



<b>KS4 Year 10 Creative iMedia - Specification</b>		
	<b>Topic</b>	<b>Learning Aims</b>
<b>1</b>	<b>Purpose, Elements and Design of Visual Identity</b>	Learning about the different content that makes visual identity.
<b>2</b>	<b>Graphic Design and Conventions</b>	Learning about different techniques used within graphic design and different conventions.
<b>3</b>	<b>Properties of Digital Graphics and Use of Assets</b>	Learning about the different properties of digital graphics and how to use existing assets.
<b>4</b>	<b>Techniques to Plan Visual Identity and Digital Graphics</b>	Learning about different techniques used to plan the visual identity of digital graphics.
<b>5</b>	<b>Tools and techniques Imaging Editing Software used to Create Digital Graphics</b>	Learning different Photoshop skills to be able to create professional graphics.
<b>6</b>	<b>Technical skills to source, create and prepare assets for use within digital graphics</b>	Learning about different technical skills used to source, create and prepare assets to be used within Photoshop.
<b>7</b>	<b>Techniques to save and export visual identity and digital graphics</b>	Learning different techniques used to save and export digital graphics.



<b>KS4 Year 11 Creative iMedia - Specification</b>		
	<b>Topic</b>	<b>Learning Aims</b>
<b>1</b>	<b>The purpose of multimedia products</b>	Learning about the purpose of multimedia products.
<b>2</b>	<b>Key elements of designing interactive multimedia products</b>	Learning about different elements used in the designing of multimedia products.
<b>3</b>	<b>Hardware, software and peripherals</b>	Learning about the different hardware, software and peripherals that are used within multimedia products.
<b>4</b>	<b>Planning an interactive multimedia product</b>	Learning the use of different planning techniques used to design multimedia products.
<b>5</b>	<b>Client Brief</b>	Learning how to create a client brief.
<b>6</b>	<b>Work Plan</b>	Learning how to create a work plan.
<b>7</b>	<b>Resources</b>	Learning about the use of different resources to create a multimedia product.
<b>8</b>	<b>Creating an interactive multimedia product</b>	Learning different skills and techniques used to create an interactive multimedia product.
<b>9</b>	<b>Reviewing an interactive multimedia product</b>	Learning how to review the creation of an interactive multimedia product.