

Subject	Year 10 Threshold Knowledge – Autumn/Spring/Summer term	How to support students' learning
iMedia	<p>Autumn Term R093 Creative iMedia in the Media Industry –</p> <ol style="list-style-type: none"> 1. Understand the different sectors that form the media industry and the types of products produced by, and used within them and how the same product can be used by different sectors. 2. Know the different purposes of media products and how meaning is created for different purposes and how the style, content and layout are adapted to meet each purpose. 3. Know the purpose, content, conventions and use of mind maps and mood boards including the hardware and software used to create them. 4. Know the purpose, content, conventions and use of flow charts, visualisation diagrams and wireframe layouts including the hardware and software used to create them. 5. Understand the importance and purpose of protecting intellectual property (IP): copyright, ideas, patents, and trademarks. 6. Understand how to use copyrighted materials: creative common licence(s), fair dealing, permissions, fees and licences, watermarks, and symbols responsibly. <p>R094 Visual Identity and Digital Graphics –</p> <ol style="list-style-type: none"> 7. Develop understanding of visual identity and its fitness for purpose in a range of business settings. 8. Recognise the different elements of visual identity and how these are influenced by business type, target audience, brand values and positioning. 9. Know the importance of graphic designs that incorporate visual 	<ul style="list-style-type: none"> • Use the following website to help support knowledge of Media Studies concepts: https://www.bbc.com/bitesize/subjects/ztnygk7 • Use the following videos to help support knowledge and skill building: • YouTube Adobe Photoshop tutorial: https://www.youtube.com/watch?v=lyR_uYsRdPs (3hrs 7mins) • YouTube Adobe Express tutorial: https://www.youtube.com/watch?v=LfJ5jUgLEBk (27 mins) • YouTube Adobe Illustrator tutorials: https://www.youtube.com/watch?v=AinkCNooH2A (26 mins) • https://www.youtube.com/watch?v=Ib8UBwu3yGA (3hrs 17mins) • Graphics design and creation related websites: • https://www.sqa.org.uk/e-learning/BitVect01CD/page_01.htm • https://1stwebdesigner.com/graphic-design-basics-elements/ • https://www.lifewire.com/what-is-graphic-design-1697521 • Use the following videos to help support knowledge and skill building: • YouTube Adobe Photoshop tutorial: https://www.youtube.com/watch?v=lyR_uYsRdPs (3hrs 7mins) • YouTube Adobe Express tutorial: https://www.youtube.com/watch?v=LfJ5jUgLEBk (27 mins) • YouTube Adobe Illustrator tutorials: https://www.youtube.com/watch?v=AinkCNooH2A (26 mins) • https://www.youtube.com/watch?v=Ib8UBwu3yGA (3hrs 17mins) • Use this website to expand your understanding of key gaming concepts: https://hitboxteam.com/designing-game-narrative

identify and house style including colour scheme and typography.

10. Understand layout conventions for different graphic products and purposes.
11. Discuss the technical properties of bitmap and vector images and graphics.
12. Understand the requirements for using secondary assets and knowing how to record usage.
13. Use a range of pre-production techniques such as mood boards, mind maps, visualisation diagrams and concept sketches to plan visual identity and digital graphics.

Spring Term

R094 Visual Identity and Digital Graphics –

14. (3.1) Develop skills to use appropriate tools and techniques of imaging editing software for creating digital graphics.
15. (3.2) Create and prepare assets including repurposing assets for use within digital graphics that are suitably sourced and documented ready for exportation.
16. (3.3) Save and export graphics in appropriate file formats which meet client requirements.

Summer Term

R099 Digital Games –

17. (1.1) Understand the different types, characteristics and conventions of digital games including gameplay and digital styles.
18. (1.1) Apply the concept of MVP (Minimum Viable Product) when planning games to ensure audience engagement.
19. (1.1) Know the distinguishing features of each type of game objective.
20. (1.2) Understand the capabilities and limitations of resources; hardware, peripherals and software required to create digital games.

- Wider reading on video game making:
<https://www.nuclino.com/articles/game-development>
- Use these GDevelop tutorials to further develop skills in the software:
<https://gdevelop.io/academy>

	<p>21. (1.3) Identify game concepts for digital games using idea generation, USP and objectives.</p> <p>22. (1.3) Use pre-production and planning documentation and techniques for planning the game appearance and structure using concept art, decision trees, narrative pathways and story arc.</p> <p>23. (1.3) Plan how scoring mechanisms are displayed and integrated within visuals of digital games and how feedback to players is provided during gameplay.</p>	
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