



The Fisher Way: Curriculum



The Fisher Way aims to educate and inspire with joy, faith and love because we are an inclusive Catholic community.

Successful and resilient learners who aspire to and achieve excellence

Confident individuals who can explore and communicate effectively

Responsible citizens who are active, loving and wise in all their endeavours

Subject	Creative iMedia
Year Group	Year 9
Intent	<p>Successful and resilient learners: who can understand, and then apply a range of technology to make effective and creative digital artefacts for a clear purpose</p> <p>Confident individuals: who can use digital technology effectively, creatively and safely in their personal lives and future careers</p> <p>Responsible citizens: who understand the social and cultural impact that technology has on their lives and the lives of others</p>

Narrative	<p>At KS4 Creative iMedia is broken into the practical skills of how to use creative software to make digital artefacts, and knowledge of the preparation and planning that is required to make sure those digital artefacts are effectively achieve their purpose.</p> <p>In Year 9 the practical skills covered look at developing a wide range of tools for creating graphics, and all learners will develop skills to create their own vector based assets and repurpose existing assets.</p> <p>The focus for planning and theory elements of the course is on the pre-production documents that are used to create effective digital artefacts, and all students will look into using pre-production moodboards, mindmaps, story boards, client brief and client requirements to guide them to create effective final products.</p> <p>The practical elements of learning Affinity will build on two areas covered in KS3. The first is the knowledge of bit maps and vectors developed through the data representation unit in Y8, and the second is the skills developed through the graphics units, where the skills to create graphic assets is taken further by adding in the ability to create vector assets using nodes and geometry, and the ability to repurpose bitmap assets with masking and adjustment layers.</p> <p>The practical elements of learning Affinity will develop the skills and knowledge required to complete the projects throughout Y10 and Y11, in particular, elements of LO2 (planning the creation of digital artefacts) and LO3 (creating digital artefacts).</p> <p>The theoretical elements of pre-production documentation are key to a couple of different areas that will be covered in Y10 and Y11. Firstly, the principles of pre-production covered in Y9 will be crucial in the build-up to the exam in Y10, and secondly it links heavily into LO1 (understanding the purpose of digital artefacts), LO2 (planning the creation of digital artefacts), and LO4 (reviewing digital artefacts).</p>					
Half term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge (topics studied)	Pre-production Documents - Mood boards, Mind maps, Storyboards, Scripts, Visualisation Diagrams	Pixel Level Graphic Editing - Repairing and Removing Elements, Liquefy Tools, Adjustments and Filters, Layer Masking	Vector Level Graphic Editing - Nodes, Lines, Shapes, Geometry, Gradients	Graphic Projects - Composite Images, Application of Multiple Skills in a Wider Context	Production Planning and Legal Issues - Schedules, Work Plans, Client Requirements, Target Audiences	Graphic Projects - Analysing a scenario and creating a plan and final graphic for it

Key skills	Analysis of existing documentation to determine strengths and weaknesses. Analysis of a project to determine appropriate documentation to create.	Creative application of software. File management and organisation.	Creative application of software. File management and organisation.	Creative application of software. File management and organisation.	Analysis of existing documentation to determine strengths and weaknesses. Analysis of a project to determine appropriate documentation to create.	Creative application of software. File management and organisation. Accurate sourcing and logging of assets.
Cultural capital	Consideration of projects from the perspective of a different audiences. Understanding of the media and the role they play.	Ethics of photo-shopping images and creating unrealistic expectations.	Understanding subconscious impacts of graphic design - what audiences like and why?	Images in Fake News, When and why images have been faked throughout history.	Consideration of projects from the perspective of a different audiences. Understanding of the media and the role they play.	Ethics of copyright in a digital world.
Assessment	Practical Workbooks, R081 Past Questions	Practical Workbooks, R081 Past Questions	Practical Workbooks, R081 Past Questions	Mini Graphic Projects, R081 Past Questions	Mini Graphic Projects, R081 Past Questions	R081 Full Past Paper