|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Unit =** | **Road Map** | | | | | |
| In this unit you will investigate water on the land. The aims are as follows:  **LG1**: Knowledge  **LG2**: Application  **LG3**: Skills | Assessment Grades |  |  | | | |
|  | |  | | | |
|  | |  | | | |
|  | |  | | | |
|  | |  | | | |
|  | |  | | | |
| **Themes** | **Learning Goals/Outcomes/Content** | | |  |  |  |
| **Lesson 1**:  What will I learn on this course? What does media mean? What jobs are available in the media industry? What will I learn as part of R082? | **LG1:** To know what I will learn on the iMedia course.  **LG1:** To understand what media means and what career options I have in this industry. | | |  |  |  |
| **Lesson 2 and 3**  How and why are digital graphics used?  How do different sectors use digital graphics? | **LG1:** Understand what a digital graphic is.  **LG1**: Know how and why digital graphics are used.  **LG1:** Identify how digital graphics are used in several different sectors.  **LG2:** Explain how and why digital graphics are used for a selection of graphics.  **LG2:** Explain how and why digital graphics are used in a range of sectors.  **LG3:** Decision making skills: to evaluate the suitability of a digital graphic. | | |  |  |  |
| **Lesson 4**  What is the audience and purpose of digital graphics? | **LG1:** Know what audience and purpose means.  **LG1:** Understand that digital graphics have a specific audience and purpose.  **LG2:** Explain how each graphic is suitable for audience and purpose.  **LG3:** Decision making skills: to evaluate the suitability of a digital graphic. | | |  |  |  |
| **Lesson 5 and 6**  How do different purposes and audiences influence the design and layout of digital graphics? | **LG1:** To understand how different purposes and audiences influence the design and layout of a digital graphic.  **LG2:** To justify why design decisions have been made in relation to audience and purpose of selected graphics.  **LG3:** Decision making skills: to evaluate the suitability of a digital graphic. | | |  |  |  |
| **Lesson 7 and 8**  What is the theory behind the use of colour?  What properties can be changed when in regards to colour when creating a digital graphic? | **LG1:** Know the theory behind the use of colour in digital graphics.  **LG1:** Understand that colours used in a digital graphics can stimulate a mood.  **LG1:** To know what colour setting options there are when creating a digital graphic.  **LG2:** To apply understanding of colour theory to determine the reason why colours are used in digital graphics.  **LG3:** Decision making skills: to evaluate the use of colour. | | |  |  |  |
| **Lesson 9 and 10**  What is a file type?  What is a file format?  Why is the file type and file format important when creating a digital graphic?  What is DPI and why should it be considered when creating a digital graphic? | **LG1:** Know what a file type and file format is.  **LG1:** Understand each file type and format is used for a purpose.  **LG1:** Understand what DPI is.  **LG2:** Apply knowledge of file types, file formats and DPI to an array of images. | | |  |  |  |
| **Lesson 11**  What is the connection between properties and suitability of use? | **LG1:** Understand the connection between the properties of a digital graphic and their suitability of use.  **LG2:** To apply knowledge of the properties of digital to determine whether a selection of image is suitable for either print or on screen.  **LG3:** To be able to view the meta data of an image.  **LG3:** To evaluate the suitability of a digital graphic. | | |  |  |  |
| **Lesson 12**  Prep: Report Writing. How to address | **LG1:** To understand the requirements of LO1. | | |  |  |  |
| **Lesson 13 and 14**  2 hours | Timechaser Practice Coursework  **ASSESSMENT**  **LG3:** Evaluate work against success criteria. | | |  |  |  |
| **Lesson 15 and 16** | Feedback  **LG3:** To improve work based on feedback | | |  |  |  |
| **Lesson 17 and 18**  2 hours | Coursework Assessment | | |  |  |  |

**Links:**

**LG1:** Understanding the purpose and properties of digital graphics is essential to ensure that you understand how digital graphics are suitable for audience and purpose.

**LG2:** Application is important so that you are able to design and create a digital graphic that is suitable for audience and purpose.

**LG3:** Being able to view and read meta data for a digital graphic enables you to understand a digital graphic in respect to how it can be used in future. Decision making and evaluation skills enable you to review and improve your work.