

Section 1										PRACTICAL SKILLS DEVELOPMENT																			
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20										
1.1 Course Intro & Discussion	1.2 Interactive Media Products	1.3 Websites, Apps, Interactive Kiosks & eLearning Platforms	1.4 Interactive TV and Video, Virtual Reality & Augmented Reality.	1.5 Uses of interactive Media Products.	1.6 Context of Interactive Media Products	1.7 Uses of Interactive Media Products	1.8 ASSESSMENT	1.9 Media Assets.	1.10 Features of Interactive Products.	1.11 Features continued.	1.12 Features continued.	1.13 Health & Safety (Risk Assessment).	1.14 Health & Safety (Workstations)	1.15 Legal (Automatic and Applied for Protection).	1.16 Employment.	1.17 Employment law continued.	1.18 Ethical Constraints	1.19 ASSESSMENT	1.20 DIRT & Discussion										
<p>Key Vocab: Website, eLearning platform, mobile App, Kiosk, interactive, augmented reality, virtual reality, communication, assessment tools, learning tools, information, entertainment, engagement, pleasure, increase sales, increase online presence, brand awareness, influence behaviour, images, audio, video, assets, banners, navigation and buttons, slinks, interactive buttons, menu bars, drop down menus, scrolling, screen orientation, scanning, language options, menu, interface, payment options, graphics, body and hearing tracking. Risk assessment, location, personnel, transportation, equipment handling, DSE, workstation assessment, lighting, breaks, PAT, copyright, design right, trademarks, patents, employees rights, contracts, T&C's, non-disclosure agreements, public liability, equal opportunities, truth, accuracy, privacy, trust, public interest.</p>										<p>Key Vocab: Assets, images, video, audio, file types, copyright, cost, legal, author, terms and conditions, image editing software, the different tools and their names, save and save as, export and compression, import, timeline, transition and caption/graphics, font, sizes and html colours</p>										<p>Key Vocab: Export, compress, CSS, HTML, insert, <body>, <h1>, <h2>, <h3>, tables, images, embed, video file, audio, insert, before, after, nest, tables, properties, html colour, serif, sans-serif.</p>									
<p>HOMEWORK: 1.2: GCSE Pod Playlist: 'Interactive Media Products'. 1.9 GCSE Pod Playlist: 'Media Assets'. 1.13 Produce poster for classroom Health & Safety. 1.15 Research 'Workstation Assessment & Employer responsibilities.</p>										<p>Homework: Research 'Shutterstock' and its uses and costs. Develop and Design a 'sources table' - what is important?</p>										<p>Homework: On a single Side of A4, create brand style decisions for a new sports brand aimed at under 15's (logo, Brand Name, Font for Branding, Colours Scheme)</p>									
<p>Curriculum Links: BTEC Level 3 Information Technology Units 3 & 6, KS3 Photoshop and Dreamweaver units</p>																													
<p>Literacy: Digital Literacy and understanding new technical terminology, understanding basic legal frameworks and principles. Develop literacy in regards to key vocab and understanding of the terms</p>																													
<p>Cultural Capital: develop an understanding of the needs of others and the importance from the initial design stage. Respecting the rights of others.</p>																													
<p>Social, Moral, Spiritual and Cultural Development: Ownership and copyright and understanding and respecting the needs and legal protections of others.</p>																													
<p>Fundamental British Values: Employment Law and Discrimination: Employer responsibilities for Health & Safety, accessibility and visual impairments, use of colour and design features to assist disabled users</p>																													

Section 2				Section 3						Section 4					Wrap up		
Week 21	Week 22	Week 23	Week 24	Week 25	Week 26	Week 27	Week 28	Week 29	Week 30	Week 31	Week 32	Week 33	Week 34	Week 35	Week 36	Week 37	
2.1 & 2.2 Demographics	2.3 Psychographics	2.4 Profiling	2.5 Audience Uses of Interactive Media 2.6 ASSESSMENT	2.7 DIRT	3.1 & 3.2 Authoring Platforms	3.3 Hardware: Scanners and Camera's. 3.4 Hardware: Audio and Computers	3.5 Computer diagram. 3.6 Hardware: Controllers and Connections	3.7 Storage Options. 3.8 File Types (Video and Audio)	3.9 File Types (Images) 3.10 Exporting options & Folder structures	3.11 ASSESSMENT 3.12 DIRT & discussion.	PLANNING: Flow charts and Site Maps	PLANNING: SWOT & Gantt Charts	PLANNING: Storyboards & Moodboards	PLANNING: Wireframes	Complete Planning Practice task	ASSESSING Design skills	
<p>Key Vocab: age groups, gender identity, sex, income, ethnicity, location, disability, sexual orientation, family situations, religion and beliefs, pregnancy and maternity/paternity, marital or civil partnership status. Interests, lifestyles, behaviours, primary audience, secondary audience, source of information, entertainment, communication, personal profile, payment, nav, purchases, selling,</p>				<p>Key Vocab: cloud based, authoring platforms, image manipulation, editing software, audio manipulation, digital audio workstations (DAW) corrective and creative effects, video editing software, animation software, motion capture,scanners, camera, video, still, focus, auto focus, zoom, lens, viewfinder, tripods, orientation, shutter speed, resolution, flash, memory, storage types, microphone, processor, motherboard, storage, graphics card, RAM, sound card, graphics tablet, controllers, MIDI Controller, USB, Micro USB, HDMI, wireless, bluetooth, XLR, ethernet audio jack, cloud based server, commercial server, SSD, USB Optical, external and internal storage, magnetic, folders and sub folders</p>						<p>Key Vocab: design, plan, flow charts, sit map, navigation, structure, linear, mesh, hotspot, hyperlink, CSS, style, strengths, weaknesses, opportunities, threats, time, sequence, reliance, interdependent, storyboards, timings, captions, transitions, moodboards, themes, wireframes, content, layout, formatting, functionality</p>							
Homework: What is GDPR? The Law and the responsibilities on organisations.				Homework: The differences, benefits and drawbacks to Wired and Wireless connections.						Homework: 1 - Flowchart to make coffee with milk. 2 - SWOT for Bilton School. 3 - Moodboard for Costa							
BTEC Level 3 Information Technology Units 3 & 6, KS3 Photoshop and Dreamweaver units																	
Understanding ethical terminology while defining people and groups				Technical terminology for hardware and software						Learning to put all of the sections together here while designing and planning real webpages and video - how to engage wide range of people, within a defined target audience while considering all of their needs and wants in a legal and ethical way.							
Understanding others and considering them while producing I.M.P's				How peripherals can aid and support computer access for all, including those with disabilities and injuries													
Understanding, empathy and consideration of others and what is respectful and fair																	
Demographics and Psychographics, defining but not discriminating. Identifying a target audience in an ethical way																	