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| **Unit = R082 LO2** | **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 |  |  | | | |
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| **Themes** | **Learning Goals/Outcomes/Content** | | |  |  |  |
| **Lesson 1**  What is a mind map/ spider diagram? | **LG1:** Describe the purpose of a mind map/spider diagram.  **LG1:** Identify the content of a mind map/ spider diagram**.**  **LG2:** Explain the advantages and usefulness of a spider diagram.  **LG3:** Create a mind map/ spider diagram | | |  |  |  |
| **Lesson 2**  What is an interpretation of client brief?  How audience can be categorised? | **LG1:** Understand what an interpretation of client brief is and includes.  **LG1:** Understand how audience can be categorised.  **LG2:** Describe the audience and purpose for a given brief. | | |  |  |  |
| **Lesson 3**  What is the difference between hardware and software?  What is Copyright? | **LG1:** Understand the difference between hardware and software.  **LG1:** Understand the requirements of Copyright legislation when using secondary graphics.  **LG2:** Identify hardware and software required to create a digital graphic.  **LG2:** Collect suitable assets to create the film festival advert. Include understanding of Copyright. | | |  |  |  |
| **Lesson 4**  What is a mood board and what does it include?  How will a mood board help me to design a digital graphic? | **LG1:** Describe the purposes, uses and content of a mood board.  **LG2:** Create mood board for a given purpose | | |  |  |  |
| **Lesson 5 & 6**  How do I plan my project?  What is a Gannt Chart? | **LG1:** Understand how to use a Gantt chart to plan a project.  **LG2:** Create a Gannt Chart  **LG3:** Plan timings of a project using a Gannt chart. | | |  |  |  |
| **Lesson 7 – 11**  **Assessment: TimeChaser** | **LG1:** Knowledge of being able to plan the creation of a digital graphic.  **LG2:** Application of knowledge of audience and purpose, hardware and software, suitability of graphics, Copyright, Gannt chart, visualisation diagram.  **LG3:** Creating a mind map, mood board, Gannt chart, visualisation diagram. Decision making skills; are assets suitable for audience and purpose, has suitable hardware and software been selected, suitable timings in the Gannt chart, visualisation diagram. | | |  |  |  |
| **Lesson 12** | Pupils receive back their work and improve work based on feedback. | | |  |  |  |
| **Lesson 13 – 16**  **Assessment Coursework** | **LG1:** Knowledge of being able to plan the creation of a digital graphic.  **LG2:** Application of knowledge of audience and purpose, hardware and software, suitability of graphics, Copyright, Gannt chart, visualisation diagram.  **LG3:** Creating a mind map, mood board, Gannt chart, visualisation diagram. Decision making skills; are assets suitable for audience and purpose, has suitable hardware and software been selected, suitable timings in the Gannt chart, visualisation diagram. | | |  |  |  |

**Links:**

**LG1**: Understanding how to plan the creation of a digital graphic is important as this will ensure that the graphic is suitable for audience and purpose.

**LG2:** Knowing how to plan the creation of a digital graphic is important so that you can design and create a digital graphic that is suitable for audience and purpose.

**LG3**: Being able to use skills on how to plan a digital graphic is important as this will enable you to create a media product that is suitable for audience and purpose.Decision making and evaluation skills enable you to review and improve your work.