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| **Unit = R087 LO2** | **Road Map: Be able to plan the interactive multimedia product** | | | | | |
| 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** | | |  |  |  |
| 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. | | |  |  |  |
| 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. | | |  |  |  |
| 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. | | |  |  |  |
| What is the difference between hardware and software?  What is Copyright?  Is there any other applicable legislation? | **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 interactive multimedia product.  **LG2:** Collect suitable assets to create an interactive multimedia product. Include understanding of Copyright. | | |  |  |  |
| What is a mood board and what does it include?  How will a mood board help me to design a interactive multimedia product? | **LG1:** Describe the purposes, uses and content of a mood board.  **LG2:** Create mood board for a given purpose. | | |  |  |  |
| What is a visualisation diagram? | **LG1:** Describe the purposes, uses and content of a visualisation diagram.  **LG2:** Create visualisation diagram for a given purpose | | |  |  |  |
| What is a test plan?  How will my test plan ensure my multimedia product works? | **LG1:** Understand the important of creating a test plan.  **LG2:** Create a test plan for a multimedia product. | | |  |  |  |
| **Assessment: Coursework** | **LG1:** Knowledge of being able to plan the creation of a multimedia product .  **LG2:** Application of knowledge of audience and purpose, suitability of graphics, Copyright, Gannt chart, visualisation diagram, mood board, test plan.  **LG3:** Creating a mind map, mood board, Gannt chart, visualisation diagram and test plan. 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 multimedia product is important as this will ensure that the multimedia product is suitable for audience and purpose.

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

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