Year 10 IT

The curriculum has been devised by building upon key skills and knowledge developed at KS3 to equip students with the wide range of knowledge and skills needed to work in the creative digital media sector.
Starting with pre-production skills the students develop their skills through practical assignments as they create final multimedia products.

Methods of deepening and securing knowledge:	
Retrieval practice	Starter activities are used whilst students login to computers, these are knowledge retrieval activities.
Interleaving	Pre-production and creative skills are revisited several times throughout Year 10. Key concepts are repetitively covered using scenarios and are interleaved within the curriculum.
Concrete examples	Concrete examples are used as the teacher demonstrates completed projects or tasks in creative or practical lessons to demonstrate how the skills taught can be applied to different scenarios.
Dual coding	Dual coding is used as instructions for tasks include written steps and images showing what icons or tools look like.

	Autumn term 1	Autumn term 2	Spring term 1	Spring term 2	Summer term 1	Summer term 2
Topic(s)	**R081 Pre-production Documents** - Understand the purpose and uses of pre-production documents - Mood boards - Storyboarding - Mind maps/spider diagrams - Visualisation diagrams - Storyboards	**RO81 Pre-production Documents** - Plan and create pre-production documents interpreting client requirements - Identifying timescales - Producing work plan and production schedule - Identify target audience, the hardware, techniques and software used	**RO82 Digital Graphics** - Understand the purpose and properties of digital graphics - Why digital graphics are used - How digital graphics are used - Types of digital graphics - File formats - Properties of digital graphics and their suitability for use in creating graphics	**RO82 Digital Graphics** - Plan the creation of a digital graphic - Interpret client requirements - Understand target audience - Produce work plan - Identify assets - Identify resources needed to create digital graphic - Legislation	**RO82 Digital Graphics** - Create digital graphics - Source identified assets - Create identified assets - Technical compatibility - Create digital graphic using range of tools and techniques - Save and export for required use	**RO82 Digital Graphics** - Set assignment (coursework)

		- Health and safety requirements and legislation - Review pre-production documents	- How different purposes and audiences influence the design and layout of digital graphics		- Review digital graphic against required brief - Identify areas for improvement	
Assessment	Aiming High assessment on pre-production skills		Aiming High assessment on digital graphics knowledge		Album cover assessment	

Independent learning:
Independent learning is a core part of learning and serves to support the learning in class, enrich the student experience and develop knowledge and skills. There are written independent learning tasks that extend and consolidate learning. Preparing for assessment is an essential part of each topic as each assessment allows teachers and students to see their progress. It is crucial that revision is completed so students can show off what they know.