent the 'R number'.</p> <p>Discussion around how client briefs may have been impacted by lockdown and how digital alternatives may be used to convey these.</p>	<p>Differentiation – this will occur through additional resources, scaffolded tasks, targeted questioning and self-assessment.</p> <p>Peer assessment – this will happen throughout the course with pupils discussing their individual approaches to the task at hand.</p> <p>Classroom discussions – throughout the course each of the concepts will be discussed with pupils being able to offer their opinions of the concepts as well as the teacher tackling misconceptions.</p> <p>Ensuring exam arrangements have been met for controlled assessment</p>
RE-ESTABLISH	
<p>Learning Skills – how are you going to re-establish the skills for learning?</p>	<p>Relationships – how are you going to re-establish classroom relationships?</p>
<p>Introduction lesson: re-establish rules for the Computer Science classroom.</p> <p>Discussion of course, I.E. layout, modules overview, assessments.</p> <p>Each lesson starts with an overview of topics covered in that lesson as well as each new module includes an overview of topics that will be in that module.</p> <p>Discussion of exam key words.</p> <p>Structuring revision in preparation for autumn series of exams</p> <p>Routine in look and structure of lesson with recap lessons at the end of each cycle.</p>	<p>Discussions in classroom around different topics based on current lesson, challenging concepts posed by the teacher, in a respectful way, is encouraged.</p> <p>Introduction focused on kindness and compassion</p> <p>Recap discussions around the legal, ethical and environmental issues and link to real world examples of corona virus, E.g. benefits of track and trace Vs privacy loss.</p> <p>Attempt to embed more classroom dialogue into planning. E.g. how data theft is part of everyday life, and what we should do about it.</p>
OPPORTUNITIES	

Discussion – what are the discussion based opportunities?	Group – what are the group work based opportunities (while still ensuring social distancing)?
<p>Reflective discussion at the end of each lesson that looks at how pupils solved the problem using different solutions, discussing their approach and the benefits and drawbacks to each solution</p> <p>Recap discussions around the legal, ethical and environmental issues and link to real world examples of corona virus, E.g. benefits of track and trace Vs privacy loss.</p>	<p>Peer assessment, during the discussions held at the end of the lessons</p> <p>Discuss the brief to ascertain what is required.</p> <p>Discussion of differing solutions to the same problem to underline the fact that many problems have multiple, equally right, solutions.</p> <p>Reflective discussion at the end of each lesson that looks at how pupils solved the problem posed using different solutions, discussing their approach and the benefits and drawbacks to each solution</p> <p>Group work dependent on the requirements and regulations of controlled assessment</p>

Delivery						
1		1) Lesson Type (classroom or blended for remote homework)		2) DNA (Do Now Activity/Reading)	3) Learning Intentions (what, why & how)	
		Classroom (whole sequence completed)	X	BEBRAS Activity	What	Digital graphics
		Blended (live and remote as independent study)	<input type="checkbox"/>		Why	To be able to understand how and why digital graphics are used
		IF A BLENDED LEARNING APPROACH IS REQUIRED, AN ALTERNATIVE SCHEME OF WORK ON THE SAME CONTENT IS AVAILABLE FROM THE TEACH			How	<div>E</div> Can identify the different types of digital graphics and why they are used.

	COMPUTING HOME TEACHING REPOSITORY (6 LESSONS AVAILABLE). https://teachcomputing.org/home-teaching/python-programming-pathway-1/ THIS SERIES OF LESSONS COVERS THE SAME TOPICS BUT IN A MORE USER-FRIENDLY FORMAT FOR PUPILS STUDYING AT HOME.				<table><tr><td rowspan="2"></td><td>4 - 5</td><td>can describe the different types of digital graphics and why they are used.</td></tr><tr><td>5 +</td><td>can explain the different types of digital graphics and why they are used.</td></tr></table>		4 - 5	can describe the different types of digital graphics and why they are used.	5 +	can explain the different types of digital graphics and why they are used.
	4 - 5	can describe the different types of digital graphics and why they are used.								
	5 +	can explain the different types of digital graphics and why they are used.								
Number of lessons in cycle:	4) New Material (previous learning/ new material) Digital graphics, User needs, File formats, Logos, advertising		5) Check for Understanding (questioning/checking) Use of various questioning techniques throughout the lesson	6) Prepare for Practice (model/ scaffold) At the task stage the teacher will model one of the examples, making it clear that this is just one way of completing the problem	Synchronous (live)					
	7) Deliberate Practice (guided/ independent) The task will be complete independently		8) Feedback (light/deep) The teacher will ask for volunteers to demonstrate their Work, and display their Work on the board with permission	9) Review (daily/monthly) Review will take place monthly		Asynchronous (remote)				
2	1) Lesson Type (classroom or blended for remote homework) Classroom (whole sequence completed)		2) DNA (Do Now Activity/Reading) BEBRAS Activity	3) Learning Intentions (what, why & how)						
	Blended (live and remote as independent study) IF A BLENDED LEARNING APPROACH IS REQUIRED, AN ALTERNATIVE SCHEME OF WORK			<table><tr><td>What</td><td>Properties of digital graphics</td></tr><tr><td>Why</td><td>To be able to understand the properties of digital graphics and their suitability for use in creating images</td></tr></table>		What	Properties of digital graphics	Why	To be able to understand the properties of digital graphics and their suitability for use in creating images	
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Why	To be able to understand the properties of digital graphics and their suitability for use in creating images									

		<p>ON THE SAME CONTENT IS AVAILABLE FROM THE TEACH COMPUTING HOME TEACHING REPOSITORY (6 LESSONS AVAILABLE).</p> <p>https://teachcomputing.org/home-teaching/python-programming-pathway-1/</p> <p>THIS SERIES OF LESSONS COVERS THE SAME TOPICS BUT IN A MORE USER-FRIENDLY FORMAT FOR PUPILS STUDYING AT HOME.</p>			How	<div>E</div> <p>can identify the different types of digital graphics and why they are used</p>	
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Number of lessons in cycle:	4) New Material (previous learning/ new material)		5) Check for Understanding (questioning/checking)		6) Prepare for Practice (model/ scaffold)		Synchronous (live)
	Digital graphics, User needs, File formats, Logos, advertising		The starter is used to ensure the concepts of last lesson are fully understood, Use of various questioning techniques throughout the lesson		At the task stage the teacher will model one of the examples, making it clear that this is just one way of completing the problem		
	7) Deliberate Practice (guided/ independent)		8) Feedback (light/deep)		9) Review (daily/monthly)		Asynchronous (remote)
	The task will be complete independently		The teacher will ask for volunteers to demonstrate their Work, and display their Work on the board with permission		Review will take place monthly		
3	1) Lesson Type (classroom or blended for remote homework)		2) DNA (Do Now Activity/Reading)		3) Learning Intentions (what, why & how)		
	Classroom (whole sequence completed)	X	BEBRAS Activity		What	Properties of digital graphics	

	<div>Blended (live and remote as independent study)</div> <div>IF A BLENDED LEARNING APPROACH IS REQUIRED, AN ALTERNATIVE SCHEME OF WORK ON THE SAME CONTENT IS AVAILABLE FROM THE TEACH COMPUTING HOME TEACHING REPOSITORY (6 LESSONS AVAILABLE).</div> <div>https://teachcomputing.org/home-teaching/python-programming-pathway-1/</div> <div>THIS SERIES OF LESSONS COVERS THE SAME TOPICS BUT IN A MORE USER-FRIENDLY FORMAT FOR PUPILS STUDYING AT HOME.</div>	<div></div>		<div>Why</div> <div>To be able to understand the properties of digital graphics and their suitability for use in creating images</div> <div>How</div> <div><div>E</div><div>can <u>identify</u> the different properties of digital graphics.</div></div> <div><div>3 - 4</div><div>can <u>describe</u> the different properties of digital graphics and how suitable they are for different purposes.</div></div> <div><div>5 +</div><div>can <u>explain</u> the different properties of digital graphics, how they differ from different sources and how suitable they are for different purposes.</div></div>
Number of lessons in cycle:	4) New Material (previous learning/ new material)	5) Check for Understanding (questioning/checking)	6) Prepare for Practice (model/ scaffold)	Synchronous (live)
	Digital graphics, User needs, File formats, Logos, advertising	The starter is used to ensure the concepts of last lesson are fully understood, Use of various questioning techniques throughout the lesson	At the task stage the teacher will model one of the examples, making it clear that this is just one way of completing the problem	
	7) Deliberate Practice (guided/ independent)	8) Feedback (light/deep)	9) Review (daily/monthly)	Asynchronous (remote)
	The task will be complete independently	The teacher will ask for volunteers to demonstrate their Work, and display their Work on the board with permission	Review will take place monthly	

4	1) Lesson Type (classroom or blended for remote homework)		2) DNA (Do Now Activity/Reading)	3) Learning Intentions (what, why & how)		
	Classroom (whole sequence completed)	X	BEBRAS Activity	What	Audience and influence of digital graphics	
	Blended (live and remote as independent study) IF A BLENDED LEARNING APPROACH IS REQUIRED, AN ALTERNATIVE SCHEME OF WORK ON THE SAME CONTENT IS AVAILABLE FROM THE TEACH COMPUTING HOME TEACHING REPOSITORY (6 LESSONS AVAILABLE). https://teachcomputing.org/home-teaching/python-programming-pathway-1/ THIS SERIES OF LESSONS COVERS THE SAME TOPICS BUT IN A MORE USER-FRIENDLY FORMAT FOR PUPILS STUDYING AT HOME.	<input type="checkbox"/>		Why	To be able to understand how different purposes and audiences influence the design and layout of digital graphics	
				How	E	can identify the different purposes and audiences that influence the design and layout of graphics.
4 – 5			can describe the different purposes and audiences that influence the design and layout of graphics,			
5 +	can explain the different purposes and audiences that influence the design and layout of graphics					
Number of lessons in cycle:	4) New Material (previous learning/ new material)		5) Check for Understanding (questioning/checking)	6) Prepare for Practice (model/ scaffold)		Synchronous (live)
	Digital graphics, User needs, File formats, Logos, advertising		The starter is used to ensure the concepts of last lesson are fully understood, Use of various questioning techniques throughout the lesson	At the task stage the teacher will model one of the examples, making it clear that this is just one way of completing the problem		
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		The task will be complete independently	The teacher will ask for volunteers to demonstrate their Work, and display their Work on the board with permission	Review will take place monthly			
5		1) Lesson Type (classroom or blended for remote homework)		2) DNA (Do Now Activity/Reading)	3) Learning Intentions (what, why & how)		
		Classroom (whole sequence completed)	X	BEBRAS Activity	What	Planning projects	
		Blended (live and remote as independent study) IF A BLENDED LEARNING APPROACH IS REQUIRED, AN ALTERNATIVE SCHEME OF WORK ON THE SAME CONTENT IS AVAILABLE FROM THE TEACH COMPUTING HOME TEACHING REPOSITORY (6 LESSONS AVAILABLE). https://teachcomputing.org/home-teaching/python-programming-pathway-1/ THIS SERIES OF LESSONS COVERS THE SAME TOPICS BUT IN A MORE USER-FRIENDLY FORMAT FOR PUPILS STUDYING AT HOME.	<input type="checkbox"/>		Why	To be able to understand the key features of a work plan for a project and understand the use of contingencies in planning	
					How	E	Can identify the key features of a work plan. Can state the issues that can occur in planning and the use of contingencies in planning. Can create a simple Gantt chart containing some of the required elements.
						4 – 5	Can describe the key features of a work plan. Can describe the issues that can occur in planning and the use of contingencies in planning. Can create a detailed Gantt

								chart containing most of the required elements.	
								Can explain the key features of a work plan. Can explain the issues that can occur in planning and the use of contingencies in planning. Can create a detailed Gantt chart containing all of the required elements.	
Number of lessons in cycle:	4) New Material (previous learning/ new material)		5) Check for Understanding (questioning/checking)		6) Prepare for Practice (model/ scaffold)				Synchronous (live)
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6	1) Lesson Type (classroom or blended for remote homework)		2) DNA (Do Now Activity/Reading)		3) Learning Intentions (what, why & how)				
	Classroom (whole sequence completed)	X	BEBRAS Activity		What	Project requirements			

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	Classroom (whole sequence completed)	X	BEBRAS Activity		What	Research for digital graphics projects		
	Blended (live and remote as independent study) IF A BLENDED LEARNING APPROACH IS REQUIRED, AN ALTERNATIVE SCHEME OF WORK ON THE SAME CONTENT IS AVAILABLE FROM THE TEACH COMPUTING HOME TEACHING REPOSITORY (6 LESSONS AVAILABLE). https://teachcomputing.org/home-teaching/python-programming-pathway-1/				Why	To be able to understand the difference between primary and secondary reaserch		
					How	E	Can <u>state</u> what primary and secondary research is. Can <u>Identify</u> the different methods of primary and secondary research Can carry out some primary research	

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